

Jedi Knight Demo Readme

This Readme contains general information and instructions for playing the Jedi Knight Demo. It covers controls, inventory items and weapons, as well as backstory and Force Power use.

Backstory

You play Kyle Katarn, the mercenary hero who successfully infiltrated the Empire. Jedi Knight continues the story of Katarn as he embarks on a quest into his past and learns the ways of the Jedi. Your father has been murdered by Jerec, the most powerful of seven Dark Jedi. Jerec wants to unlock the Force energy of thousands of past Jedi Knights held in a hidden Jedi burial ground. Your father died keeping the burial ground's location a secret from Jerec. It is up to you to stop Jerec and avenge your father's death.

The Jedi Knight Demo Single Player level places you in the middle of the game, pursuing 8t88, the accountant droid turned assassin. 8t88's memory banks contain a map to the Jedi burial ground; a map which was plundered from your dead father's home. Now, 8t88 had boarded one of Jerec's cargo ships, and you must sneak onboard before the ship departs. Jan Ors, your loyal companion, will drop you off on the rooftop of a Fuel Station. You'll have to find a way into the fuel station, then navigate through a maze of tanks and pipes until you reach the fueling gantry attached to the cargo ship. If you make it onboard, you'll be well on your way toward catching 8t88 and stopping Jerec!

Overview of the Demo

We've included one mission from the single player story, and one multiplayer level. The single player mission joins the story about 1/3 into the game, so that you can get a feel for the use of some of the weapons and forcepowers available. When you create a new character, we automatically give you a few items you'll need to start the mission with (i.e. the lightsaber). We also set you up with 4 of the 12 forcepowers available in the retail game.

In the multiplayer game, we've included 5 multiplayer models (out of the 28 included in the retail version). You can play in 'Jedi Training' and 'Teamplay' mode in the multiplayer level included. The final game has 9 multiplayer levels and supports 3 kinds of gameplay (jedi training, teamplay, and capture the flag).

Running the Game

- 1 To run the demo, click on Lucasarts\Jedi Knight Demo in your Start Menu
- 2 Click **Play The Jedi Knight Demo** in the Launcher screen, which takes you to the opening cutscene and then to the New Player screen.

Launcher Screen

The Jedi Knight Demo Launcher has the following options:

Play The Jedi Knight Demo

This button launches the game. The first time you launch the demo you will need to create a new player.

Demo Readme and Troubleshooting

The Demo readme contains all instructions and information about the demo. From the Troubleshooting menu, you'll also be able to analyze your computer to confirm that it will be able to run the demo. The Done button on the Readme Options returns you to the Launcher.

Calibrate Joystick

This brings up the Windows 95 joystick calibration program.

Uninstall The Jedi Knight Demo

Removes the game from your hard drive.

Exit to Windows

Returns you to the desktop.

Creating a New Player

Click the **Play The Jedi Knight Demo** button in the Launcher to launch the game. The Players screen will open. You must create or choose a player to continue.

- 1 At the Players Screen, type in a new player name and select a difficulty level (Easy, Medium, Hard). The difficulty setting will stay the same for your player throughout the game. This name will also be the name of your character in multiplayer games.
- 2 If you want to change the difficulty level, you'll need to create a new player name and select a different difficulty for it.
- 3 Click OK to save your player's name, then the Main Menu will open.

Select a Player

If you've created players before, previously saved player names will appear in a list on the Players screen. Select a name from the list to launch that player's saved game. To remove a player, highlight the name in the list and click the Remove button.

Main Menu

Once you have selected or created a player, you'll see the Main Menu. From the Main Menu, you can choose:

Single Player

Select this to play the single player level of The Jedi Knight Demo. You can begin a new game or load a saved game.

Multiplayer

Select this button to host or join a game against other players over modem, Local Area Network or the Internet.

Players

Here you can select existing player names, create new players or remove existing players.

Setup

Click to adjust Setup options. See the Setup Screen section below for details. NOTE: 3D card users should adjust Setup\Display before entering the game.

Quit

Exits the game and returns you to the desktop.

Save and Load Games**Save**

From within the game, press the ESC key to access the Option screen. From this screen click Save to save your current game up to the point you've played. Saving brings up a Save Game list that allows you to name and save multiple games. Select a name from the list to save over a previously saved game. If you get killed, you will restart from the last point saved. (You can also quick-save by pressing F9 to save over the last quick-saved game during gameplay.)

Load

To load a saved game on startup, click the Load button on the Single Player Screen. To load a game from within the game, press the ESC key to access the Option screen then the Load button. This will take you to the Load Game screen. From this screen select a saved game from the list and click OK.

Setup Screen

The Setup Screens give you the option to change gameplay, display, sound and other options. Experiment with different configurations to give yourself the best performance. One caveat: The "Backbuffer in System Memory" switch may help some computers handle the high memory demands of transparencies, but it may cause the game to crash. If this happens, restart the game and confirm that the Backbuffer in System Memory box is not checked.

Game Controls

Below is a list of the default keyboard, joystick and mouse controls for The Jedi Knight Demo. If you wish to customize keyboard, mouse or joystick controls, Click ESC to open the Option Screen, click the Setup button, then Controls, then customize your controls.

General Keyboard Controls

Esc	Opens Option Screen from Game
F1	Toggle Camera Mode Between First and Third Person
F2	Field Light On/Off (Turn off field light to conserve battery power.)
F3	Infrared Goggle On/Off (Allows you to see in the dark without enemy detection. Turn off to conserve battery power.)
F4	Bacta Tank Quick-Use

In Multiplayer, the following Force powers are available only if you have allotted Force experience stars to these powers:

F5	Force Jump
F6	Force Speed
F7	Force Seeing
F8	Force Pull
F9	Quick-Save Game
F11	Adjust Screen Brightness
F12	Take a Screenshot. (Saves image in the directory where The Jedi Knight Demo is installed.)
+ or -	Adjust Screen Size (Smaller screen size increases game performance, large screen size decreases it.)
+ or -	Zoom Overlay Map In/Out (With the Overlay Map on)
[or]	Cycle Through Inventory Items (Cycle through inventory items, highlight one, then press ENTER to use it.)
Space	Activate/Use
R	Next Inventory Item
Enter	Use Inventory Item
; or '	Cycle Through Force Powers
E or Q	Cycle Through Force Powers (Cycle through Force powers, highlight one, then press the F key to use it.)
F	Use Selected Force Power
Tab	Toggle Overlay Map On/Off

(To see a 2D map of the area you are currently exploring, press the TAB key. The red circle designates your location within the map. More of the map appears as you explore the area more widely. The map moves with you as you explore. The + and - keys zoom the map in and out. You can use this map or the 3D map to use Force Seeing which allows you to see enemies, pedestrians and items through walls.)

~ (tilde) Score Tally (During multiplayer games, press the ~ key to list players, their scores and costumes.)

T Talk (In single player games, T brings up the Console)

Movement Keyboard Controls

W OR 8 (keypad)	Move Forward
S OR 2 (keypad)	Move Backward
Shift	Run
Caps Lock	Slow Mode (Hold key down while moving.)
A OR 1(keypad)	Sidestep to Left
D OR 3(keypad)	Sidestep to Right
Alt	Slide Toggle (Modifies your Turn Right/Turn Left controls.)
< (directional key) OR 4 (keypad)	Turn Left
> (directional key) OR 6 (keypad)	Turn Right
X or Right mouse button:	Jump and swim up
C	Crouch and swim down.
Home key or 5 (keypad)	Center View (Centers your view in middle of screen.)
Pg. Dn	Look Up
Pg. Up	Look Down
V	Free Look (If you press and hold the V key while moving the mouse, it allows you to look around. This feature is on by default.)

Weapons Keyboard Controls

. AND /	Cycle Weapons
Ctrl OR 0 (keypad)	Or Left Mouse button: Primary Fire
Z	Secondary Fire
1	Kyle's Fists
2	Bryar Pistol
3	Stormtrooper Rifle
4	Thermal Detonator
5	Bowcaster
6	Imperial Repeater
7	Rail Detonator
8	Sequencer Charge
9	Concussion Rifle
0	Lightsaber

Option Screen

From within the game, press the ESC key to access the Option screen. From this screen you can access:

Objectives: Read your mission objectives. You can also see how many secrets you've found (left number) out of secrets available (right number).

Map: View a 3D map of what you have explored in the current level.

- Jedi Powers:** Opens the Force Power Allocation screen so you can view your current Force abilities and Rank.
- Return to Game:** Closes the Option screen and returns you to gameplay.
- Restart:** Lets you restart the current mission from the beginning.
- Load:** Click to load a previously saved game.
- Save:** Click to save your current game, including your level, episode, health and shields.
- Setup:** Click to adjust the setup for displays, sound, keyboard, mouse and joystick.
- Abort:** Click to end your mission and return to the Main Menu.

Map Screen

Selecting this option lets you see a 3D wire-frame map of the explored area to give you a sense of its size and layout. The white circle marks your location. The buttons along the bottom of the map control it. When you have the overlay map turned on, press + or - to zoom the map in and out. Click the various arrows to rotate or move the 3D model in different directions. If the map is rotating, the solid button stops and recenters the map. The upside-down triangle button closes the 3D map. You must be in this map or the overlay map (TAB key) to use Force Seeing to see enemies, pedestrians and items through walls.

Jedi Powers Screen

This screen opens the Force Power Allocation screen where you can check your Jedi Rank, your morality on the Morality Scale and which Force abilities you have. You cannot alter the Force Power Allocation screen from here.

Save

To save at any time during gameplay, press ESC, then click Save on the Option screen. On the Save screen, enter a name for your saved game and click OK. This saves your current game up to the point you've played. Saving brings up the Save Game list that allows you to create multiple saved games. Select a name from the list to save over a previously saved game. If you get killed, you will restart from the last point saved. (Quick-save by pressing F9 during gameplay.)

Load

From the Load Game screen, select the name of the saved you wish to load and press OK. Select a name from the list to load a previously saved game.

The Game Screen:

Status Display

The two round Status Displays at the bottom of your screen show certain vital information that you need to monitor including: your shields, health, batteries, ammo and Force energy strength.

The Left display Shows Health and Shield levels. The top number is your Health Display: Full health equals 100 units. The Health Display turns yellow when you are invincible. The Shield Display under it shows shield status, with the numerical reading in green. Shields are fully powered at 200 units. The Shield Display turns yellow when you pick up a super shield.

The Right display shows the Current Weapon's Ammo Indicator and displays the amount of ammunition left for your current weapon. Notice that switching weapons shows different readings on the Ammo Indicator. Different weapons use different types of ammo.

Under the Ammo Indicator is a glowing field that changes in intensity and shows Force Energy. A deep glow on the display indicates full Force Energy. This dims as you use any Force Power, which drains your Force Energy stores. If your display goes black, your ability to use Force Powers goes with it.. Time replenishes the Force Energy.

Inventory Items:

Bacta Tank

This portable device restores 30 points of health. Use the [and] keys to bring up and scroll through inventory items, then highlight a bacta tank (if you have one in your inventory) and press the ENTER key to use it or F4 for bacta tank quick-use. Your Health Display in the Status Display will show your increased health. The number of tanks you have appears in the inventory icon.

Field Light

Use for short-term illumination. Remember your field light makes you visible to enemies in the dark and uses battery power. Turn it on/off by pressing the F2

IR Goggles

The Infra-Red Goggles allow you to see in dark areas without alerting enemies to your presence. Toggle them on/off by pressing F3

Keys

Some doors need special keys. Explore to find doors and their keys.

Wrench

If you find a wrench, pick it up; it will come in handy when you least expect it.

Shield Units

Shields can protect you, but not entirely. They protect you from energy weapons, but not from physical damage caused by a fist or falling off a ledge.

Force Powers

Assigning Force Power Stars (applies to Multiplayer only)

On the Force Power Allocation screen, move your mouse over the icons to view the names of each Force power.. At the bottom of the screen are Force Power Stars you have to allocate to the Force Powers. Assign the stars to the highlighted Force Powers by clicking on the Powers, up to four stars each. Reset the Powers to 0 by clicking on the power once when full. Force abilities become more powerful with more stars.

Force Power Use

Choose which Force power to use by cycling through them with the ; or ' keys. Once you have chosen a power, press the F key to activate it. Some Force Powers are activated instantly (persuasion, jump), while others need to be targeted (grip, pull, blinding) For the targeting forces, hold down the F key until a reticle target glows around your target, then release.

Force Speed

The Jedi, in or out of battle, moves with the quickness of light. Feel the Force flowing through you, quickening your limbs so they move with the speed of thought. This power makes you run like the wind.

Force Jump

The intuitive leaps of the true Jedi are physically manifested in agility of body. The more experienced the student, the greater the jump. This power lets you leap unnaturally high. A quick tap of the **F** key produces the highest jump.

Force Pull

The Jedi is never weaponless. Your reach is far with the Force as your ally, and weapons may be whisked away from under your enemies' feet or even torn from their unsuspecting grasp. This power grabs and brings items to you. It is useful for disarming enemies and reaching items in out-of-the-way places.

Force Seeing

There is no darkness for the true Jedi. As the inner vision deepens, the outer, physical vision becomes more acute and all is revealed. No wall may hide evil, and the simplest map reveals the location of all enemies. When using either the overlay or 3D map, this power makes walls invisible so you can see the location of enemies and items. Your strength in the Force determines what you can see (weapons, items, or other players in multiplayer games).

The Light Side Abilities

If you choose to veer toward the light side, you can develop the Force powers of Healing, Absorption, Blinding, Persuasion.

Healing

The Force binds all things, and makes them whole. It calms the fevered spirit and relieves the pain of hard-fought combat. One alive with the Force can mend bone and flesh as though it were reborn anew. This power restores your health. Your Jedi Rank increases the amount of health you recover.

Persuasion

An old Jedi mind trick. The Force has a strong influence on the weak-minded, rendering your actions inscrutable to all but the strongest of wills. You "persuade" your enemy that you are not there. The Jedi may walk unseen through unknowing enemies. You lose your invisibility as your Force energy drains.

Blinding

The light side of the Force shines forth, and the evil ones cannot stand before it. The terrifying light of truth may blind the dark eyes of the sleeping. This power blinds your enemy for a number of seconds.

Absorb

Nothing can truly harm the Jedi when the Force is his ally; it is his shield and best defense. Absorb converts Force damage (Destruction, Grip, etc.) into additional Force energy. The Jedi can take the strength from attackers and use it to his own advantage. This allows you to

absorb the Force damage from an opponent and convert it to Force energy for a certain duration.

The Dark Jedi Abilities

If you have darker tendencies, you can choose Force powers associated with the dark side. These abilities include: Destruction, the Grip, Thunder Bolts and Force Throw.

Force Throw

The Dark Jedi commandeers the very objects that surround him, and makes them weapons. Crush and humiliate your opponent by striking from all directions with flying debris. Use this power of telekinesis to move objects without touching them. Only certain kinds of objects can be thrown.

The Grip

The dark side of the Force chokes the life from living things. Enemies are immobilized. Only a quick valiant attack may prevail. This long-armed power lets you choke enemies from afar. Grip enemies when you get them in your reticle (a small cone range). Your enemies cannot move while being choked, but they can rotate direction and swing their sabers or shoot. If an enemy damages your health, leaves your line of sight or blinds you, he will be released from your grip.

Lightning

No Jedi will underestimate the power of the dark side once its living spark surges through his very bones. The Dark Jedi Master calls down fire from the dark abyss to strike enemies. Lightning bolts find and destroy their targets.

Destruction

Just as creation is the essential nature of the light side, destruction is the essential nature of the dark. Explosive damage is inflicted, and enemies fly from the Dark Jedi. Your hate will make you strong, its deadly vehemence lashing forth to cut your enemies to their knees! This exploding force field power destroys everything near it.

Multiplayer Games

The Jedi Knight Demo will support a multiplayer game of up to 8 players on a LAN, 4 players on the Internet.

Multiplayer Characters

When you start The Jedi Knight Demo, the game prompts you to create a player and to choose a difficulty. To edit a player in the Main Menu, click Players. From there you can create new players or remove old ones.

Each player can have many multiplayer character models, each different and with complementary abilities. Configure these character models to suit your multiplayer needs. You can think of multiplayer character models as costumes for the original player you select in the game. The player name you select in the Main Menu will display as the name of your multiplayer character, showing in score tables and kill notices. (note: more characters are available in the full game)

Edit Character

To see a register of multiplayer characters, create new ones, remove or edit them, go to the Multiplayer Characters screen. Do this from the Main Menu, first click Multiplayer, then Multiplayer Characters. If you have not created a multiplayer character, the New Character screen will open, prompting you to enter a name and Jedi Rank

Options on the Edit Character screen include:

New

Click here if you wish to create a new character. This will take you back to the New Character screen to create new character models. NOTE: If you attempt to join a game with a character that does not meet the Rank limit, you will be returned to the New Character screen to create one that does.

Remove

Highlight a character's name and click Remove to delete it from the register.

Edit

Highlight the character you wish to edit, then click OK. On the next Edit Character screen, you can:

Choose Multicharacter Model

Click on < or > to determine your character's appearance.

Edit Saber Color

click on < or > buttons to change the saber's color.

Edit Force Powers

Click here to go to the Force Power Allocation screen.

Save

Return to the previous Multiplayer Characters screen and save your changes.

Done

Click when finished.

At the New Player screen, select a Rank, from 0, (Uninitiated) to 8 (Jedi Lord). A character's Rank determines the Force powers he's allowed to have. You are allocated three Force stars for each Rank, for a possible total of 24 stars that you can distribute on the Force Power Allocation screen to enhance your character's abilities. Game hosts can limit games by Rank to control Force power use. You can create multiple characters with different and complementary strengths. Note that your Morality Scale on the Force Power Allocation screen applies to multiplayer characters too. The meter moves according to how you distribute your Force Power stars among dark and light powers.

Available Force Powers by Rank in Multiplayer

Available Force Powers by Rank

Rank	Title	Stars	Powers Available
0	Uninitiated	0	None
1	Initiate	3	Neutral 4
2	Learner	6	Neutral 4
3	Apprentice	9	Neutral 4
4	Journeyman	12	Up to Healing and Throw
5	Charge	15	Up to Persuasion and Grip
6	Disciple	18	Up to Blinding and Lightning
7	Master/Primarch	21	Only Light or Dark
8	Lord/Dark Lord	24	Only Light or Dark and Bonus Powers

Multiplayer Level

The multiplayer level provided with the Jedi Knight Demo was designed as free-fire zones to test your mettle against your friends and other players around the world. Set your own limits here. Unless Team Play is checked, these games are prime for wild unrestrained kill-fests. With Team Play checked, the computer splits up players evenly between two teams.

Displays

The tilde, or ~ key will bring up a Multiplayer Tally that will cycle through displays of team scores and multiplayer scores. In Team levels, team colors will display in an icon next to the player's name.

Communication

The T key brings up Talk mode. Type a message to send to all players and hit ENTER. The message displays at the top of everyone's screen.

Network Providers

- IPX:** No extra configuration is necessary for IPX play over a Local Area Network. Click IPX Connection for DirectPlay and click OK. Configure the game as instructed below in the Game Configuration section and click OK to host the game.
- TCP/IP:** No extra configuration is necessary for TCP/IP games hosted over a LAN. Click Internet TCP/IP Connection for DirectPlay and click OK. Configure the game as below and click OK to host the game. Instruct joining players to leave the IP address blank and click OK to search for your game.
- Modem:** To host a game over a modem connection, first make sure your modem is connected correctly and turned on, then click Modem Connection for DirectPlay. Configure the game as described below and click OK. Choose your multiplayer character as instructed below and click OK. Then select the connected modem in the Windows modem box and click Answer. An answer box will open, indicating that the computer is waiting for another modem to connect.
- Direct Serial:** To play a head-to-head game between two computers over a Direct Serial connection, you need a NULL Modem cable (or serial cable with a NULL Modem adapter) connected to a free serial port on the back of both computers. Be sure to confirm the COM Port before starting the game. See the Troubleshooting Guide and the Technical Support section of the LucasArts Web site (www.lucasarts.com) for more detailed technical information. Once the connection is set up, click Direct Serial Connection for DirectPlay then click OK. Configure the game: select a multiplayer character and configure the connection in the windows box that appears for COM Port settings. We recommend that you use the default configuration for Baud Rate, Stop Bits, Parity, and Flow. Click OK to start the game.

NOTE: A connection between two computers using a parallel or standard serial cable (without a NULL Modem adapter) will NOT work.

Game Configuration

Once you've selected a network provider, click OK. This takes you to the Game Configuration screen. Configure the game for the following:

Name of the Game: The name can be a word or combination of words, numbers and spaces.

Maximum Jedi Rank: Hosts can set Rank limits to regulate gameplay. Limiting Rank limits the amount of Force powers used in any given game.

Maximum Players: Up to eight players supported on a LAN, four supported over the Internet.

Score Limit: Up to 999 points.

Time Limit: Up to 999 minutes.

Team Play: The host computer automatically assigns players to two sides, red or gold. The first team to score the limit is the winner.

Single Level Only: Will limit play to one level when checked. If left unchecked, players move to the next level upon completion of the current level.

Password: Can be any word or combination of letters, numbers or spaces to allow hosts to limit players with a password.

Advanced Options: For advanced users setting up Internet games. Gives you the ability to change network Tick Rate. For more detailed information, see the section on Playing The Jedi Knight Demo Over the Internet later in the Readme.

Choose Episode: The Demo contains one multiplayer level set on a mining station above Bespin.

Choose Level: Choose the level you would like to play in based on the episode.
Once the game is configured, click OK to move to the Load Character screen. Choose your multiplayer character or create a new one and click OK to start the game.

Join Game

To join a game hosted by another computer, click Join Game, then choose a service provider for your computer to search for a hosted game.

- IPX:** Click IPX Connection for DirectPlay and OK. The computer will search for games over the LAN.
- TCP/IP:** To play over a LAN using TCP/IP Protocol, click Internet TCP/IP Connection for DirectPlay then OK. A Windows box will prompt you for an IP address. Leave it blank and click OK. The Jedi Knight Demo will search for TCP/IP configured hosts over your local network.
- Modem:** To connect to a host using a modem, click Modem Connection for DirectPlay, then enter the telephone number of the host's computer and click Connect. When connected, click on the game listed and click OK. On the next screen, select a multiplayer character and click OK to join the game.
- Direct Serial:** Connect a NULL Modem cable between free Serial ports on two computers. Once connected, click Multiplayer, then click Serial Connection for DirectPlay and click OK. In the Windows box that appears, configure the connection for COM Port settings. We recommend that you use the default configuration for Baud Rate, Stop Bits, Parity and Flow. Once configured correctly, click OK. A game hosted over a direct serial connection will appear in the Games list immediately. Once you have selected the appropriate service provider, click the OK button. The search window will show you a list of the available games. Click on the game you want to join. Detailed information including the number of players in the game, maximum number of players allowed, episode, level, and team play information about the game will appear below the window. A Password box will appear if required. Enter the password, Click OK to advance to the Load Character screen. Choose a multiplayer character or create a new one and click OK to join the game.

Playing The Jedi Knight Demo on the Internet

The Jedi Knight Demo uses DirectPlay, the multiplayer component of DirectX 5.0. DirectPlay has support for TCP/IP, the network protocol used on the Internet. This means that you can challenge your friends and other online gamers to a Jedi Knight game anytime, provided you have access to the Internet via an Internet Service Provider (ISP).

Getting Started

For the latest information about Jedi Knight and other LucasArts multiplayer games, check out the Rebel HQ Web page at <http://www.rebelhq.com>. Here you will find up-to-the-minute information and news about your favorite LucasArts multiplayer games, as well as links to the Internet Gaming Zone.™

To make it easy for you to find other players for an Internet game, you can join the Internet Gaming Zone. Once you have the Zone software installed and a membership set up with the Zone, you can play Jedi Knight for free on the Internet anytime you wish. You don't need to use the Internet Gaming Zone to play Jedi Knight online, but it simplifies the process of finding players and joining Internet games.

We've also provided some useful information to help you play Jedi Knight directly over the Internet without the Internet Gaming Zone in case you don't have an ActiveX-capable browser or just want to set up your own game.

Play The Jedi Knight Demo in The Internet Gaming Zone™

The Internet Gaming Zone is a free matchmaking service which allows online players to meet up with other players from around the world and launch supported games, such as Jedi Knight, quickly and easily.

NOTE: To use the Internet Gaming Zone, you will need Internet Explorer 3.0 (or later). As of this writing, Netscape Navigator is not supported by the Internet Gaming Zone. The Internet Gaming Zone is working closely with Netscape to resolve this issue. In the meantime Internet Explorer 3.0 (or later) is required.

To join the Internet Gaming Zone:

- Connect to your Internet Service Provider.
- Launch Internet Explorer.
- In the Address box of your Web browser, type <http://www.zone.com> and press ENTER. This will take you to The Zone.
 - Once you are at the Internet Gaming Zone's Home Page, click New Player Sign-Up. Enter the necessary member information and follow the instructions for downloading the Zone Software

To play The Jedi Knight Demo in the Zone:

- Make sure The Jedi Knight Demo and the Internet Gaming Zone software have been properly installed on your system.
- Place The Jedi Knight Demo Disc in your CD-ROM drive but don't run the game. If the game's Launcher comes up, you can either ignore it or close it.
- Connect to your Internet Service Provider and launch Internet Explorer.
- In the Address box of your Web browser, type <http://www.zone.com> and press ENTER.
- Once you are at the Internet Gaming Zone's Home Page, click Play Games Now! and enter the nickname and password that you chose during registration.
- This will take you to the Zone Menu. Follow the directions for starting a Zone game. Zone Help will provide you with more information if necessary.
 - When you are done with a Jedi Knight gaming session and wish to start a new Internet game, simply exit from the game to return to the Internet Gaming Zone, then click Resume to rejoin the players in the lobby.

Hosting Your Own Internet Game

This section explains the process for hosting and joining Internet games without a matchmaking service such as the Internet Gaming Zone.

Setting up your own Internet games can be difficult for less-experienced Internet users. If you have trouble, try playing Jedi Knight in the Internet Gaming Zone. It really simplifies the connection process and provides a place to meet other players.

Advanced users will probably be able to find players in a Jedi Knight room using an IRC Chat program. In an IRC Chat room, you can arrange a game and exchange the IP Address, as mentioned in step 3 below.

Suggested Steps for the Host of an Internet Game:

- First you need to connect to the Internet.
- Next, you need to determine what your IP Address is. This number is usually different each time you connect. You can use the IP Configuration Viewer (included with Windows 95) to determine your IP Address.
- You will need to give your current IP Address to anyone interested in joining your game. If you are playing with friends, you could e-mail them this number or call them (if you have access to a phone that isn't tied up by your connection to the Internet).
- Launch Jedi Knight and choose to host a multiplayer game by clicking Multiplayer and then click Host Game.
- Select the TCP/IP protocol as your network provider by double-clicking on Internet TCP/IP Connection for DirectPlay. This will bring you to the Game Configuration screen where you will set various options for the game.
- Next, you will need to create a character to use for this game, or use an existing one that you have previously created. Click OK when you have selected a character and the game will start.
 - Once the game is active, other players will be able to join using the IP Address you gave them. Just wait until they show up in the game.

Suggested Steps for Clients to Join an Internet Game:

- You will need to obtain the IP Address of the computer hosting the game. You could arrange the game online through an IRC Chat program or obtain the address via e-mail or other means. This number will usually change every time the host connects to the Internet, so you need to obtain the host's current IP Address before joining a game.
- Launch Jedi Knight and choose to join a multiplayer game by clicking Multiplayer and then click Join Game.
- Select the TCP/IP protocol as your network provider by double-clicking on Internet TCP/IP Connection for DirectPlay.
- Enter the IP Address when prompted and click OK. Be sure to enter the number exactly and include periods to separate the numbers. A valid number will look something like this: 199.3.89.200.
- Once you have entered a valid IP Address and clicked OK, you will see "Searching" on the Multiplayer Game list. When the game has been launched by the host, and your computer finds the game, "Searching" will be replaced by the name of the host's game. If the game isn't found, click Cancel, verify that the IP Address was entered correctly, and try again.
- When the game is found, click the name, then click OK to connect.
 - Lastly, you will need to create a character to use for this game, or use an existing one that you have previously created. Click OK when you have selected a character and the game will start.

Useful Internet Utilities Included with Windows 95

IP CONFIGURATION VIEWER: This utility allows you to view your TCP/IP settings, such as your IP address. To join an Internet game, you will need to know the IP Address of the computer

hosting the game. The host can use the IP Configuration Viewer to identify his IP address and give this number to you so that you can find his game on the Internet.

To obtain your IP Address:

- Connect to your ISP.
- Click the Start button.
- Then click Run.
- Type WINIPCFG, and press ENTER to display the IP Configuration Viewer.
- Click the arrow to the right of the drop-down box and select PPP Adapter from the list (if necessary).
 - Make note of the number in the IP Address window. This is your current Internet IP Address. You will need to give this number to others who wish to join your Internet game. This address will usually change every time you disconnect and re-connect to your ISP. You can now minimize the viewer and your IP address will be displayed on the taskbar.

PING: You can use the DOS-based PING command to determine latency between you and the host.

To use the PING command:

- Click on the Start menu, then choose Programs.
- Click MS-DOS Prompt to open up a DOS window.
- At the MS-DOS Prompt, type Ping followed by the IP address of the host and then press ENTER.
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For example: C:\Windows>ping 199.3.89.200 <Enter>

You will then see something like this:

Pinging 199.3.89.200 with 32 bytes of data:

Reply from 199.3.89.200: bytes=32 time=296ms TTL=128

Reply from 199.3.89.200: bytes=32 time=302ms TTL=128

Reply from 199.3.89.200: bytes=32 time=331ms TTL=128

Reply from 199.3.89.200: bytes=32 time=290ms TTL=128

The PING command will "ping" the host four times and return the above information. The number following time= is your latency. An average latency of 500 ms (milliseconds) or less is generally acceptable for playing Jedi Knight, but the lower this number the better your game experience will be. A "Ping time" of 300 ms or less (average) is optimal for playing Jedi Knight.

NOTE: If you get Request timed out one or more times, you will likely experience poor performance while playing online, due to Internet congestion and dropped packets.

Performance Tips for Playing Jedi Knight on the Internet

- You need a quality connection to the Internet. The Internet is always changing and is unpredictable by nature. If you have performance problems while playing online, you might want to disconnect from your ISP and reconnect to attempt to get a better connection. You may also have a better experience by playing at other times of the day or night, when the Internet is less congested. Some commercial membership online services that offer Internet access may not perform adequately. An independent or local Internet Service Provider will generally offer the best performance.
- Connect to the Internet using your modem's highest speed possible. When you connect to your ISP, you will see a message Connected at 28800 bps or something similar. This is especially important if you are the host for an Internet game.
- It is important to have a low latency connection. A latency of 500 ms or less between players is acceptable; it is recommended that you have an average latency of 300 ms or less. Some online membership services that offer access to the Internet (through their proprietary dial-up services) have high latency and may not perform well with Jedi Knight.

- Try turning down the game's detail levels or playing in a lower resolution. Playing a multiplayer game, especially an Internet game, is more demanding on your computer's CPU hardware. For this reason, you may want to choose a lower resolution for online play than you would during single player games. After all, when competing with other players, the most important thing is that you have a good frame rate so you can react quickly to your opponents' actions.
- The number of players in the game will affect performance. If you are having performance problems, try playing with fewer players. The better the connection of all players, the more players can join. For instance, a game hosted on a good ISDN, Cable modem, or T1 connection may allow nearly as many players as a LAN connection, offering good performance. Games hosted on standard modems will perform well with four or five players on average.
- The host should be the fastest machine in the game. It is always a good idea to have the fastest machine in a multiplayer game be the host. If you are on the Zone and don't have a really fast machine, you should join games hosted by other people on a faster machines, rather than hosting yourself. The basic rule of thumb is the faster the frame rate on the host machine, the better the game will be for all players. A fast machine running too high of a resolution that yields a less than optimal frame rate will result in poor performance overall.
 - Use the Network Tick Rate setting to compensate for a poor connection. This setting, in the host's Multiplayer Advanced Options screen, allows you to adjust how often data is transmitted between computers while in a multiplayer game. The tick rate number is in milliseconds (ms). For example: A tick rate of 200 will send a packet once every 200 ms or five times per second. A tick rate of 100 will send data ten times a second. Valid ranges are 100-250 and the default setting is 180. The default value has been found to work fine in most cases and should only be modified by advanced users. If you are looking to optimize performance while hosting on a poor connection to the Internet, you can increase this setting so that packets are sent less often. If you are hosting on a fast connection, or are hosting a LAN game, setting this number lower will send updates more frequently and give more responsive network play.

Full Version Readme

Attached you will find the Readme included with the full version of the game. Some of the information will not apply to the Demo. We have included it here to make the demo as playable as possible on a large number of machines and configurations. For more technical information, see the Demo Troubleshooting Guide.

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LucasArts Entertainment Co.
Jedi Knight
9/9/97

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Thank you for your purchase of Jedi Knight. We recommend that you read this file to get the most up-to-date information about installing, running, and maximizing performance of Jedi Knight.

For additional information and in-depth technical documentation about specific hardware, we recommend reading the Online Troubleshooting Guide which can be accessed by clicking on TROUBLESHOOTING on the Jedi Knight Launcher. Also, for the very latest updates related to Jedi Knight, be sure to check out the LucasArts Multiplayer Home Page at www.rebelhq.com and check out the LucasArts Website at www.lucasarts.com.

- 1) General Information
 - a) Installing and Uninstalling
 - b) Disc Information
 - c) Laptop Systems
 - d) Task Switching
 - e) Game Crash Issues
 - f) Pausing the Game
- 2) Gameplay Issues
 - a) Game Speed/Resolution Issues
 - b) Skipping Cutscenes
 - c) Console Commands
- 3) Control Issues
 - a) Keyboard Issues
 - b) Mouse Issues
 - c) Joystick Issues
 - d) Preset Control Configurations
 - e) Sound Issues
- 4) Multiplayer Games
 - a) Number of Players Supported
 - b) Network Provider Information
 - c) Server Suggestions
 - d) Capture The Flag Levels

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1) General Information

a) Installing and Uninstalling

*We recommend that you re-install Jedi Knight and DirectX after any change in computer hardware.

*If you encounter any errors when uninstalling, you can uninstall manually by deleting the folder containing Jedi Knight.

*Please make sure you have enough free space on your hard drive in order to play Jedi Knight. For example, we've found that if you have less than 20 MB of space left on your hard drive, you may not be able to start the game.

*See the Online Troubleshooting Guide for more information regarding space requirements.

b) Disc Information

*Installation is possible only with Disc 1 of Jedi Knight.

*For single play, Disc 1 is needed for levels 1 through 8. Disc 2 is needed for levels 9 through 21. Jedi Knight will prompt you to swap disks between levels 8 and 9 in a Single Player game.

*Either disc will allow Multiplayer play.

*We have found that some computers with Windows 95 OSR2 and certain CD-ROM drives may bring up a Windows confirmation box if you try to eject while playing Jedi Knight, and that this box is not visible under the game. If you try to eject the CD-ROM while Jedi Knight is running, and it doesn't open, just hit enter on your keyboard to confirm the unseen Windows message. This should allow you to continue normally.

*The CD must be inserted into the same CD-ROM drive used to install the game. If you have a multi-CD Changer, or change the drive letter of your CD-ROM drive, you must re-install Jedi Knight for the computer to recognize the current drive letter. This can also be true if you have an external Hard Drive or other storage device that changes your drive letters when it is connected and disconnected.

c) Laptop Systems

*We did not test Jedi Knight with laptop systems and therefore we cannot guarantee compatibility. Due to the wide variety of hardware configurations that ship with today's laptop systems, it would be impossible to configure a game that would work with all of them. Many laptops are limited in their ability to be used as a gaming machine because of memory configurations, their microchannel architecture, port configurations (i.e. no place for a joystick) and sound systems that are primarily designed to be used with productivity software.

*The other common problem is that laptop systems will attempt to compress the traditional version of the standard 101 function keyboard (found on almost all desktop systems) into a much smaller key configuration. This is usually done by relying on multi-function keys that allow the user to assign different functions to the same key. Unfortunately, this has been known to cause problems with our games.

d) Task Switching (or ALT+TAB)

*If you do need to return to the desktop, try using the ALT + TAB combination.

e) Game Crash Issues

*If at any time during the game, you experience a crash, you MUST reboot your system before you try to restart the game. If you do not reboot your system, you may encounter problems related to the original crash.

*If you end up at a black screen or the screen appears frozen, please press ESC, Space Bar, or Enter before trying anything else.

*If you encounter extended black screens, reboot.

f) Pausing the Game

*You can pause the game during the cutscenes by pressing the spacebar. To unpause it, and resume the game, press the spacebar again.

*To Pause the game during play, hit the ESC key. The game will be suspended while in the Option Screen. Note that you cannot pause a Multiplayer game. If you enter the Options menu while in a multiplayer game, you will be vulnerable until you return.

2) Gameplay Issues

a) Game Speed/Resolution Issues

*A slow frame rate has been shown to affect gameplay in Jedi Knight. Lightsaber Attacks on computers with slow framerates may not always connect and the game difficulty will be greater. If you have a Pentium computer without 3D acceleration, we recommend you play in a lower resolution (Such as 320X200, 320X240, 512x384). Adjust the screen size smaller to increase your frame rate using the + or - keys. Resolutions above 512x384 will not perform well full screen unless you have a very fast Pentium or one with a good 3D accelerator.

*Switching between the menus and the game using 3D Hardware acceleration may cause your display to flicker to the desktop and back. This is normal.

*Clicking the "Backbuffer in system memory" check box on the Display Setup menu will improve performance on some computers without 3D hardware acceleration. Only enable this option if you experience severe frame rate problems when viewing transparent glass and water. This has to do with your video card's memory access speed. This feature is not compatible with all video cards and may cause problems on certain systems if enabled.

*The Map Overlay increases the pressure on video memory. If your computer slows down when this is turned on, consider using it when standing still or play with the map turned off.

b) Skipping Cutscenes:

*To skip cutscenes, press the Escape key.

*You can opt not to see cutscenes by checking the "Disable Cutscenes" box in the General Setup menu. Playing over Microsoft's Internet Gaming Zone has been known to cause problems with this option. If it becomes an issue, please re-install Jedi Knight. Be sure to save your players and saved games.

c) Console Commands

Console commands have been included with the game to accommodate advanced player functions not available in the User interface.

To access the Console In Single player, hit 'T' then type your command and press Enter.

Single player Console commands:

**"Kill"

Kills player and restarts the level or loads a saved game. If you get stuck or your character's position becomes unplayable for any reason, type 'kill' at the console to escape that position.

To access the Console in Multiplayer, hit 'T' then 'Tab'. Type in your command and press Enter.

Multiplayer Console commands:

**"Team"

Only works in Team Play using the Jedi Training levels. Type "Team" followed by a space and the number of the team you wish to join (1=red, 2=yellow, 3=blue, and 4=green). This makes it possible to organize games with 4 teams. Team Play defaults to just two teams (red and gold). Example "Team 3".

**"Kill"

Kills player and respawns in a different area should the character's position become unplayable for any reason. Using this command subtracts one kill from your score.

**"Endlevel"

Allows the Host to end the current level without aborting the the game. This is especially useful for computers serving over the Internet, allowing them to move the game to the next level without a break in connection. The Host must uncheck the Single Level Only check box when setting up a game so that the Multiplayer levels will loop.

**"Ping"

The In-game Ping command allows players to determine the quality of your Internet connection to other players from within the game. The ping command sends some data and times how long

it takes to be sent back by the target computer. Ping times are expressed in terms of Milliseconds. A ping time lower than 500ms is optimal for Internet play (Note: The values returned by the in-game ping will generally be higher than the Protocol-level Ping command included with Windows 95).

Host and Client:

To ping any other player, type "ping <playername>" from the Console where <playername> is the name of the player in the game (Do not use the <> or quotes).

Host:

To ping all clients, type "ping x" from the Console, where x is anything other than a valid player name in that game. You can use "x" if no players have that as a name.

Client:

To ping the host just type "ping" at the console and hit Enter.

*"Kick"

Used only by the Host to eject a player from a multiplayer game. At the console, type "kick <username>" where <username> is the name of a client's player in the game (Do not use the <> or quotes).

3) Control Issues

a) Keyboard Issues

*The "Slow" function mapped to the capslock key requires that you hold down the caps lock key.

*The mouse Y Axis, or up and down, defaults to an airplane control style control, with forward being down, back being up.

*The Windows key can be mapped to functions in the Jedi Knight Keyboard config screen. If you map this key to a function in the game and use it in conjunction with other keys during normal gameplay, you may inadvertently activate Windows 95 shortcuts that can interrupt your game. It is recommended that you avoid using this key while playing Jedi Knight.

b) Mouse Issues

*The Mouse Config screen lists all of the mouse axes buttons supported by Jedi Knight. Your mouse may not support all of the features listed.

*If you have an Intellipoint mouse with the wheel, you may need to open up the Mouse Control Panel so that the Intellipoint Mouse icon appears on the tray before playing Jedi Knight to make sure that the wheel functions as a 3rd mouse button and mouse axis in the game.

c) Joystick Issues

*Joysticks: If you wish to use a joystick to play Jedi Knight, you must enable the Joystick (Uncheck the "disable joystick" box in the Setup/Controls/Joystick menu. We recommend you leave the Joystick disabled if you are controlling the game with the mouse or keyboard.

*Configure Joysticks to Windows 95 controller ID 2 or below. Any higher and the game will not recognize the stick. Check this in the 'Game Controllers' Control Panel.

*Uncontrolled Spinning can be corrected by calibrating your joystick from either inside the game (in the Setup/Controls/Joystick/Configure menu), or from outside the game, from your Game Controllers Control Panel.

*Controllers that use the 'Map directly to axis' feature: If you load one of the special controller configurations included with Jedi Knight, be aware the sensitivity settings for your controller may be set in the file to a value that was chosen to make it playable, but is beyond the range of the sensitivity slider. Therefore if you load a Preset configuration, then make changes to any axis, you may find that your controller sensitivity has increased to the point where the game is unplayable. To correct this, reload the configuration for your controller.

*Some special controller manufacturers may provide custom configuration files for use with Jedi Knight. You may wish to check with the manufacturer of your special control device to see if they provide custom configuration files for Jedi Knight. The files use the *.CTL extension and should be copied into the Controls folder wherever the game has been installed.

d) Preset Control Configurations:

We have provided some custom configurations for popular joysticks and special 3D controllers. You can load them by choosing Setup/Controls/Options/Load Configuration. You do not need to load one of these Configurations to use the most standard joystick features.

*CH F-16 Combat Stick

You must have the latest Windows 95 DirectInput Driver installed to use this. It will map the hat and up to eight buttons to commonly used controls in Jedi Knight.

*CH Flightstick Pro

This is the same as the default control setup.

*CH Flightstick Pro optimized w/keyboard

This control setup uses the stick for turning and pitch up/down and works well in combination with the W,A,S, and D keys for movement.

*Gravis GamePad Pro

Optimized setup for the Game Pad. Note that the Start and Select buttons do not function in Jedi Knight.

*FP Gaming Assassin 3D w/joystick

This configuration is for setups utilizing an FP Gaming Assassin 3D controller and a standard 4-button joystick with hat control. The Assassin's sensitivity settings are preset and should not be changed using the sensitivity slider. If you load this configuration and modify it, the sensitivity cannot be set to make the device work properly using the slider bar. You must reload the configuration to correct this. See above for more information.

*Logitech Cyberman 2

This configuration sets up the Logitech Cyberman 2 for optimum control with Jedi Knight.

*Logitech Wingman Warrior

This configuration sets up the Wingman Warrior with an optimum configuration that utilizes the Knob for spinning your character. The Wingman Warrior's sensitivity settings are preset and should not be changed using the sensitivity slider. If you load this configuration and modify it the sensitivity, it cannot be set to make the Spinner work properly using the slider bar. You must reload the configuration to correct this. See above for more information.

*MS SideWinder 3D Pro

Optimized setup for the Sidewinder 3D Pro.

*MS SideWinder Game Pad

Optimized setup for the Game Pad. Note that the Start and M buttons do not function in Jedi Knight.

*MS SideWinder Precision Pro or FF

Optimized setup for the Precision Pro or Force Feedback sticks. Not all buttons will function in Jedi Knight.

*Spacetec Spaceorb 360

Optimum configuration for the Space Orb 360.

*Thrustmaster FCS

Same as default configuration.

*Thrustmaster FCS optimized w/keyboard

This control setup uses the stick for turning and pitch up/down and works well in combination with the W,A,S, and D keys for movement.

e) Sound Issues

*We have found some computers unresponsive to the Music Slider in the Setup/Sound menu. In such cases, we found it impossible to turn the music off. If your computer does not respond to a change in music volume, set the Music Volume Slider to zero. Another option is to change the Windows volume by double clicking on the Volume icon in the Windows 95 Taskbar and adjusting the volume control.

4) Multiplayer Options

a) Number of Players supported

*The number of players possible on a network game is very dependent upon your network provider, the speed of the connection, the speed of the computer serving the game, and the speed of the client computers joining the game. With a very fast connection and server, it is possible to exceed the supported numbers listed in the manual, but we cannot recommend or support such connections.

b) Network Provider information

*TCP/IP

If you lose connection to your ISP Jedi Knight will minimize to allow the connection dialog to appear on screen. At this point you should not attempt to connect to your provider and join the game, this will have a negative effect on the other players in the game. Instead you should select cancel. Jedi Knight will remain active on your taskbar but you are no longer connected to the game. The most efficient way to exit Jedi Knight at this point is to press CTRL-ALT -DEL, select Jedi Knight and click END TASK. If you prefer to maximize the game and exit through the game's escape menu, you should allow 3 minutes for DirectPlay to "Time Out".

c) Host Suggestions

*A Host with a slow network connection or framerate can deteriorate gameplay for all clients. The fastest computer with the best possible connection is the best choice for a Host.

d) Team Play/Capture the Flag Play:

*Capture the Flag Play is designed to be a two-team game. Multiplayer models are not used and extra teams (i.e.: blue or green) are not available in Capture the Flag levels.

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No droids were harmed in the making of this game.

HINTS HINTS HINTS HINTS HINTS HINTS

These are hints to get you through the tougher sections of the Single Player Level. If you are desperate for a hint, read on. If not, STOP READING NOW!!!

The locked door: The key is in the Ugnaught's shack. There's a nearby access tunnel just big enough for the Ugnaughts to get through, but you'll fit. Look in the darker corners and check your map to find the tunnel.

The Central Fuel Tank: The Ugnaughts have stashed the wrench you need in a crawl space just big enough for them. Be persistent and think short. You'll also need to throw the right switch on the corner tank. The higher the fuel level in the corner tank the lower the fuel level in the central tank. Too low makes the tank impassible. Check the diagrams for the status of the fuel and an indication of where it needs to be. Deep Deep Deep Hint (SPOILER) It's the second switch from the top.

The grate at the bottom of the Gas Globe: Don't even try to go up. You really need to go down. There's a way through the grate... There are other uses for the favored Jedi weapon... Deep Hint: Cut it.