
PlayStation
PlayStation
STAR WARS
EPISODE I
JEDI POWER BATTLES
EVERYONE
CONTENT RATED BY
ESRB

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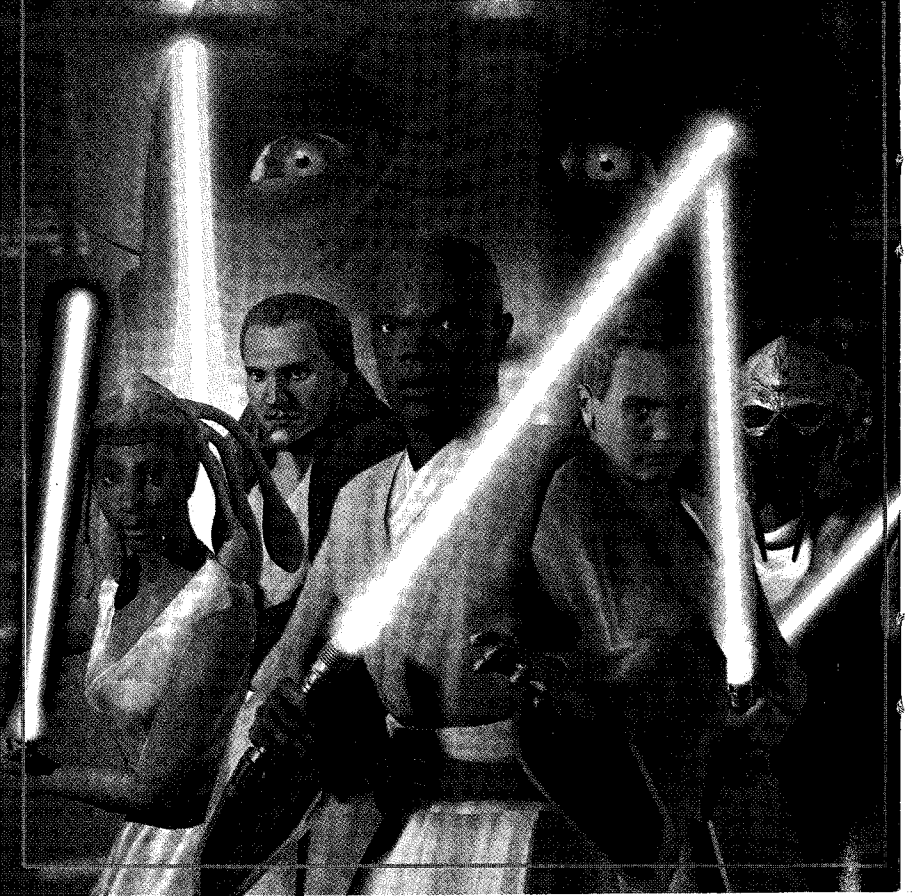
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Out of 10,000 Jedi in the Galactic Republic, you are the one. Chosen by your peers, you now stand in the Jedi Council Chamber high above the bustling metropolis of Coruscant. Encircled by great Jedi who sit in the stately chamber, a mission of great importance to the Republic is about to be bestowed upon you.

Far from Coruscant, deep in the reaches of space, the greedy Trade Federation has blocked shipments to the verdant planet Naboo. As a Jedi, it's your obligation to neutralize the threat of Trade Federation ascendancy and protect the interests of the Republic.

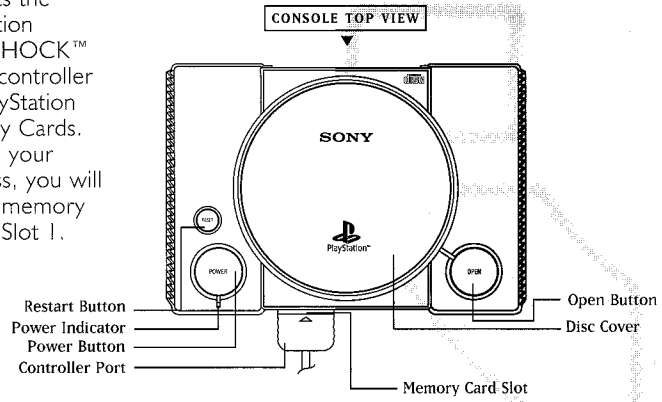
Your reverence for the power of the Force may be strong, but the resistance to your quest will be stronger yet. With destroyer droids guarding the Trade Federation battleship's corridors, battle droids lining the cobblestone paths of Theed, and the ominous presence of a Sith warrior, your Jedi skills will be tested to their limits—and beyond.

The task may be daunting, but trepidation has no place in the life of a Jedi. Whether you fight alone or cooperatively alongside another Jedi, deftly wield your formidable lightsaber for both offensive and defensive means and let the Force guide you to victory.

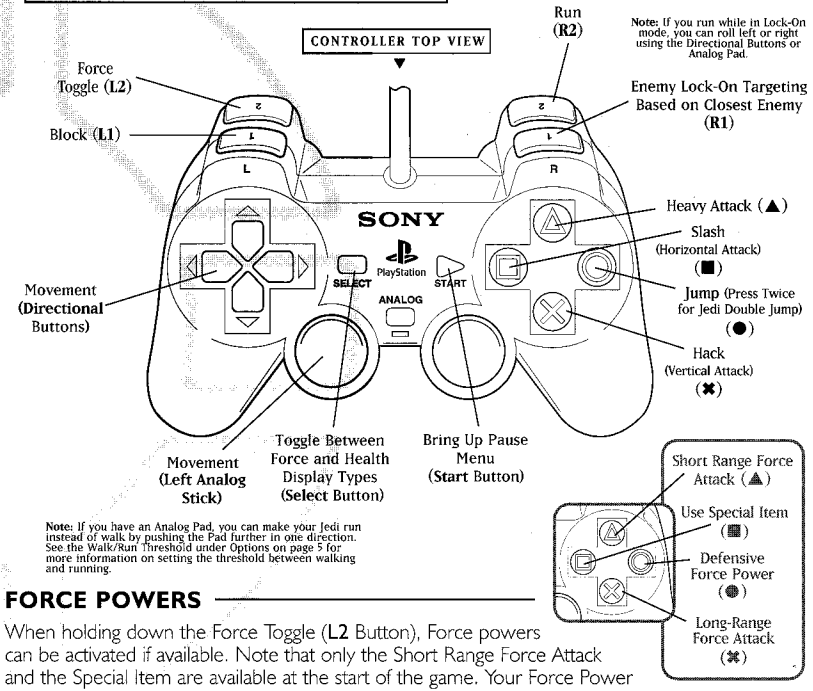
GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a game disc. Insert the **Jedi Power Battles™** disc and close the disc cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to enter **Jedi Power Battles.**

Jedi Power Battles supports the PlayStation DUALSHOCK™ analog controller and PlayStation Memory Cards. To save your progress, you will need a memory card in Slot 1.



DEFAULT CONTROLS



Note: If you have an Analog Pad, you can make your Jedi run instead of walk by pushing the Pad further in one direction. See the Walk/Run Threshold under Options on page 5 for more information on setting the threshold between walking and running.

FORCE POWERS

When holding down the Force Toggle (**L2** Button), Force powers can be activated if available. Note that only the Short Range Force Attack and the Special Item are available at the start of the game. Your Force Power Bar gets depleted with each use of Force energy. To find out more about the default Force powers of each character, turn to the Choose Your Jedi section on page 10.

PLAYING THE GAME



Main Menu

Upon starting **Jedi Power Battles,** you will be presented with the Main Menu. It allows you to make the following selections: New Game, Load Game, and Options.

New Game

By highlighting this option and pressing the ✖ Button, you take the Force into your own hands to begin the game. Once you've chosen the number of players, you are asked which mode you'd like to play in, Easy or Jedi. Easy is a good place for beginners to start. Jedi mode is for more advanced players. The game can be completed in either mode, but the game's secret features can only be unlocked in Jedi Mode.

Load Game

If you have previously played the game, you can choose this option to load a saved game from a PlayStation memory card in Slot 1. You can save up to three unique games. When your Jedi reaches a new level, his/her progress can be saved and the level is unlocked for that character.

Options

Select this option to adjust **Jedi Power Battles** to your liking with the following variables:



Options Menu

- **Audio:** Press the ✖ Button to go to the Audio Setup screen. Press up and down on the Directional Pad to select between the options and press left and right on the Directional Pad to adjust each option:
  - **Music:** Turn the game's music on or off.
  - **Music Mode:** Select between stereo or mono sound.
  - **Music Volume:** Adjust the volume of the game's musical score.
  - **SFX Volume:** Adjust the volume of the game's sound effects.
- **Controls:** Press the ✖ Button to go to the Controller Configuration screen. Press up and down on the Directional Pad to select between the options and press left and right on the Directional Pad to adjust each option:
  - **Controller Setup:** Select between five different controller configurations.
  - **Vibration (DUALSHOCK™ analog controller only):** Turn the vibration function on/off.
  - **Walk/Run Limit (Analog Pads only):** Adjust the threshold to determine how far you have to push the Analog Pad in any direction to run.

• **Restore Default Options:** If you want the game to return to the original settings, select this option.

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

Character Selection Screen

Upon selecting the option to start a New Game, you are asked to choose between a one- and two-player game. Press the Directional Pad up and down to switch between the options and press the ✖ Button to lock in your selection.

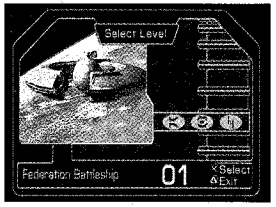


Single Player Character Selection Screen

Once you've chosen the number of players, you are asked to make an important choice as to which character you want to play in the game. There are five Jedi: Obi-Wan Kenobi, Qui-Gon Jinn, Mace Windu, Adi Gallia, and Plo Koon. Press the Directional Pad left or right to move between the different characters. Once you have selected your character(s), press the ✖ Button to begin. **Note:** In two-player games it is not possible to have both people play as the same character.

Level Select

If you are loading a previously saved game, this screen will appear after choosing your Jedi. Press the Directional Pad up and down to select between the levels in the game. Levels unlock themselves on this menu once you beat them in the game. To find out more information on the different levels, read the Levels section starting on page 20.



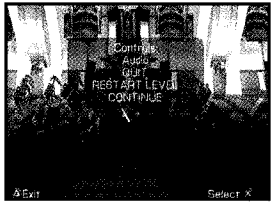
Level Select Screen

The Game Begins

After selecting the level you are presented with a brief statement of the level goal(s). After reading this message, press the ✖ Button to begin.

The Pause Menu

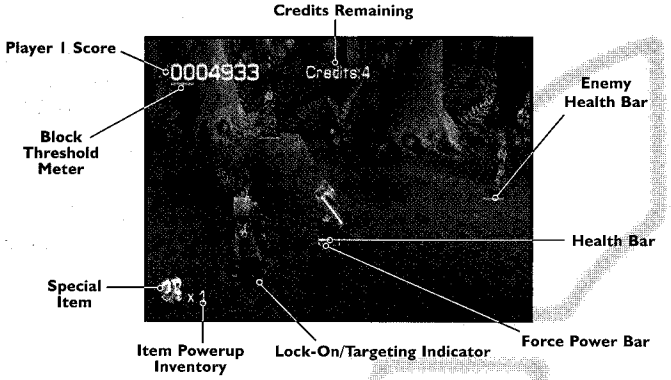
When playing the game, you can press the **Start** Button at any time to bring up the Pause Menu. From this menu you can change your control configuration, adjust audio options, quit to the Main Menu, restart the level, or simply continue with the game where you left off. Press the ✖ Button to make your selection.



Pause Menu

GAME SCREEN

Although the scenery and action on the screen is constantly changing in **Jedi Power Battles,** there are a few elements of the game screen that are always the same:



Jedi Score
Your current game score. Improving your score will lead to special bonuses, Force power upgrades and other surprises. If a second player is in the game, his or her score will appear in the top right.

Special Item
Each character has a Special Item in the game. This display lists the number of Special Items you have in your arsenal. If there are two players in the game, the second player's Special Item count is displayed in the bottom right. For a list of each character's Special Item, see the Choose Your Jedi section starting on page 10.

Health Bar
Under each character and enemy in the game there is a green Health Bar Indicator. (The default for the bar is below the character, but pressing the **Select** Button can alter its location.) The white line on the right side of the bar indicates the maximum attainable health.

Block Threshold Meter
Blocking gets depleted with use. When this yellow bar turns red, blocking will fail. Over time it will return to yellow and your Jedi will be able to block again.

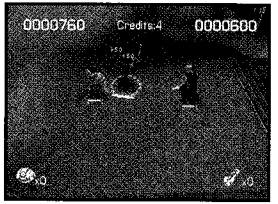
Force Power Bar
Jedi characters also have a blue bar that indicates Force power. As you use Force powers, the bar will shrink. Picking up Force powerups throughout the game can recharge your Force power.

Credits
Shows how many lives you have. You will lose a life if your Health Bar runs out or you fall to your death. In a two-player game, both Jedi share credits.

Lock-On/Targeting Indicator
Circle on ground shows targeted enemy. The circle will be the Jedi's lightsaber color.

JEDI POINTS & UPGRADES

Mastering the Jedi arts is no easy task. Consequently, as you move through the game, new Force powers and other upgrades will become available to aid your journey. Each character starts with only one active Force power and the ability to use a Special Item. By the end of the game, you can obtain up to three unique Force powers per character and upgrade other abilities.

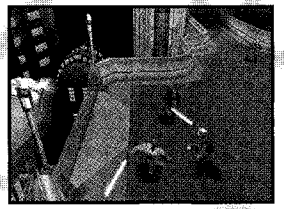


Point Split in 2-Player Game

Each time you destroy an enemy in **Jedi Power Battles,** you will be rewarded a certain number of points based on the type of enemy you defeat and what process you use to defeat it. When your total points tally to certain milestones, you will be given a number of options. These include: upgrading the Health Bar or Force Bar; obtaining new Force powers; and learning new combination moves for your character. Points can also be acquired by picking up most powerup items on each level. (See Items section starting on page 19 for specific point values.)

TWO-PLAYER GAME

Sometimes even the most skilled Jedi can get into precarious situations where another Jedi at your side might make the difference between victory and defeat. **Jedi Power Battles** includes a robust, cooperative two-player mode so players can work together to complete the game. (See Character Selection Screen on page 6 for information on setting up a two-player game.)



Two-Player Game Screen

In a cooperative game it is important to work as a team while exploring and fighting. Make sure to keep both Jedi close to each other; the game's camera centers itself between both players. If there is significant distance between the players, an arrow will appear around the outside border of the screen to indicate the location of the off-screen player. The arrow is the color of the Jedi's lightsaber and is included to help you to bring the two Jedi back together. If your Jedi stays off screen for too long, you will lose a life.

CHOOSE YOUR JEDI

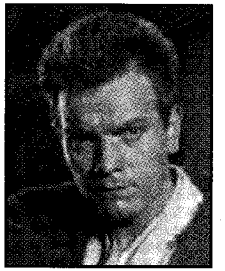
Jedi Power Battles gives you the opportunity to play as one of five Jedi from *Star Wars:* Episode I. Each Jedi begins with the moves listed here, but as you progress through the game, additional Force powers and moves will be revealed.

Obi-Wan Kenobi



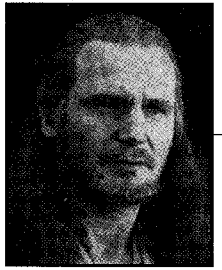
Lightsaber Color: Blue

Bio: Still grappling with the sheer power of the Force, Obi-Wan Kenobi brandishes his lightsaber with all the fervor one would expect from a brash, young Jedi. Under the tutelage of Qui-Gon Jinn, the resourceful and dependable Obi-Wan has come to appreciate the Force, although he still has much to learn.



Abilities: Obi-Wan's youth allows him to be quick and agile.
Special Default Jedi Powers (Hold Force Toggle Button - **L2**)**:**
Short-Range Force Attack (▲)**: Saber Dash:** Obi-Wan careens forward, annihilating enemies in his path.
Special Item (■)**: Thermal Detonator:** Thrown in the direction Obi-Wan is facing.
Special Jedi Moves: ■■, ■■■, ✖✖▲

Qui-Gon Jinn



Lightsaber Color: Green

Bio: A distinguished and adept Jedi warrior, Qui-Gon Jinn epitomizes nobility, strength, and wisdom. A philosophical warrior with his own moral code, Qui-Gon has yet to be appointed to the Jedi Council, but nevertheless is considered a venerable Jedi Master.



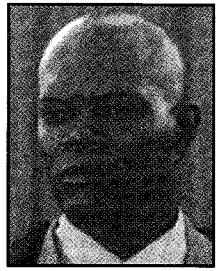
Abilities: Qui-Gon excels at Force powers based on healing and defense.
Special Default Jedi Powers (Hold Force Toggle Button - **L2**):
Short-Range Force Attack (▲): **Shockwave:** Qui-Gon releases the power of the Force in this 360-degree attack.
Special Item (■): **Pulse Grenade:** This charged explosive paralyzes enemies with an electrical burst.
Special Jedi Moves: ▲■, ■■✖, ✖▲✖

Mace Windu



Lightsaber Color: Blue

Bio: A senior member of the Jedi Council, Mace Windu is an effective diplomat as well as a complete master of the Jedi fighting styles. His Jedi skills are derived from years of training, and in the political realm he speaks with authority and conviction from the Jedi Temple on Coruscant, where he often consults with the wise Yoda.



Abilities: Mace is as strong with the Force as he is deadly with his lightsaber.
Special Default Jedi Powers (Hold Force Toggle Button - **L2**):
Short-Range Force Attack (▲): **Saber Shield:** Mace Windu releases his lightsaber and it encircles him for quick protection.
Special Item (■): **Thermal Detonator:** These powerful explosives disable enemies when thrown.
Special Jedi Move: ■■

Adi Gallia



Lightsaber Color: Crimson

Bio: Adi Gallia was born to high-ranking Corellian diplomats, and therefore is imbued with a deep understanding of the Republic's complex political system. A skilled intelligence operative with a vast network of contacts and informants, she has infallible intuition and was the first to learn of the Trade Federation's plans to invade Naboo.



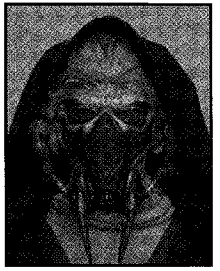
Abilities: Adi relies more on lightning speed than brute strength.
Special Default Jedi Powers (Hold Force Toggle Button - **L2**):
Short-Range Force Attack (▲): **Mesmerize:** Puts nearby enemies into a trance.
Special Item (■): **Energy Shield:** Protects Adi from hand-to-hand and ranged attacks. It also deflects enemy blasts.
Special Jedi Moves: ✖✖■, ■■■

Plo Koon



Lightsaber Color: Yellow

Bio: Hailing from a long Jedi dynasty, Plo Koon is a Kel Dor from the planet Dorin. A pillar of strength and vigor, he has highly developed extrasensory organs that enhance his Jedi mind powers to atypical levels.



Abilities: Plo has extraordinary strength but limited speed.
Special Default Jedi Powers (Hold Force Toggle Button - **L2**):
Short-Range Force Attack (▲): **Saber Cyclone:** Plo Koon quickly spins 360 degrees with his lightsaber.
Special Item (■): **Stim Pack:** Causes Plo Koon to emit energy that is damaging to those that touch him.
Special Jedi Moves: ✖▲, ✖■■

http://www.psxmanuals.com

SUPPORTING CHARACTERS

Jar Jar Binks
Jar Jar is a clumsy Gungan who has been banished from Otoh Gunga, a city beneath the oceans of Naboo. You will run into Jar Jar in the swamps of Naboo.

Anakin Skywalker
Qui-Gon Jinn discovered young Anakin on Tatooine, when he recognized the boy's tremendous affinity for the Force. Although Master Yoda says his future is clouded, it is imperative that you protect Anakin when necessary.

Queen Amidala
Although she is only 14, Queen Amidala is the precocious young monarch who rules Naboo. She goes to great lengths to attempt to solve disputes in non-violent ways. Your job in the Theed Palace level is to escort her to the Royal Starship hangar.

Naboo Royal Handmaidens
Trained in self-defense, this cadre protects its sovereign, Queen Amidala of Naboo. You will have to rescue the handmaidens in the city of Theed. (To rescue characters in the game, simply walk up to them). You receive 250 points for each handmaiden you rescue.

Naboo Pilots
Normally at the helm of the yellow N-1 starfighter, the Naboo pilots are stranded in the palace cliffs. You will have to rescue the pilots so they can reach their ships. You receive 250 points for each pilot you rescue.


Jar Jar Binks


Anakin Skywalker


Queen Amidala


Handmaiden


Naboo Pilot

OPPONENTS

Jedi Power Battles includes a diverse group of opponents that will oppose your quest to rid the galaxy of Trade Federation troops. Most of the enemies are listed here, along with the point value you will receive for destroying them. You can also earn additional points for damaging enemies, with the most points being awarded for the use of damaging attacks that incorporate special Jedi moves.

Trade Federation Battle Droids
The most common enemy, these lanky Trade Federation automatons use their blaster rifles with laserlike precision when faced with threats. Programmed for many combat situations, you will often encounter battle droids in large groups. **Points:** 100. Droid variations include pilot (50 points), security (150), commander (200), grapple (350), flame (350), plasma (350), and rifle (100).



STAPs (Single Trooper Aerial Platforms)
Powered by two twin drive turbines and piloted by a battle droid, the STAP is an agile vehicle perfect for quick aerial attacks. The Trade Federation often uses STAPs to scout out a location before moving in less mobile troops. During the game you will also be able to pilot a STAP. (See Vehicles section on page 23.) **Points:** 250.



Destroyer Droids
A three-legged battle machine also known as a droideka, the destroyer droid features twin laser cannons that rapidly fire at opposing forces. The droid can activate its own deflector shield, and is capable of rolling like a wheel to move quickly from one location to another. **Points:** 300.



Tusken Raiders



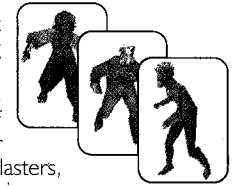
Commonly known as Sand People, the Tusken Raiders are a violent nomadic species native to Tatooine. They are quarrelsome, wielding gaffi sticks and projectile weapons. Beware: Your lightsaber is unable to reflect these projectiles back at this enemy. **Points:** 150 or 200.

Sith Probe Droids



These metallic black spheres are used by the Sith in order to spy on unsuspecting parties. The probe is equipped with a pulsating laser that can be used for offensive purposes. The Sith can also deploy a battle-upgraded probe droid with heavier firepower, distinguishable by its protruding metal arms. **Points:** 100 or 150.

Mercenaries



Living on Coruscant and hired by the Sith to prevent you from reaching the Jedi Temple, these alien thugs have an array of weapons in their arsenal including blasters, rifles, and even knives. **Points:** 100 or 150.

Trade Federation AAT
(Armored Attack Tank)



Normally piloted by battle droids, the Armored Attack Tank's repulsorlift system allows it to float with swanlike grace over the battlefields. Heavily armed and featuring a decimating energy shell projectile, the AAT is an intimidating foe. During the battle at Theed you will have the opportunity to seize an AAT. (See Vehicle section on page 23.) **Points:** 500.

Gungan Guards



Native to the swamps of Naboo, these amphibians are devoted to their leader Boss Nass. Armed with electropoles, the Gungans staunchly protect their homeland from unwanted aggressors. **Points:** 100 or 150.

Darth Maul



A menacing Sith Lord with his face tattooed in red and black, Darth Maul is totally absorbed by the dark side of the Force. He can wield his red, double-bladed lightsaber like a quarterstaff, making him a particularly challenging opponent for any Jedi.

ITEMS

Various items are scattered throughout the levels in **Jedi Power Battles.** Here's a sampling:



Health
Upgrade your character's green Health Bar. Health powerups come in two strengths. **Points:** 50 or 100.



Force
Upgrade your character's blue Force Bar. Force powerups come in two strengths. **Points:** 50 or 100.



Points
Add points to your total score. Point powerups come in two strengths. **Points:** 1000 or 2500.



Blade-Extender (Battery)
Make your character's lightsaber blade longer for a limited period of time. **Points:** 100.



Special Item
Add one of your Jedi's Special Items to your inventory. **Points:** 100.



Blade Amplifier (Battery)
Your character's lightsaber blade becomes thicker and more powerful for a limited period of time. **Points:** 100.



Randomizer
This is a powerup with unknown contents. It may help or hinder your adventure.



Ultimate Powerup
Gives you full health, full Force, maxes out your items and gives you a blade amplifier.



Extra Life
Adds an additional credit to your game. **Points:** 200.



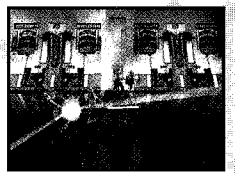
Checkpoint
Saves your progress in a level. If you perish and have remaining credits, you will reappear at the last checkpoint. **Points:** 50.



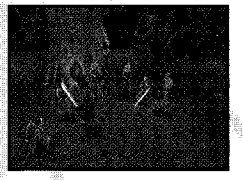
Challenge
Although you will gain 500 points by touching the Challenge, beware that your Health and Force Bars will

LEVELS

During the course of **Jedi Power Battles** you will travel across three distinct planets and even clash with the Trade Federation forces onboard their battleship in space. Each level presents a unique new challenge, but most levels share a common trait: a powerful enemy awaits at the end.

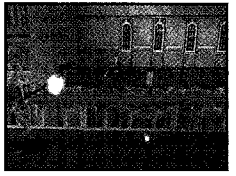


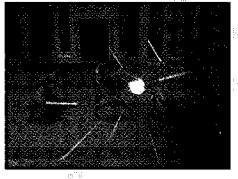
Level 1: Trade Federation Battleship
What was supposed to be the site of peace talks between the Neimoidians and the Jedi has turned into a precarious and antagonistic situation with battle droids and destroyer droids lining the corridors.



Level 2: Swamps of Naboo
On the verdant planet of Naboo you meet the Gungan, Jar Jar Binks. You must carefully navigate the marsh and use all your might to protect Jar Jar from enemies such as the battle droids and the native creatures of the swamp.

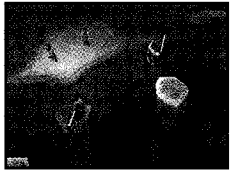
Level 3: City of Theed
The lush city of Theed, home to Queen Amidala, is now under the control of the Trade Federation. Although the cobblestone pathways are lined with battle and destroyer droids, plot a course through the streets and rescue at least seven of the Queen's handmaidens in the process. If you have the opportunity, try to seize an AAT. (See the Vehicles section on page 23 for AAT controls.)

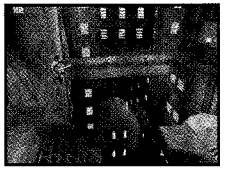




Level 4: Theed Palace
Careen through the Theed Palace's majestic corridors in search of Queen Amidala, currently held hostage by Trade Federation droids. After liberating the Queen, chart a path to the palace hangar in order to escape the hostilities.

Level 5: Tatooine
Even though Tusken Raiders have you square in their sights, you must find a way back to the Queen's ship amid sandstorms and high winds in the dry Tatooine desert. Don't forget to keep the young Anakin Skywalker close by as you travel through the desert with the hyperdrive. Also, be prepared for an unexpected guest!





Level 6: Corsucant

The imposing and bustling capital of Coruscant is home to the Galactic Senate and Jedi Council. Armed with the knowledge of the Sith Lord's existence, it's imperative you make it to the temple. But beware of enemies who will do everything they can to prevent the Council from hearing your news.

Level 7: Ruins

Still engulfed in a conflict with the Trade Federation, the planet of Naboo is war-torn. While fending off droids, unearth the secret Gungan sacred place. Be prepared for resistance from loyal Gungan guards.



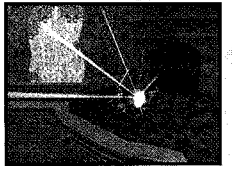


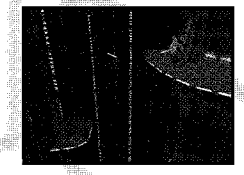
Level 8: Streets of Theed

Give your feet a rest and jump aboard an abandoned STAP. Quickly fly through the streets of Theed, but be careful not to ignore legions of droids lining the street to thwart you. (Read the Vehicles section on page 23 for STAP controls.)

Level 9: Palace Cliffs

Scale the rocky cliffs of the Theed Royal Palace while maneuvering around droids and their blaster fire. Once you reach the palace, search out four Naboo pilots and rescue them. One warning: time is of the essence, and you'll need to act fast to beat the clock.





Level 10: Final Battle

As the Queen, her forces, and the Gungans fight to free Naboo from the clutches of Trade Federation control, you're left with the task of dueling with the nefarious Sith Lord Darth Maul in the palace's generator core. If Naboo is to be free, you'll have to use your Jedi wits as well as your strength to defeat this most impressive opponent.

VEHICLES

Jedi Power Battles gives you the unique opportunity to turn the tables on the Trade Federation. At specific points during the game you can commandeer Trade Federation vehicles in order to further the Jedi cause. During these segments, a new control system is in effect:

AAT - Available in City of Theed

Directional/Analog Pad - Steering
R1 - Rotate turret right
L1 - Rotate turret left
R1 + **L1** - Lock turret motion
R2 - Accelerate tank speed
▲ - Fire turret gun
■ - Fire side guns
L2 - Exit tank
● - Fire skirt energy shell launchers



Note: In two-player mode, first player in tank controls the movement and side guns of the AAT, and the second player controls the turret, its gun and the shell launchers.

STAP - Available in Streets of Theed

Directional/Analog Pad:
◆ or ◆ - Steer left or right
◆ - Push STAP toward ground
◆ - Pull STAP higher into air
▲ - Fire gun
✖ - Speed boost
■ - Brake



HINTS, TIPS AND SECRETS

- Your lightsaber is a defensive as well as an offensive weapon. Spend time mastering the art of reflecting blaster shots back at enemies. Try raising your lightsaber in defense at the last possible moment.
- Explore the first level with a number of different Jedi to see which one best matches your playing style.
- There is a strategic advantage to playing with a friend in two-player mode.
- If you want to maximize your points, be sure to use the special Jedi move combinations.
- Having trouble with a level? Replay previous levels to gain additional points which can lead to upgrades in your Force powers and the revelation of new combination moves.
- The Force is a powerful ally. Use it wisely and often.

SECRETS OF THE FORCE

Jedi Power Battles includes secrets that can be unlocked in various ways. Prove yourself adept in the Force by maximizing your point tally and the Jedi Council may reward your efforts. There are also other ways to unlock additional game secrets. Good luck, Jedi!

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