XBOX

STAR WARS™
OBI-WAN™

THE FATE OF A JEDI.
THE DESTINY OF A GALAXY.

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:
- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

STAR WARS
OBI-WAN

TABLE OF CONTENTS

For thousands of years, the Jedi Knights have served the Republic as defenders of peace and justice throughout the galaxy. Young Padawan Obi-Wan Kenobi, who studies to become a full-fledged Jedi Knight, must prove himself to his Master Qui-Gon Jinn and the Jedi Council. As part of his ongoing training, Obi-Wan is commissioned by Mace Windu to investigate the rise of a dangerous new threat in the lower levels of Coruscant...

GETTING STARTED

Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Star Wars* Obi-Wan disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Star Wars* Obi-Wan.

Disc tray

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3
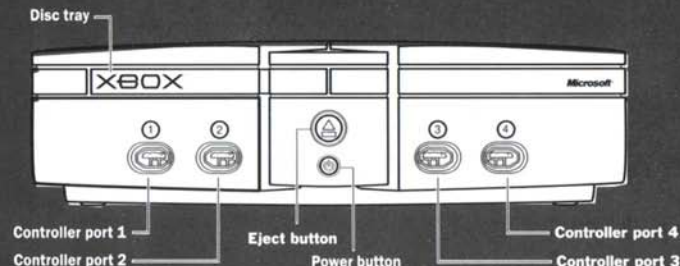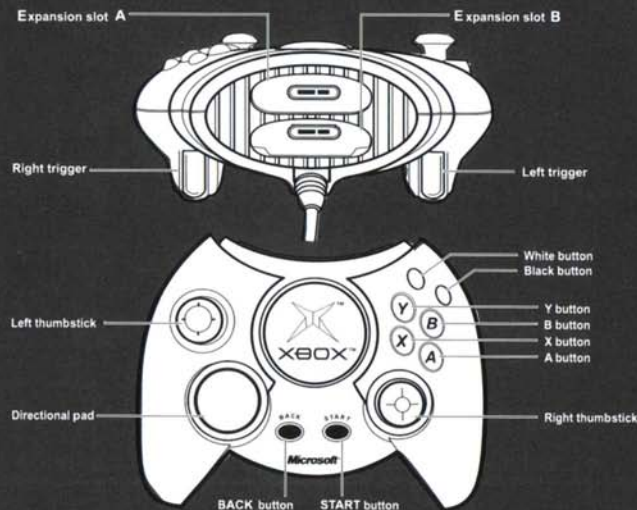
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted. Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Insert the Xbox Controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Star Wars* Obi-Wan.

Expansion slot A
Expansion slot B
Right trigger
Left trigger
White button
Black button
Left thumbstick
Y button
B button
X button
A button
Directional pad
Right thumbstick
BACK button
START button

1 Left Thumbstick: Control Obi-Wan

2 Right Thumbstick: Lightsaber controls. Moving the right thumbstick will allow Obi-Wan to attack in that direction.

    Move Left: Swing Left
    Move Right: Swing Right
    Move Up: Overhead Swing
    Move Down: Active Block

NOTE: Double-tapping the thumbstick in the direction you wish to swing will execute a double-swing in the pressed direction. Most buttons have two uses—with or without

the Force button (left trigger) pulled.

For a description of Force powers see page 6.

3 **A** Button: Jump/Force Jump: Press the A button a second time during a Force Jump to do a flip.

4 **B** Button: Acrobatics (Press and hold + move the left thumbstick button)/Force Throw objects.

5 **X** Button: Crouch (Press while moving to roll and hold to remain crouched)/Force Disarm (pull blasters or rifles from nearby enemies).

grenade, release the right thumbstick to throw it. The number grenades remaining appears on the right side of your Force Power meter.

CONCUSSION

Rifle
Move the left thumbstick to aim, and press the right thumbstick to fire. The number of shots remaining appears on the right side of your Force Power Meter.

FORCE POWERS

All of the Force moves are executed while holding the Force Toggle (left trigger).

Force Jump (A button)
Allows Obi-Wan to jump higher and further. Press the A button again while in midair to do a flip. Press the black button while in midair to do a 180° flip.

Force Pull (X button)
Pull rifles or blasters out of enemies hands if they are within range.

Force Push (Y button)
Push enemies away from you. This is also effective for pushing them into objects or walls, or even pushing them over ledges.

Force Throw (B button)
Used to throw nearby objects at enemies to do damage or stun them. If there is no enemy in range, the object will be thrown away from Obi-Wan.

Force View (White button)
Increase Obi-Wan's ability to react to enemy attacks. The effect will slow down the speed of the world, and will give Obi-Wan several seconds to get out of a difficult situation.

Force Lightsaber Throw (Right Thumbstick Button)
Click while pulling the left trigger to throw your lightsaber. Use the right thumbstick to control the direction of the lightsaber up/down/left or right.
Note: Be careful! Obi-Wan cannot defend without his lightsaber.

Force Lightsaber Attacks
When you have the Force Trigger active and swing the lightsaber, you will execute a more powerful attack.

Super Force Lightsaber Attacks
An extremely powerful attack, these require the ultimate focus of Force Power. To execute these attacks the following conditions must be met:
- The Force Meter must be fully charged.
- When the Force Meter is full, hold the Force Toggle down for 2.5 seconds until you see an extra aura around the character.
- Press up on the right thumbstick when an enemy is near you to execute the attack.

Note: These moves are disabled in Jedi Battle.

Active Block
(Move down on the right thumbstick.) Timing is crucial. When used properly, deadly laser bolts can be deflected at enemies and mêlée opponents will be more likely to drop their guard.

SCORING

There are five different scoring categories. In order to achieve the award for the mission, check the Pause Menu during the mission.

Lightsaber Accuracy
How accurate you are with your lightsaber swings.

Force
How often you utilize the Force. You may get a bonus for helping certain characters, and will be penalized for harming innocent characters.

Attempts
How many attempts you have made at each mission. A mission failure can be caused by losing a life, failing an objective, or losing a key character. **Note:** You only get five attempts per level.

Exploration
Shows the maximum number of exploration markers you can find in the level.

Time
Try to complete the mission in the fastest possible time. To unlock this award, you must have achieved the awards in each of the four other scoring categories. This is per mission, since the goals for each mission may be different.

After selecting Load Game, you will be taken to the Level Select screen. Each level is represented on the time line by a small box that you can highlight. If you have not yet reached that level it will be locked and you cannot select it. If you have already completed the level, you can play it again to get a better rank. Your current rank for each completed level is displayed here.

SELECT MISSION

These missions are locked and cannot be played until certain conditions are met.

Mission time line

This is a mission that has been completed and can be selected.

CHAPTER 1

THE INFORMANT

THE TOGUCITE GUARD HAVE PLACED AN INFORMANT INSIDE OF THE BLACK HETH OPERATION. UNFORTUNATELY HE WAS DISCOVERED AND WILL SOON BE KILLED. YOU MUST SAVE HIM.

Displays your awards for the highlighted missions.

Medals earned

Mission description

CHANGE   SELECT   BACK

LEVEL SELECT SCREEN

Press the START button to pause the game and bring up the Pause Menu. This menu displays your mission objectives, the current ranks for each medal, and allows you to adjust the options.

A QUEEN IN PERIL

Mission title

Mission objectives

Protect the queen.
Eliminate all Battle Droids
Learn the secret of the Jin'Ha.
Complete mission in under 4 minutes.

MEDALS

1/1   7/20   84%   0/5

The circled markers represent the goal to achieve the award in that category. These will change for each mission.

Conditions required for each medal

RETURN TO GAME   QUIT MISSION   CHANGE MISSION   OPTIONS

PAUSE MENU SCREEN

Mission Objectives
Each of your mission objectives is listed here. Objectives may change during a level, so be sure to check back frequently.

Awards
The requirements for each award are displayed here. You cannot attempt the TIME award until you have achieved the goals in each of the four other categories.

Circle Marker
The circled markers represent the level needed to achieve the award in that category and they change from mission to mission.

Options (Press the Y button)
From this menu you can adjust the volume of the music, sound and voice, as well as change the vibration settings. You can change your controller configuration from the Main Options menu.

Change Mission (Press the X button)
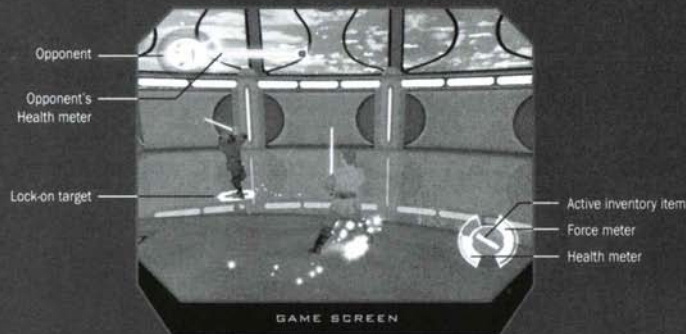Quit your current mission and return to the Mission Select screen.

Quit game (Press the B button)
Quit the game and return to the Main Menu.

Return to the game (Press the A button)
Press the START button or the A button to resume the game.

Opponent

Opponent's Health meter

Lock-on target

Active inventory item
Force meter
Health meter

GAME SCREEN

Force Meter

Your remaining Force Power. When this is low, you may not be able to use certain Force moves. This will slowly replenish over time.

Health Meter

This is your remaining health. When this bar is empty, you will lose a life.

Inventory Item

Displays your currently active inventory item.

Lock-On Target

Appears under the enemy that you are currently targeting.

Opponent's Health Meter

During sparring matches, or when fighting certain enemies, a Health meter will appear.

JEDI BATTLE

Choose your character and battle a friend in one of the combat arenas. The winner of the match is the first to win two rounds.

Character Select

Select your character using the left thumbstick and pressing the **A** button. Cancel your selection with the **B** button. Initially there are only five characters to choose from. Other characters will unlock when you achieve certain levels in the game.

```
SELECT YOUR JEDI
OBI-WAN KENOBI            VS
                                    QUI-GON JINN
? ? ? ? ? ?
CHANGE   SELECT   BACK

CHARACTER SELECT SCREEN
```

Arena Select

Once both players have selected their characters, you will be allowed to choose your fighting arena. Some arenas are locked until you complete a certain part of the game. Move the left thumbstick left or right to cycle through the available arenas, and press the **A** button to select it.

CHARACTERS

Friends

QUI-GON JINN: Your Jedi Master and friend. Qui-Gon has been denied a seat on the Jedi Council because of his radical way of thinking.

NABOO RESISTANCE FIGHTER: The heart of the Naboo is strong. After being invaded by the Trade Federation army, the Naboo resistance take shape in small pockets throughout the city of Theed. Brave fighters, they will give their lives for the Queen.

ASHA (Palace servant): A humble servant to the Queen, upon meeting her you immediately sense something special about this girl.

MACE WINDU: One of the senior members of the Council, Mace Windu is wise in the ways of the Force. He is also a fierce warrior when challenged to a duel.

Foes

JIN'HA WARRIOR: A new threat to the galaxy, the Jin'ha have been developing mysterious technology to fight the Jedi.

BLACK HETH THUGS: The underbelly of Coruscant is teeming with evildoers. The Black Heth have grown to be one of the more powerful groups of late.

TRADE FEDERATION BATTLE DROIDS

Trooper: The mass-produced battle droid standard.

Sniper: Support for battle droid troops. Will try to distract you during battle.

Security: A more heavily armored version of the battle droid trooper.

Bomb: An extremely dangerous addition to the battle droid army. These droids will explode on impact with you or walls.

Grenade: Typically armed with only concussion grenades, they can be deadly if not dealt with swiftly.

BARON DROIDS A step up from the typical battle droid, they are equipped with dual repeating cannons and heavy armor plating.

DESTROYER DROIDS A design of the Colicoids', these droideka feature dual-twin repeating cannons and a personal-shield generator.

ASSASSIN DROIDS These droids have been manufactured for one purpose: to hunt Jedi.

ITEMS

Grenades

FIRE (Red) Will set enemies on fire within its blast radius.

ION (Blue) Will disable droids within its blast radius.

CONCUSSION (Green) Causes a blast that damages everything within blast radius.

SNIPER RIFLE Can be used to eliminate enemies from a great distance. Each time you pick up one of these items, you will get five shots.

TRADE FEDERATION CANNON A tripod mounted gun, Obi-Wan can use this to wipe out legions of troops. Press the Use button (Y) to enter gun mode. Move the left thumbstick to aim, and click the right thumbstick to fire. Press the Use button (Y) again to return to normal mode.

HEALTH POWERUP
Replenishes a small amount of health.

FULL HEALTH POWERUP
Restores full health.

UNLIMITED FORCE POWERUP
Gives Obi-Wan a short burst of Force power that will not deplete.

EXPLORATION MARKER
Pick this up in a mission as part of the exploration scoring bonus.

INVINCIBILITY
Obi-Wan will be impervious to enemy attacks. Be careful, this will not protect Obi-Wan from long falls.

Chapter 1: Coruscant and the Black Heth
The heart of the known galaxy, Coruscant is a planet covered by a never-ending cityscape. Recently, the Black Heth have increased their criminal activity.

Chapter 2: Into the Den of the Jin'Ha
You and Master Qui-Gon are sent to investigate Obredaan, a planet linked to the Black Heth and believed to be their homeworld.

Chapter 3: The Trade Federation
The evil Trade Federation has once again abused their power. Bust through their blockade of Naboo.

Chapter 4: Tatooine
A small planet on the outer rim, Tatooine is a barren wasteland, only smugglers and scum frequent this place.

Chapter 5: Theed
The capital city of Naboo. Theed has been overrun by the Trade Federation. A great battle between the Trade Federation and the combined forces of the Gungans and the Naboo is about to begin.
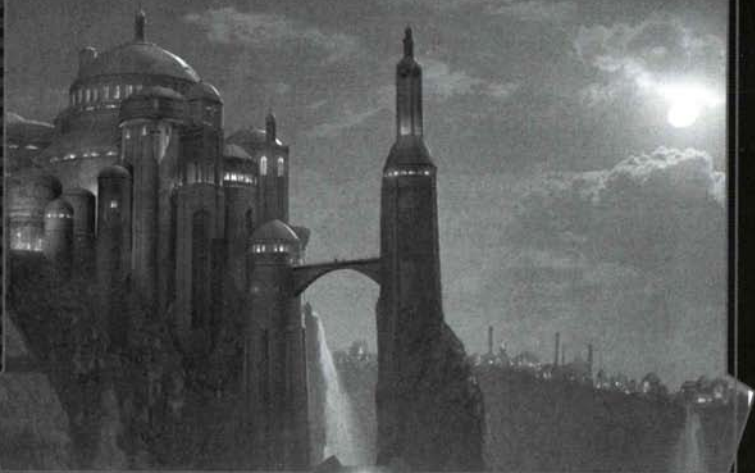
DON'T GET GREEDY WITH LIGHTSABER ATTACKS.
The best strategy is to take one swing at an opponent, then fall back to wait for another opening.

THE BEST OFFENSE IS A GOOD DEFENCE.
Active Block is the best way to cut through a tough opponent's defence. Let your opponent make the first move, then use Active Block to gain an opening.

SOME TIMES OBI-WAN'S DIRECT PATH ISN'T RIGHT IN FRONT OF HIM.
Make liberal use of the LOOK button to keep familiar with your surroundings and stay on track.

DEAL WITH FOES BRANDISHING BLASTERS QUICKLY.
This will give you more time to deal with hand-to-hand foes. The best strategies are to either Force Pull their weapons away or reflect their shots right back at them.

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Published by Bantha
Music (BMI).
Administered by
and/or co-published
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Original Star Wars sound effects by
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