

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS[®] STARFIGHTER[™]



INSTRUCTION BOOKLET



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 peripherals 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.

TABLE OF CONTENTS



Introduction	03
Getting Started	04
Default Controls	05
Playing the Game	06
Cockpits	09
Pilots and Ships	11
Hints and Tips	13
Credits	13
How to Contact LucasArts	14
The LucasArts Company Store	15
Software License and Limited Warranty	19

INTRODUCTION



The life of a starfighter pilot can be lonely. Strapped into your starship, the outside world is reduced to nothing but a crackling voice in your helmet. The laser blasts that zoom by during the heat of battle serve as a reminder that each time you take off from the hangar, you're not sure if you'll be coming back home.

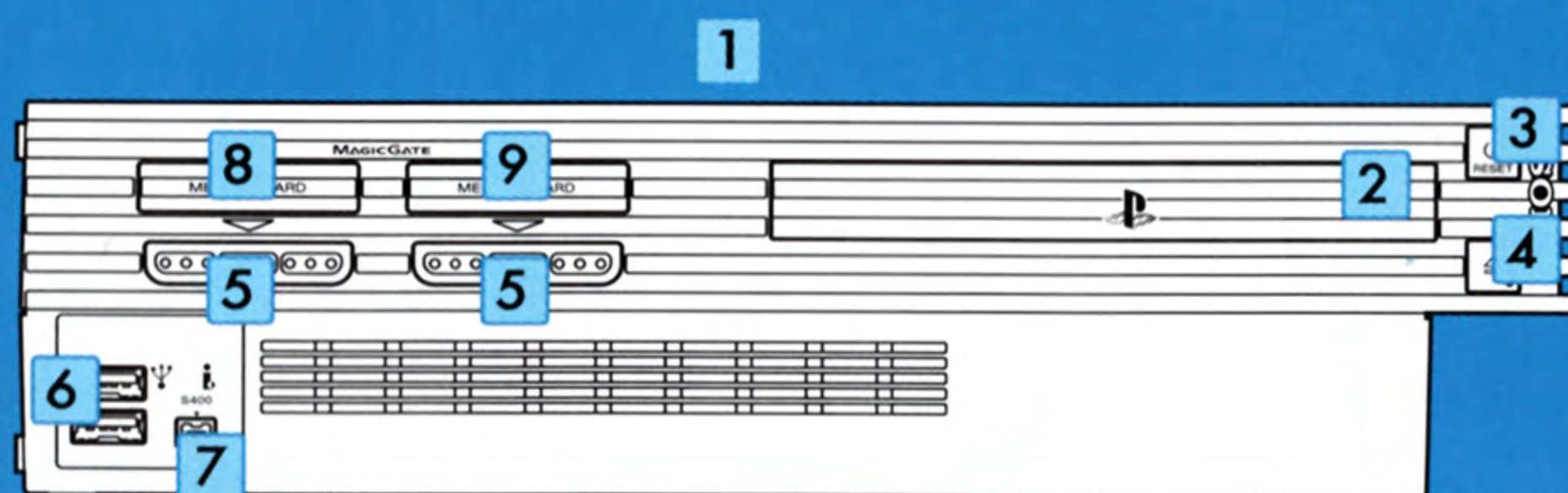
Now, a ragtag group of three pilots wants to save Naboo and the galaxy from the oppressive schemes of the Trade Federation. The only question is: Can you help them?

Join the young rookie pilot Rhys Dallows, the tough mercenary Vana Sage, and the pirate captain Nym as they band together and face off against the Trade Federation in over 14 unique missions that span three worlds.

GETTING STARTED

PlayStation®2 Computer Entertainment System

- | | |
|---|---------------------------|
| 1. MAIN POWER Switch
(Located on back of unit) | 5. Controller Ports 1 & 2 |
| 2. Disc Tray | 6. USB Connector |
| 3. RESET Button | 7. S400 i.Link Connector |
| 4. (OPEN) Button | 8. MEMORY CARD Slot 1 |
| | 9. MEMORY CARD Slot 2 |



Star Wars Starfighter™ supports the PlayStation®2 DUALSHOCK™ 2 analog controller and the PlayStation®2 Memory Card if you wish to save your progress.

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 RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Star Wars Starfighter* 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 on-screen instructions and refer to this manual for information on using the software.

DEFAULT CONTROLS

DUALSHOCK™2 Analog Controller

1. **L2 Button:** Brake
2. **R2 Button:** Boost
3. **Left Analog Stick:**
Controls direction of ship's nose. Push forward to move nose down, pull back to move nose up.
4. **Right Analog Stick:**
Push stick left or right to roll. **R3 Button:** Press down on button to auto-level ship.
5. **R1 Button:** Sniper View (press and hold to zoom in)
6. **SELECT Button:** Toggle between in-cockpit and chase-camera view.
7. **START Button:** Pause Menu
8. **△ Button:** Target nearest opponent or opponent shooting you (press repeatedly to cycle through enemy targets)
9. **○ Button:** Fire secondary weapon. **NOTE:** Press and hold to charge an advanced secondary weapon (see Pilots and Ships on page 11 for weapon details)
10. **□ Button:** Target ship in sight
NOTE: Press and hold to activate Sensor Targeting System, which will highlight all targets in the area. While holding down the button,



move your sight over any craft to make it the selected target.

11. **L1/× Buttons:** Fire primary weapon.

WINGMATE COMMANDS

Many of the missions in *Starfighter* let you fly alongside a group of talented fighter pilots. After the fourth mission, you can communicate with wingmates using the Directional Buttons. If no wingmates are available, this interface will not appear.

Directional Buttons:

12. **▲:** "Attack my target!"
13. **◆:** "Protect my target!"
14. **▶:** "Report in!"
15. **↖:** "Cancel order and protect me!"

PLAYING THE GAME



Upon starting **Starfighter**, you will be presented with the Memory Card Screen. While a memory card is not required to play the game, it is strongly recommended. If you have two memory cards in your system, this menu will let you select which card to use. Press the Δ Button if you do not want to save your game to a memory card or select a memory card and press the **X** Button to continue.

If you have a previously saved game, you will be able to load it at this point by scrolling through the list of saved games and pressing the **X** Button. You can also erase a saved game on this menu by pressing the $\square$ Button. If this is your first time playing the game and no saved games exist, you will be asked to create a new saved game.

Once at the Main Menu, you can move between options by pressing the $\blacktriangleright$ or $\blacktriangleleft$ Directional Buttons. The options, which can be selected by pressing the **X** Button, are as follows: Play, Bonus Missions, Load Game, and Options.

Play

By moving to this option and pressing the **X** Button, you will be on your way to taking off in your starfighter. This option takes you to the Mission Selection Screen. To start a new game, you'll be prompted to choose a mission difficulty (see below).

Mission Selection Screen

Starfighter includes 14 story-based missions that span three worlds as well as outer space. Each mission beyond the first is unlocked when you complete the previous mission. If you have completed more than the first mission, press the $\blacktriangleright$ and $\blacktriangleleft$ Directional Buttons to select the mission you want to play. Press the **X** Button to confirm. You'll be prompted to choose a difficulty setting (Easy, Medium or Hard) using the $\blacktriangleup$ and $\blacktriangledown$ Directional Buttons. Press the **X** Button to confirm.

In addition, this interface can also be used to select and view prerendered cinematics. Medals earned on each mission will also be displayed as you scroll through the missions. (For more information on medals, see Bonus Missions below). As the game is loading, the objectives for the mission will be displayed along with information on how to obtain bonus medals.

Bonus Missions

A number of bonus missions can be unlocked by obtaining certain medals throughout the game. The Menu Screen for each bonus mission indicates which medals are needed to unlock each level. Medals are obtained by achieving a certain number of bonus goals in regular game missions: one goal for bronze, two for silver, and three for gold.

Load Game

If you have previously played the game, you can choose this option to load a saved game from a PlayStation®2 Memory Card. You can save up to eight unique games per memory card. As you progress through the game, the current level you are playing on is automatically saved along with your options settings, so long as you have a memory card in the machine and elected to save your game when you first started **Starfighter**.

Options

Adjust **Starfighter** to your liking based on the following variables. Options settings are saved with your saved game:

CONTROLLER SETUP: Press the **X** Button to go to the Controller Setup Screen. Press the **▲** and **▼** Directional Buttons to select between the following options and press the **▶** and **◀** Directional Buttons to adjust each option:

Controller Select: Select between the four different controller configurations.

Flip Y-Axis: If you would like to have the up/down flight direction switched, toggle this option.

Rumble: Select the strength of the vibration function or turn it off.

Joystick Sensitivity: Select Analog Stick sensitivity.

SOUND SETUP: Press the **X** Button to go to the Audio Setup Screen. Press the  and  Directional Buttons to select between the options and press the  and  Directional Buttons to adjust each option:

Music: Adjust the volume level of music.

Sound Effects: Adjust the volume of sound effects.

Voice: Adjust the volume of in-game speech.

Stereo/Mono: Select between stereo and mono sound output.

SAVE GAME: Save your current progress and option settings. Note that the game automatically saves your progress after completing a mission.

CODE SETUP: If you have a special code for the game, use this option to enter it. Press the  and  Directional Buttons to scroll through the letters on the code dial and press the **X** Button to lock in a letter. The  Button allows you to erase letters. The  Button lets you enter the code.

RESTORE DEFAULT OPTIONS: Select this option to return to the original settings.

At any time you can press the  Button to revert to the previous Option Menu or to cycle back to the Main Menu.

Pause Menu

When playing the game, press the **START** Button at any time to bring up the Pause Menu and view all currently assigned mission goals. You can also check your current mission time. In addition, from this menu use the  or  Directional Buttons to quit to the Main Menu, restart the level, or simply continue with the game where you left off. Press the **X** Button to make your selection.



Whether you are flying through a deep canyon or far off in outer space, the cockpit game screen in **Starfighter** remains consistent. While there are slight visual interface differences between each of the three ships you pilot, most of the functionality remains the same. See

next page for descriptions.

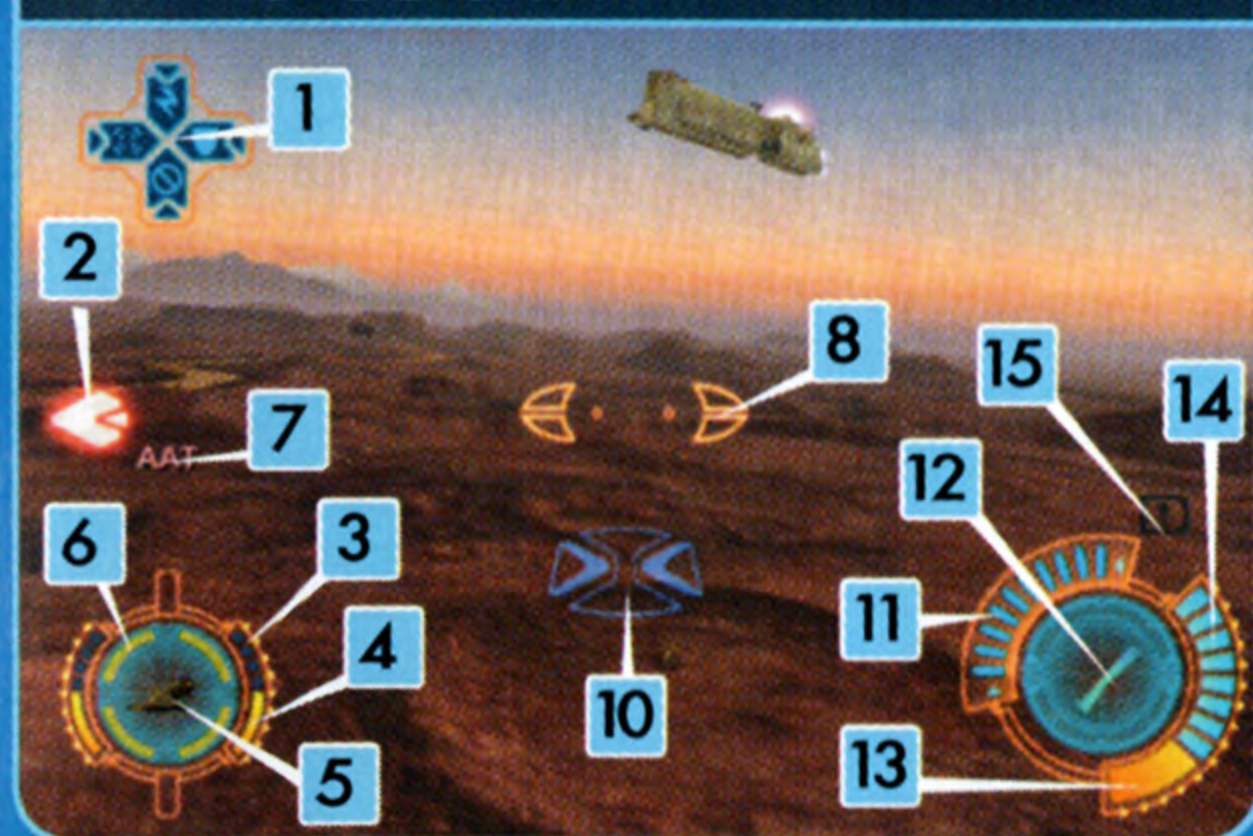
RHYS' COCKPIT



VANA'S COCKPIT



NYM'S COCKPIT



1. Wingmate Command Display

2. Target Tracker

3. Target Shields

4. Target Health

5. Target

6. Target Distance

7. Target Name

8. Targeting Sight

9. Targeted Object

10. Bomb Sight (Nym's ship only)

11. Secondary Weapon Ammo Indicator

12. Objective Pointer

13. Player Health

14. Player Shields

15. Objective Critical Indicator

16. Dialogue Tracker

WINGMATE COMMAND DISPLAY

Shows available wingman commands. The active command will be lit.

TARGETING SIGHT

While it may look different for each of the three ships, it always indicates where your primary weapon is aimed. If you are trying to target a moving ship, you might not want to target the ship square in your sight as you'll need to account for the time it takes for your primary weapon to reach its target. If you are piloting the *Havoc* on a planetary mission, an additional targeting sight for the secondary bombing weapon is displayed as shown in Nym's Cockpit on the last page. In Rhys' ship, center the target sight to lock. The sight turns yellow then red as proton torpedoes gain a lock.

CURRENTLY SELECTED SHIP OR OBJECT

If it is an enemy, it will be a red icon. Friendly targets have green icons around them. A special yellow halo will appear over the icon of a ship that is communicating with you. If the terrain obscures the targeted ship, the icon will change to a broken circle.

TARGET DISPLAY

This shows the name of your current target, a small 3D image of it, and details on the target's health (displayed in the circular status bar). As the target's health decreases, both the left and right bars will shrink. The inner line in the shape of a circle indicates the distance from your ship to the tar-

geted ship: the longer the line, the further away the ship.

OBJECTIVE CRITICAL INDICATOR

This icon will light up when the unit you are ordered to protect comes under attack.

SHIELD STRENGTH AND HEALTH INDICATORS

Shows your ship's current status. Your shield strength and health are illustrated in the circular status bar. Note that your shields will always recharge over time. The number of secondary weapons is also listed along the top.

NOTE: If you are supposed to be protecting or flying to a certain target and get off course, an arrow will appear in the middle of this display to guide you back onto the right path.

TARGET TRACKER

If you have a current target selected that is out of your field of vision, this red arrow will indicate in which direction you should fly to locate the target. If you have a friendly target selected, the arrow will be green.

DIALOGUE TRACKER

If a character is communicating with you, this yellow icon indicates the direction of the radio transmission.

OBJECTIVE CRITICAL INDICATOR

This indicator lights up when a craft you are supposed to protect takes damage.

PILOTS AND SHIPS



Starfighter allows you to experience space combat from the perspective of three different pilots. Each pilot has a unique ship, not to mention a distinctive personality. Each mission in the game is played from a particular character's point of view.

NOTE: Advanced secondary weapons for each ship are available on some missions. On the first mission with an advanced secondary weapon, you will be notified that your ship has received a secondary weapon upgrade. You'll have those weapons on subsequent missions flown with the same character.

Rhys Dallows



Born on the edge of Theed, Naboo's capital city, Rhys is a strong-willed rookie pilot who always dreamed of joining Bravo Flight. Raised by his schoolteacher mother, Rhys never really knew his freighter pilot father, who went missing during a routine mission. Much to his mother's alarm, Rhys always yearned to follow in his father's footsteps and travel the galaxy.

Rhys got his chance to suit up when he was invited to join Bravo Flight and defend his homeworld. While he still had much to learn about space combat, he quickly found guidance in ace fighter pilot Essara Till, the daughter of a Naboo politician. Under Essara's tutelage, Rhys learned both defensive and offensive maneuvers.

RHYS' STARFIGHTER: N-1 STARFIGHTER



This sleek yellow starship is elegant and practical. It is known for its agility, precision control, and raw speed. The ship is also equipped with strong deflector shields, but be aware of its disadvantage: you have a limited number of secondary weapons.

Primary Weapon: Laser Cannons

Secondary Weapon: Proton Torpedoes (These do not recharge)

Advanced Secondary Weapon: Advanced Proton Torpedoes (This weapon swarms toward multiple targets when used against tight enemy formations.)

Vana Sage



A disenchanted starfighter pilot, spy and adventurer, Vana grew up on Alderaan and left the planet at age 15 to work side by side with several bounty hunters. Her adventures took her to Naboo, where she served in the Royal Security Forces. Vana felt at home there, but also believed the government was foolish not to build a stronger military force. After Vana's requests to strengthen the military were rebuffed, she decided to leave the planet.

Since, Vana has gained a reputation for working for the highest bidder. Recently, she used her keen tactical mind to capture the alien pirate Nym for the Trade Federation. Vana is still employed by the Trade Federation, but is beginning to feel uneasy about the alliance.

VANA'S STARFIGHTER: THE *GUARDIAN MANTIS*



A hyper-maneuverable ship with two top-mounted wings and a third ventral wing, the *Guardian Mantis* can enter a stealth mode and brake to a complete stop. An on-board astromech droid named Mod-3 is used for in-flight repairs.

Primary Weapon: Sensor-Guided Nano Missiles (Opponent must be targeted and tagged with the secondary weapon for the nano missiles to track.)

Secondary Weapon: Ion-Enabled Sensor Tags (Drains enemy shields and allows nano missiles to track targeted opponents.)

Advanced Secondary Weapon: Ion Encumbrance System (Completely disables ship.)

Nym



Orphaned at an early age, Nym is a Feeorin, an alien species found on a few Outer Rim worlds. Criminals on the planet Lok raised Nym, but his meager upbringing gave him plenty of time to hone his tactical skills. Regarded as a brilliant tactician, he is a respected pirate captain. Nym is just greedy enough to keep his pirate crew in business, and often plans non-violent raids among the Core Worlds.

Nym's banditry recently became bothersome to the Trade Federation, who in turn hired Vana Sage to capture him. While Vana was able to briefly detain Nym, his crew helped him escape from the clutches of the Trade Federation. As a result, Nym is more willing than ever to put Trade Federation targets in his sights.

NYM'S STARSHIP: THE *HAVOC*



The *Havoc* is among the most experimental and dangerous craft. The bomber was recently stolen by Nym and his crew, who then made numerous modifications to the already deadly vessel.

Equipped with heavy shields and an automatic rotating turret gun, the *Havoc* also boasts six laser cannons and two bomb chutes.

Primary Weapon: Dual Triple-Laser Cannons

Secondary Weapon: Energy Bombs (Target using the special blue targeting sight on planetary missions.)

Advanced Secondary Weapon: Plasma Scourge (With an effect like napalm, this weapon can destroy multiple targets at a time.)

HINTS AND TIPS



1. Boosting and then braking will activate the Power Slide, letting you turn rapidly while maintaining your original heading for a short time.
2. Use your brakes and Sniper View to destroy targets from afar.
3. In the *Havoc*, stay out of the blast

- radius of your own bombs.
4. Use the sensor tag/nano missile combination in the *Guardian Mantis* to evade and shoot at the same time.
5. Your wingmates defend you by default, but also use them to attack or defend key targets.

Credits

Game Design

The Starfighter Team

Director

Daron Stinnett

Producer

Reeve S. Thompson

Lead Programmer

Chris Corry

Lead Artist

Jim Rice

Lead Mission Designer

Tim Longo

Lead Animator

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Garrett James
Andrew Kirmse

Renderer

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Eric Johnston

Tools Programmers

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Amit Shalev

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Chris Doyle

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Sun-Inn Shih

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Karin Nestor
Yu Hon Ng
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Mike Terpstra
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Lead International Tester

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Haden Blackman

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Hans Larson
Coya Elliott

Voice Department Manager

Darragh O'Farrell

Voice Production Supervisor

Peggy Bartlett

Voice Cast

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Nym: Charlie Rocket
Vana Sage: Lisa Fuson
Essara Till:
Bernadette Sullivan
Reti: Wally Wingert
Freighter Captain, Bravo 12, Droid:
Rob Paulsen
Bravo 8, Rescue 2:
Grey Delisle
Pirate Cargo Captain, Mercenary Wing, Rescue 1:
Carlos Alazraqui
Pirate Ground Control, Wingman 1:
Jim Ward
Pirate Ground Forces, Ric Olie: Jess Harnell
Mercenary Pilot, Wingman 3:
Tom Kane
Wingman 2, Rescue 3, Trade Federation Officer: Neil Ross

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Paul Andris

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Michael Frayne
Jory K. Prum

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J. White

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David Levison

Sound Dept. Coordinator

Malena Slettom

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John Williams
All music © Warner-Tamerlane Publishing Corp. & Bantha Music. All rights administered by Warner-Tamerlane Publishing Corp. All rights reserved. Used under authorization.

Original Star Wars Sound Effects

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Tom Byron

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Geoff Keighley

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Manual Design

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BD Fox and Friends

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Fearghal Odea
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Mark Del Lima
Keiko Chaffee
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Shell screen interface powered by the SECRET LEVEL TOOLS, INC. Player SDK with Macromedia FLASH technology used under license from Macromedia, Inc.

Tulip™ Visual Speech Modeling by Exstream Media

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Obi-Wan Development Team
Battle for Naboo Development Team
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Patty Frazier
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Katherine Saucedo
Side Effects Software
Brett Tosti
Dan Tye
United States Geological Service

Very Special Thanks

George Lucas

How to Contact LucasArts

LucasArts has set up a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

HINT LINE

U. S.

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m. (Pacific Standard Time). Monday-Friday. (Average call length is three minutes.)

Canada

Our Hint Line is also available to our Canadian customers. This service costs \$1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. Hint line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m., Monday-Friday (Pacific Standard Time). (Average call length is three minutes.)

WHERE TO FIND US ONLINE

Visit the LucasArts Technical Support Web site at **support.lucasarts.com**. From there, you can 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 Technical Support section of the LucasArts Web site at **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 can send an e-mail message to an online representative.

TECHNICAL SUPPORT PHONE NUMBER

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday-Thursday 8:45 a.m.-5:30 p.m. and on Friday 8:45 a.m.-4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.-1:00 p.m.

TECHNICAL SUPPORT FAX

For your convenience, we also offer the option of faxing us with your technical questions at: **1-415-507-0300**. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts Entertainment Company LLC
P.O. Box 10307
San Rafael, CA 94912
Attn.: Product Support



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Operators are available Monday–Friday, 7 a.m. to 6 p.m. Pacific time.
(Please note: product support is not available on this line.)
Or, download our printable order form at:
www.lucasarts.com/companystore/orderform.htm
to mail or fax your order.



Star Wars Starfighter Strategy Guide

Valuable strategies for surviving all obstacles are provided in the official Strategy Guide for *Star Wars Starfighter*.

\$14.95 #18-022

* see Web site for details.





LucasArts Games

Star Wars Classics for PlayStation® and PlayStation®2 game consoles



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LucasArts Merchandise

These items—and more—
available exclusively through the LucasArts Company Store at
companystore.lucasarts.com.



LucasArts Key Chain

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Sleek, stylish bag featuring the LucasArts logo includes adjustable shoulder strap with phone pouch, hidden file zip pocket, and pen/pencil pockets. Made from high-tech, durable materials that contour your body for easy carriage.

Dimensions: 13" long x 10" high x 2 1/4" deep

#92-621 \$39.95



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