

STAR WARS REPUBLIC COMMANDO™



WARNING: PLEASE READ BEFORE INSTALLING OR USING THE SOFTWARE

PHOTOSENSITIVE SEIZURES

A very small percentage of people may possibly experience a seizure when exposed to certain light patterns, flashing lights or other visual images that appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game. Reported seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, **IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR.** Parents or guardians should watch for or ask their children if they are having any of the above symptoms - children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

INTERNET CONNECTION AND SYSTEM REQUIREMENTS

Notice: You will need to obtain an Internet connection (through a computer meeting the minimum system requirements) in order to play the game associated with this software. If you do not use an Internet connection, you cannot play the game. Such Internet connection may require additional fees. You will also need a valid credit card or a paid game card (if available) to play the game. Additional recurring fees required to play this game.

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DATA DOWNLOAD

INSTALLATION

To install **Star Wars Republic Commando™**, insert the Install Disc into your DVD drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button to install the game onto your computer. If your computer does not have Autorun enabled, open My Computer from your Windows desktop and double click on the DVD drive showing the **Star Wars Republic Commando™** icon. Double click on the program

SQUAD CONTROLS

MOVE FORWARD	W ↑
MOVE BACKWARD	S ↓
TURN LEFT	PAGE DOWN
TURN RIGHT	PAGE UP
STRAFE LEFT	A ←
STRAFE RIGHT	D →
WALK	SHIFT
JUMP	SPACE
CROUCH	C
USE/ACTIVATE/PICKUP	F
FIRE WEAPON	LEFT MOUSE BUTTON
THROW DETONATOR	RIGHT MOUSE BUTTON
ZOOM	Z MIDDLE MOUSE BUTTON
CYCLE VISOR MODE	X
SCREEN SHOT	PRINT SCREEN
MELEE ATTACK	E
RELOAD	R



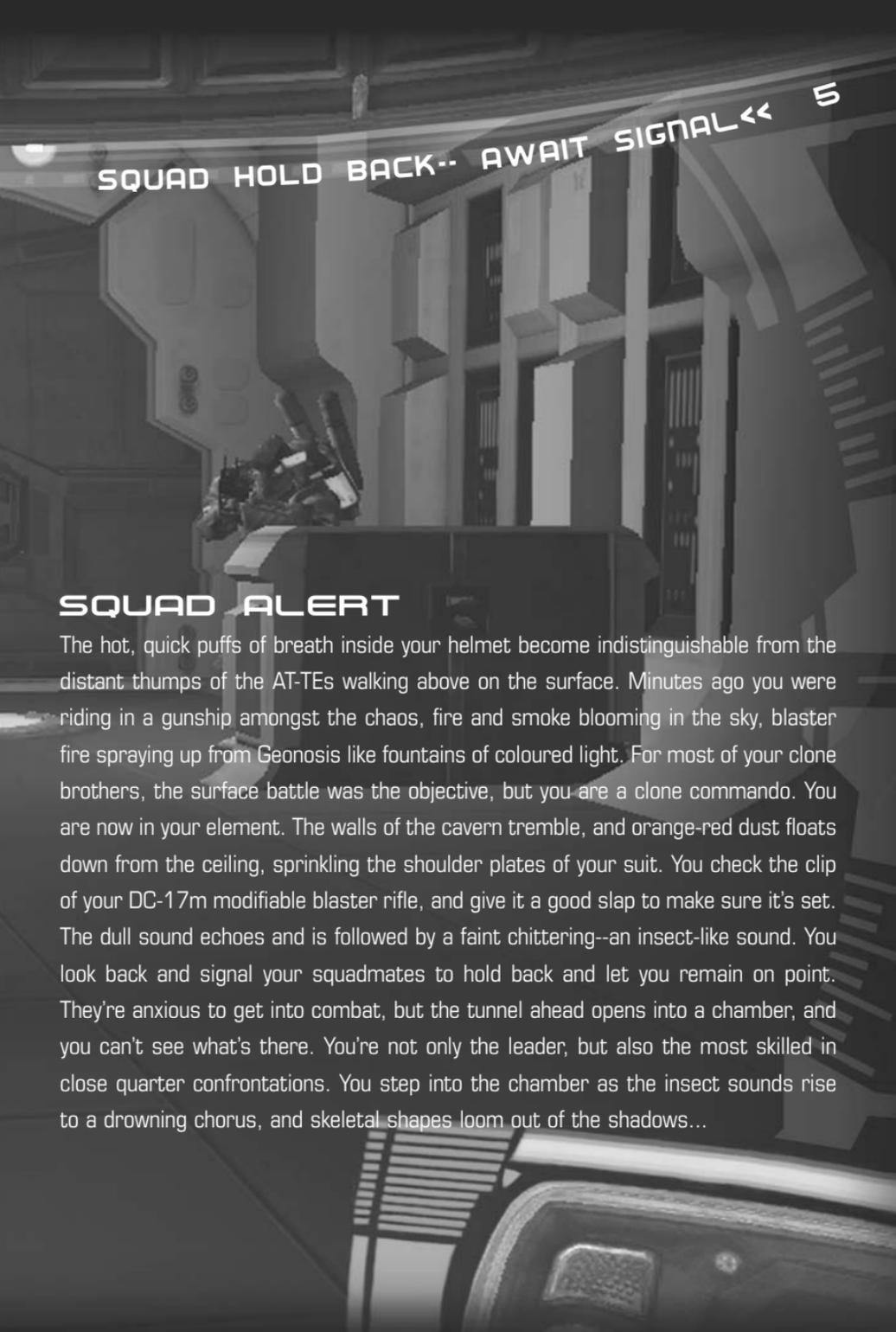
icon to start installing the program. Once started, a series of onscreen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click Help on the game's launcher screen, and then click View Troubleshooting Guide. NOTE: We recommend turning off all background applications and virus scanners before beginning installation.

PISTOL	1 [Num Pad 1]
BLASTER	2 [Num Pad 2]
SNIPER ATTACHMENT	3 [Num Pad 3]
ANTI-ARMOUR ATTACHMENT	4 [Num Pad 4]
SECONDARY WEAPONS	5 [Num Pad 5]
CYCLE DETONATORS	Q
SEARCH AND DESTROY	F1
FORM UP	F2
SECURE POSITION	F3
RECALL	F4
SHOW SCORES	CTRL
SWITCH TEAM	F7
INCREASE GAMMA	??? [NO DEFAULT KEY ASSIGNED]
QUICK LOAD	F9
QUICK SAVE	F5
CHAT	T
TEAM CHAT	Y

4

>>ENEMY PRESENCE DETECTED



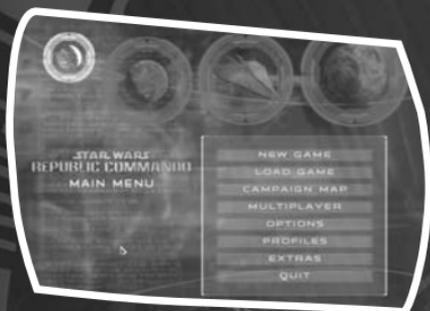


SQUAD HOLD BACK-- AWAIT SIGNAL << 5

SQUAD ALERT

The hot, quick puffs of breath inside your helmet become indistinguishable from the distant thumps of the AT-TEs walking above on the surface. Minutes ago you were riding in a gunship amongst the chaos, fire and smoke blooming in the sky, blaster fire spraying up from Geonosis like fountains of coloured light. For most of your clone brothers, the surface battle was the objective, but you are a clone commando. You are now in your element. The walls of the cavern tremble, and orange-red dust floats down from the ceiling, sprinkling the shoulder plates of your suit. You check the clip of your DC-17m modifiable blaster rifle, and give it a good slap to make sure it's set. The dull sound echoes and is followed by a faint chittering--an insect-like sound. You look back and signal your squadmates to hold back and let you remain on point. They're anxious to get into combat, but the tunnel ahead opens into a chamber, and you can't see what's there. You're not only the leader, but also the most skilled in close quarter confrontations. You step into the chamber as the insect sounds rise to a drowning chorus, and skeletal shapes loom out of the shadows...

MAIN MENU



NEW GAME

Launch a new campaign against the Separatists.

LOAD GAME

Load the game from any previous saves.

CAMPAIGN MAP

Select this to see all completed missions and replay any of them if desired.

MULTIPLAYER

Select to access various multiplayer modes. For more information, see page 12.

OPTIONS

Game

Allows you to adjust mouse sensitivity, invert mouse, toggle subtitles, toggle helmet HUD, toggle prompt text, adjust difficulty, toggle auto manoeuvres, and toggle tactical visor mode.

Sound

Here you can adjust various sound settings.

Graphics

Here you can adjust graphics settings for better detail or performance.

Controls

This option allows complete customisation of all keys.

PROFILES

Create, delete or switch between different profiles.

EXTRAS

View unlockable features and the Credits.

QUIT

Exit the game.

PENETRATE OUTER DEFENSES << 7

GAME SCREEN

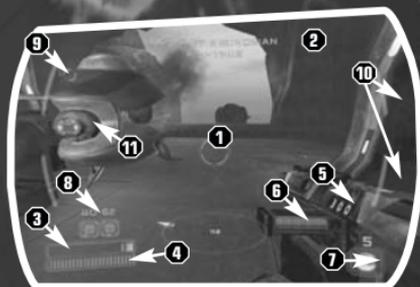
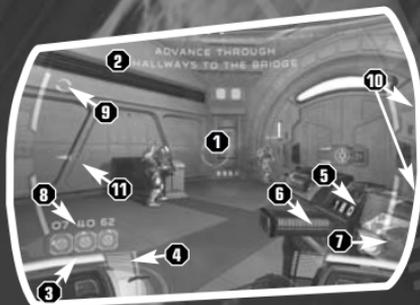
1 TARGETING RETICLE: When the reticle is aimed at a friendly, it will turn green, and when aimed at an enemy it will turn red. When aimed at an object that can be interacted with, it will change into a context symbol.

2 MESSAGE: Pops up giving instructions for how to perform actions or objectives.

3 SHIELD: Your personal shield absorbs damage and recharges over time.

4 HEALTH: If you take damage while the shield is depleted, your health will decrease, and change from green to red. Health can be replenished by using Bacta stations [see page 10].

5 TOTAL AMMO IN WEAPON: The number displayed on the weapon indicates your total ammo for that weapon.



>>ACCESS MAIN ELEVATOR

6 AMMO IN CLIP: The coloured light bar depletes as you use ammo, to give a quick-glance reference to ammo remaining in the current clip.

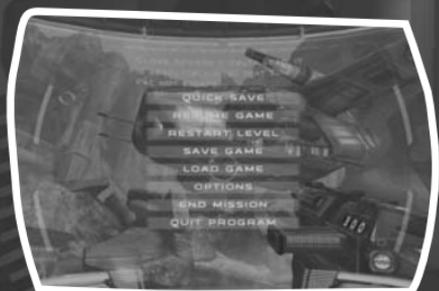
7 DETONATOR: The symbol indicates what type of detonator you have equipped, and the number above it is how many you have left.

8 SQUAD ICONS: These icons represent the status of each squadmate. The number on top designates their clone identification number. The coloured circle indicates their health state: Green for healthy, yellow or orange for damaged, and red for incapacitated. A small arrow rotates around the coloured circle, indicating what direction each squad member is in relation to you. The border around the icon will highlight if you point your reticle at a squadmate to help you keep track of where each member is. The corners of the icon will flash whenever a member is talking. The icon also displays a symbol depending on the action a squad member is performing, such as a Manoeuvre or healing.

9 TACTICAL MODE INDICATOR: This rotating icon indicates that Tactical Visor Mode is active.

10 TACTICAL COLOUR INDICATORS: When you aim at a squad member these bars change to his colour to give a quick reference for who you are looking at.

11 SQUAD POSITION INDICATORS: If a squad member is not visible to you, these indicators appear to show if they are located to your left or right.



PAUSE SCREEN

Press ESC to pause. Here you have the following options:

QUICK SAVE: Creates a quick save file, separate from Auto-saves or manual saves. There is only one Quick Save file, so use the Save Game option to save in multiple slots. Pressing F5 also performs Quick Save.

SECURE THE AREA<<

QUICK LOAD: Loads a quick save file. Pressing F9 also performs Quick Load.

RESUME GAME: Exit pause mode.

RESTART LEVEL: Start the current level from the beginning.

SAVE GAME: Save the game to a slot. Multiple saves can be created.

LOAD GAME: Load any type of saved game.

OPTIONS: Access all options available from the main menu.

END MISSION: End the mission and return to the main menu.

QUIT PROGRAM: Quits game completely.

SQUAD COMMANDS

The key to a clone commando's success is tight squad coordination. Although you are the leader of Delta Squad, your squadmates are quite capable of maintaining formation and executing tactics on their own. With a few well-placed commands, however, you can maximize Delta Squad's effectiveness.



MARKER HOLOGRAM

MANOEUVRES [F KEY]

Certain positions are marked with clone commando holograms. If you point at one of these markers and press the F key, the appropriate member(s) will take up position there and perform a special task. For example, you may need Scorch to set up demolitions on a target, or the entire squad to perform a door breach manoeuvre. Text will appear at the top of the screen explaining what action will be performed at the marker. When a member is performing an action, his squad icon will change to represent the action, and a timer will appear above the icon if the action requires time to perform.

NOTE: You can activate most manoeuvres yourself by standing near the object, pointing at it and holding down the USE key. However, it's generally safer and more efficient to command your squadmates to accomplish the same task.

ENGAGE TARGET [F KEY]

When aiming at an enemy, press the F key to tell all squad members to concentrate fire on that target. Once a target is engaged, its remaining health will display. The enemy will also show up as a red "ghost" image through solid objects, so you can track their movements even behind cover.

SEARCH AND DESTROY [F1 KEY]

Command the squad to move aggressively toward objectives, attacking all enemies along the way. The squad members will stop and wait if they get too far ahead of you. If you activate a manoeuvre, one or more of the squad members will follow that newly issued command while the rest will stay in Search and Destroy mode. This behaviour is also the default if you have not given previous commands.

FORM-UP [F2 KEY]

Command all squad members who have not been assigned to a marker to immediately come to you and form-up behind you. They will follow with you on point until given further orders.

SECURE AREA [F3 KEY]

Command the squad to move/fight to where your reticle is aimed. A circular symbol appears near the desired area. The squad will stay in that area until you issue another command.

CANCEL MANOEUVRES [F4 KEY]

Cancels all assigned manoeuvres, making squad available for other commands.

NOTE: The squad will automatically leave Manoeuvre positions without your order if that Manoeuvre is no longer needed for the situation.

TO THE NEXT SECTOR<< II

SQUAD AND PLAYER HEALTH

You and your squad are not dead until the entire group is downed. You may revive your downed squadmates by standing near them and pointing at them while holding down the USE key. Aiming at a downed squadmate and tapping the USE key from afar orders squad members to revive each other.

If you are incapacitated yourself, you will have menu options to order them to come revive you as well. If not in combat they will come to your aid automatically. They are your second chance at success, so keep them healthy at all costs.

Find a nearby bacta dispenser and step close and hold down the USE key to recharge your health or order a squadmate to do the same while standing at a distance and tapping the USE key as you would with other Manoeuvres.

NOTE: Squad members do many things on their own. They will not only revive each other automatically if not engaged in combat, they will also seek out bacta stations and recharge their health. Watch their squad icons to see what they are up to.

VISOR MODES

Each commando is outfitted with a visor that aids in assessing combat situations and seeing in low light situations. Press the X key to cycle between visor modes.

TACTICAL VISOR MODE

This mode is active by default. A coloured shimmer surrounds squad members and the name of each member is displayed to make each quickly distinguishable. Squad position indicators show where your members are off screen. A white shimmer surrounds items that can be picked up, and when the reticle is pointed at them a bracket appears to draw your attention.



>>ENGAGE ATTACK MANOEUVRE



LOW LIGHT MODE

Switching to low light mode can help you see in darker areas, however tactical visor elements are deactivated.

SAVING

The game creates auto-saves when you reach certain areas within a level. You can also save the game at any time by performing a Quick Save [F5 key] or by going to the pause screen and using one of these options:

QUICK SAVE: Creates a quick save file, separate from Auto-saves or manual saves. There is only one Quick Save file, so use the Save Game option to save in multiple slots. Pressing F5 also performs Quick Save.

SAVE GAME: Save the game to a slot. Multiple saves can be created.

Any save can be loaded from the main menu or the pause screen. Also, a Quick Save can be loaded by performing a Quick load [F9].

MULTIPLAYER GAME TYPES

There are four game types available when playing Multiplayer:

DEATHMATCH: There are no teams, and the object is to get as many kills as possible during the time limit. Also, if there is a kill limit, the first to reach it wins.

TEAM DEATHMATCH: The team with the most kills at the end of the time limit wins. Also, if there is a kill limit, the first team to reach it wins.

CAPTURE THE FLAG: The object is to grab the flag from the opposing team's base and return it to your team's base. For a capture to count, your team's flag must be in your base. If a team's flag is dropped on the ground, a member of that team can touch it to instantly send it back to their base. Otherwise it will automatically return

SEARCH AND DESTROY<<

to the base after a short period of time if an opposing member does not pick it up. Each capture scores a point. The team with the most points at the end of the time limit, or the team that reaches the kill limit first, wins. This mode requires at least two players before the match can begin.

ASSAULT: Each round consists of one team attacking while the other defends, and then the defenders get a chance to attack. The attackers begin with a flag in their base in their objective is to bring this flag into the opponent's base, which scores two points. The defenders must prevent the attackers from bringing the flag inside their base. If the flag is dropped, it automatically returns to the attackers base after a short period of time. If the defenders managed to prevent the attackers from burning the flag into their base for the entire time limit, they score one point. Both teams get to attack in a round, with the winner determined after all rounds are completed. This mode requires at least two players before the match can begin.



FLAG



BASE

MULTIPLAYER MENU

There are several options available when selecting Multiplayer from the Main Menu.

LAN/INTERNET

Create Game

This allows you to host your own game and also customise the following settings:

>>PENETRATE INNER COMPOUND

Game Type: Choose from the four game types.

Server Name: Create your own name for the server.

Map List: All maps are selected by default. This means that after each match is completed, the next map in a list will be played. Maps can be removed from the Selected list, in which case they will show up in the Available list.

Settings: Allows you to adjust various settings depending on the game type:

Time Limit: Set the time length of the match.

Score Limit: The first player or team to reach this score automatically wins.

Maximum Players: Limit the number of players that can enter the game.

Game Speed: The speed of the action can be sped up or slowed down.

Respawn Delay: How long a player must wait to respawn after being killed

Dedicated Server: Toggle this on to run in dedicated server mode. The maximum number of players is increased when running a dedicated server, although the host cannot play at the same time.

Friendly Fire: In team games, friendly fire can be set to no damage, or a percentage of normal damage.

Auto-balance Teams: Turning this on forces players to join the team with fewer numbers.

Rounds Per Map [Assault Only]: Set the number of rounds in an Assault match.

Time Per Round [Assault Only]: Set the time limit that the attacking team has to bring their flag into the opponents' base.

Join Game

1 SERVER LIST: Click on the categories at the top to sort the list of servers.

2 KEY: Displays Friendly Fire and Dedicated settings for the selected server. If Friendly Fire is enabled, the percentage of damage is displayed under Value. Also under Value, a 0 is displayed for non-dedicated servers, and a 1 is displayed for dedicated servers.

3 PLAYER LIST: Shows names and stats of players currently on the selected server.

4 REFRESH: Click this to refresh the Server List and Player List.

5 SPECTATE: Click on this to join a game as a "ghost," allowing you to fly around the arena and observe the game.

6 JOIN: Select a server from the list and click on this to join. You can then choose to spectate, choose a team, or allow the game to auto select a team for you.

FILTER: when connecting through the Internet, this option appears in the lower left corner of the screen. Clicking on this takes you to the filters screen, which allows you to only show games based on the following criteria:

SHOW FULL SERVERS: Toggle this to display servers that are already at the maximum number of players.

SHOW EMPTY SERVERS: Toggle this to display servers that have no players.

SHOW ONLY DEDICATED SERVERS: Toggle this to display only servers that are running in dedicated mode [which allows a higher maximum number of players].

ALLOW FRIENDLY FIRE: Toggle this to only show servers with or without Friendly Fire enabled.

GAME TYPE: Toggle this to only show servers of a particular game type.



>>GAIN ACCESS TO NEXT SECTOR

CONNECT TO IP

If you know the IP address of a specific server, you can enter it here to join directly.

CUSTOMISE

Select this to customise the look of your character in all multiplayer games. You can customise one look for a Commando, and one look for a Trandoshan. When joining multiplayer games one of the two looks will be used depending on the team you join. To save a look, click on Apply.

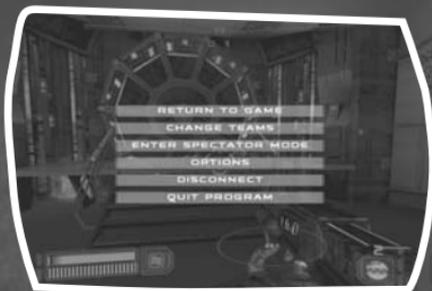
PROFILES

Select this to access all saved profiles.



PREPARE TO INFILTRATE<<

MULTIPLAYER PAUSE SCREEN



RETURN TO GAME: Unpause.

ENTER SPECTATOR: Turns you into a "ghost," allowing you to fly around the arena and observe the game. However, in a Deathmatch game, a kill will be subtracted from your score when you return.

OPTIONS: Access various game options.

DISCONNECT: Leave the match.

QUIT PROGRAM: Exit the game.

NOTE: You may also toggle spectator mode by pressing the F8 key at any time in a multiplayer match.



WEAPONS

The standard issue weaponry for all Republic Commandos is the DC-17m Modifiable Blaster Rifle. The rifle is a special model based on one of the finest mass-produced weapons in the civilised sectors of the galaxy, the DC-15 clone trooper rifle. The Republic took core elements of the DC-15 and adapted it to allow for in-combat adaptability.

RIFLE ADAPTABILITY

Republic Commandos are flexible, adaptable, forward thinking, modular, and dynamic. They are able to accomplish many different tasks and are trained to succeed in almost any situation. This mentality is carried into their equipment as well. Weapons are no different. Just as the Commando himself must be able to adapt quickly, so must his weapon. Rather than equipping him with multiple pieces of bulky hardware, his standard issue weapon has been modified and updated to allow a number of attachments.



ATTACHMENTS

DC-17m Modifiable Blaster Rifle

The standard issue rifle-class weapon for the Commando division of the Republic Army is as versatile as it is powerful; this weapon provides the edge the Commandos need to overcome their enemies.

Sniper Attachment

This attachment, complete with scope, will turn the DC-17m into a long-range stealth weapon. Zooming into the target and firing will take out most targets in one shot. The projectiles for this mode are primarily energy-based, but they also have a metallic core for each bullet which provides an almost instantaneous travel time in a straight line. This attachment allows for long range combat, but is slow to fire and carries a limited clip for the metal cores, so occasional reloads are necessary.

Anti-Armour Attachment

This single shot attachment uses a dumb-fire warhead that is intended for use against armoured units. Each shot expends the attachment and another must be added. A Commando can only carry a very limited quantity of these due to their size. They can be used on infantry, but are less effective in that situation.



DETONATORS

Thermal Detonator

Standard thrown explosive. Once thrown, the detonator will explode after a small amount of time. There is also a chance that it will explode on contact. Concussive area effect.

EC Detonator

The skill mechanic for the EC (Electro-static charge) detonator is the same as the Thermal, but the ECD shock that is expended produces an area effect that affects all electronic entities in the area. Highly effective against droids.

Sonic Detonator

The Geonosians developed this biotech detonator. It can stick to surfaces. It is triggered on proximity once deployed. It has a fairly large area effect. Sonics do have a limited life span, however, and will explode after a small amount of time if not triggered.

Flashbug Detonator

These detonators blind biological enemies and stun them so the squad can finish the job.

MELEE ATTACK

All Commandos have an extending blade attached to one forearm of the suit. Press the E key to perform a quick stab with the blade. While you must be extremely close, it usually results in instant death for the target. Secondary weapons can also be used as a melee "club."

DESTROY SUPPLY CACHE<<

21

SECONDARY WEAPONS

In addition to the DC-17m Secondary Weapons can be found on the field. You may only carry one Secondary Weapon at a time. Picking up a new one replaces the last. Run over a weapon of the same type you are already carrying to replenish ammo. Here are just a few of the weapons you may find:

DC-15s Side Arm Blaster

The BlasTech DC-15s Side Arm Blaster is the Republic Commando's standard issue secondary side arm weapon. Used for close quarter combat situations or when conserving ammo, the Self-Charging Dynamic Energy Cell keeps the DC-15s constantly recharged at a slow but steady rate. You carry this weapon at all times.



Accelerated Charged Particle Repeater Gun

Specially manufactured by Arakyd Industries, the ACP Repeater Gun is the standard weapon of the Trandoshan Mercenary group. Used for medium to short distance engagements, it can cut through personal shields, but is not especially effective against droids.



Wookiee Bowcaster

The Bowcaster is the standard weapon of the Wookiee militia. Wookiee crafters individually manufacture each Bowcaster and no two Bowcasters are exactly alike. However, ammunition clips are all uniform and interchangeable between different Bowcasters. A scope on the Bowcaster allows it to be a sniper gun that features a disintegrating, energy-sheathed, physical bolt that can impale targets at great distances. Three rounds are necessary to enable this impaler bolt.



THE FACTIONS



GEONOSIANS

The Geonosians have an intricate colonial hive and a caste-based social system. The Warrior and Elite caste members protect the hive from intruders and will swarm and kill anything that comes into their lair. They rule with savage authority while the rest of the masses labour in immense industrial operations. Known throughout the galaxy for their grim excellence in design and production, the Geonosians manufacture battle droids and related units.

TRANDOSHANS

The Trandoshans are a reptilian, warlike species that have a practice of enslaving Wookiees. They value the act of hunting and incorporate hunting rituals into almost every aspect of their lives. There are several classes of Trandoshans that typically raid Kashyyyk, for slaving and pirate raids on space vessels.



THE TRADE FEDERATION

The Trade Federation is the lynchpin organisation of the Separatist Movement. Their wealthy war chests allow them to build endless armies of battle droids. With the help of the Geonosian industrial machine, the Trade Federation supplies the Separatists with battle droids, super battle droids, droidekas, advanced dwarf spider droids, and the dread Grievous' MagnaGuards.



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