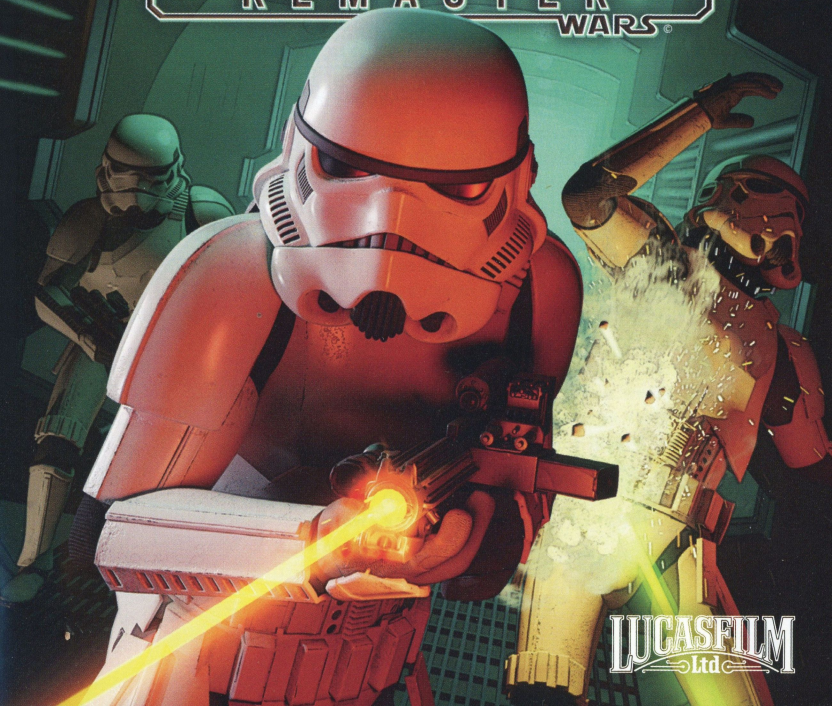


STAR
**DARK
FORCES**
REMASTER
WARS[™]



LUCASFILM
Ltd

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CODED TRANSMISSION: JAN ORS TO MON MOTHMA

SUBJECT: Reliability of Kyle Katarn

I understand there are questions regarding our continued use of Kyle as a freelance agent, both because of his background in Imperial service and his continued status as an occasional non-aligned mercenary rather than committing to regular service for the Alliance.

It's easy to see how certain individuals who either encountered him during his time with the Empire, or lost friends or loved ones during operations he commanded, could harbor such doubts. In fact, though, it is precisely his experience in Imperial service that has turned him solidly against the Empire, and will, I believe, eventually convince him of the necessity of the Alliance. I think you'll agree when I fill in more of his personal history.

Kyle came from Sulon, the moon of Sullust. Like many of our outworld recruits, he came from farmer stock, with a warm, close-knit family background. He adored his father, an agricultural machine salesman and mechanic with personal ties to the rural community he served. Kyle sought training at the Academy only to better follow in his father's footsteps when he returned home.

At the Academy he discovered a natural gift for cybernetics systems theory and information engineering. The time spent on his studies, extracurricular martial arts and target-shooting classes left little time to worry about political rumors or changes in curriculum and policy, as the Empire consolidated its hold on the Academy. His quiet student existence was shattered when he received Imperial notification that a Rebel ambush had killed his parents during an Imperial rescue operation. The final blow came when the Academy refused to extend funeral leave.



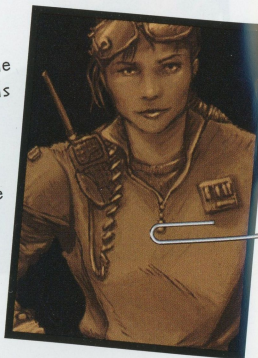
At the time Kyle had no reason to doubt what was clearly an Imperial cover-up. Overwhelmed by pain and a burning hatred for the Rebels who had supposedly killed his parents, he accepted a commission in the special operations division of the Imperial Army. It was here that he learned the true face of the Empire.

I first came to know him several years later when I was working as a mole and double agent within the Imperial Intelligence Corps. Repeated contacts with Kyle showed me the scars he hid beneath a veneer of quiet competence, and his growing disillusion with the Army and all it represented. I saw to it that reports detailing the real story of the Imperial raid on Sullust came his way, and our friendship continued to deepen.

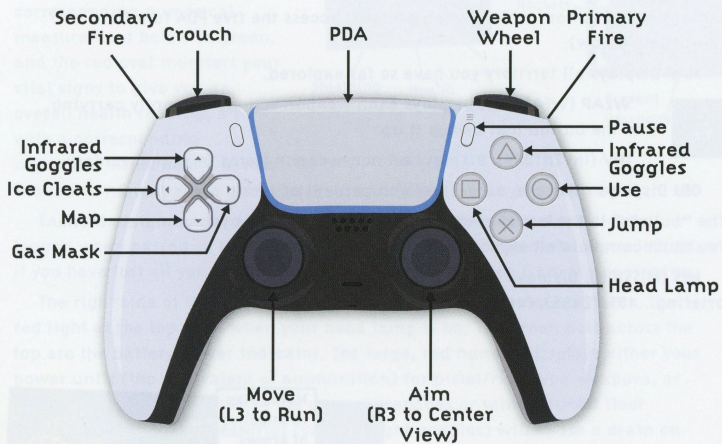
When my cover was blown and I was taken prisoner, Kyle ended his service in the Imperial Army by engineering my escape from torture and helping me get off the planet to a Rebel base. He joined me there a few days later on his way to the rim worlds, where, in the company of smugglers and pirates, he was to acquire the further skills of sabotage and subterfuge that have since made him so valuable to our cause.

I knew then, when we said goodbye, that he was not ready for a full commitment to the Alliance. The emotional manipulation he endured at the hands of the Empire has hardened him against causes and made the idealistic, trusting young man into a deadly efficient saboteur whose loyalty must be earned rather than bought.

One thing is certain. He may not totally trust the Alliance, but he will never forgive or forget what the Empire has done to him. Yes, he saved my life and is perhaps the most effective covert agent we have, but it is this hatred of the Empire that will ensure his reliability to us. It is sad but true that ongoing Imperial atrocities and disregard for life continue to provide our best hope for recruits. - Jan Ors



SIMULATION CONTROLS



CODED TRANSMISSIONS FROM

Subject: Your Personal Data Assistant

...///442618///...We've included in your stores a modular Personal Data Assistant (PDA) for inclusion in your personal onboard system. I know you'll find this an improvement over our old data displays (we've both complained enough about them!).

The new system is a lot easier to use. Just press the **Touchpad Button** and the display from the PDA will overlay your view screen. You will see five buttons at the bottom which, when pressed, access the five PDA functions (described below).

MAP Displays all territory you have so far explored.

5

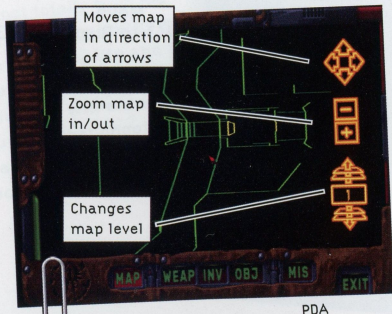
WEAP (WEAPONS). Displays each weapon you are currently carrying, and the button that brings it up.

INV (INVENTORY). Displays all non-weapon items in your inventory.

OBJ Displays missions, objectives and percent of secret areas found.

The "bullets" to the left of each objective are filled in as you complete them. You must complete all objectives before proceeding.

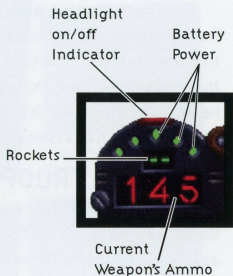
MIS (MISSION). Displays text of your mission briefing...485//24963//4845//9852//...



JAN ORS TO KYLE KATARN

Subject: The Heads Up Display

The Heads Up Display (or HUD) shows certain vital information you will want to constantly monitor. The two green arcs on the left side show your shield status with corresponding numerical measurement below in green, and the red oval monitors your vital signs to give you an overall health reading, also with a corresponding numerical value below in red.



The red number to the right represents your “lives.” (You can get more!)

Each mission has several invisible check points that are automatically logged when passed so that when you die, you will continue where you left off. If you have lost all your lives, you must replay the mission from the beginning.

The right side of the HUD displays your battery power/weapons status. The red light at the top is on when your head lamp is on. The green dots across the top are the battery power indicator. The large, red number displays either your power units (the equivalent of ammunition) for pistol/rifle type weapons, or the number of actual units in the case of grenades or mines (timed floor explosives). Certain accessories (such as light goggles) will cause a drain on your battery power, so use them sparingly. The smaller green number represents the number of rockets for your rocket launcher, and only appears when you use this weapon....//+65844//465//98448512...

CODED TRANSMISSIONS FROM

Subject: Enemies

Here is the latest data on opponents you may run into at various Imperial installations. Some, such as stormtroopers, you are obviously familiar with, but the updated information may still help you out of a tight scrape. Obviously, there will be a few things out there that we don't have data on yet. And, I don't have to remind you that if you disable an enemy, their weapons may be added to your personal arsenal.

IMPERIAL TROOPS

Stormtroopers. You know them, you hate them. The assault soldiers of Imperial power. They're not overly clever; they're armed with only a standard-issue laser rifle, but they're fanatically loyal, doggedly persistent, and the Empire seems to have an endless supply of them.



Stormtrooper



Imperial Officer



Imperial
Commando

Imperial Officers. The average Imperial Officer prides himself on not stooping to carrying a melee weapon, but, as you well know, their accuracy with the pistol more than compensates for this.

Imperial Commandos. These are, of course, drawn from the Officer corps, and so have the same aversion to melee weapons. Their laser rifles give them a longer range of fire than the average Officer, and their intensive physical training means they can generally move faster as well.

JAN ORS TO KYLE KATARN

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MECHANICALS

Gun Turrets. Stationary, but capable of firing high-powered laser bolts in a complete circle.

Probe Droids. Do not be taken in by the slow floating movements of these nasty pieces of Imperial technology—their laser blasts pack as much punch as the standard rifle. These babies go out with a bang when disabled, so keep your distance when finishing them off.

Interrogation Droids. The more deadly “cousin” of the probe droid. This comes equipped not only with a stun device for “target motivation,” but with a power blast for escape-minded prisoners.

Remotes. These small droids carry a relatively mild laser blast, but their speed, both in straight-out acceleration and direction change, is considerable. They’re mostly a painful annoyance.

OTHERS

Trandoshans. These reptilian bounty hunters have been known to do the occasional odd job for Darth Vader in the past. Knowing Vader’s obsession with efficiency, Bossk’s continued existence probably means he’s very good at what he does. His usual preference in weapons is a concussion rifle.

Gran. These scoundrels have long been attached to the court of the infamous crime boss Jabba the Hutt. You can’t miss them—they’ve got three eyes. They’re skillful hand-to-hand fighters, but first you have to get past the thermal detonators they usually have up their sleeves.



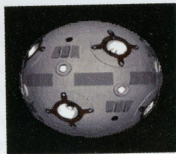
Probe Droid



Interrogation Droid



Gun Turret



Remote

CODED TRANSMISSIONS FROM

Gamorrean guards. These pig-like creatures are incredibly tough and skillful with primitive weaponry (like the axes they usually carry). Nothing a blaster or laser rifle can't handle. Just don't let them get too close.

Dianoga (sewer creatures). Long thought to be figments of the imagination of drunken maintenance workers, these all-too-real predators strike swiftly from below the surface at anything that moves, so, if you're lucky enough to spot one before it sees you, stay well back and shoot fast. It also can swim submerged and come up in your face, so keep your wits about you. Remember that your shielding can't help with the dianoga!

Boba Fett. We've both run into this joker before. His skill as a bounty hunter is legendary, as are his ruthlessness and knack for escaping tight situations. He's fast on his feet, and his jet pack adds to his mobility.

ENVIRONMENTAL HAZARDS

As you know, these missions can take an agent into areas most folks wouldn't go near. If it looks dangerous or deadly, it probably is. The best strategy in most of these situations is strict avoidance. Remember, all the shielding in the galaxy won't protect you from a bad fall or a close encounter with some industrial machinery. Here are a few things to watch for:



Ree-Yees
(a Gran)



Bossk
(a Trandoshan)



Sewer
creature
(dianoga)



Boba Fett



Gamorrean
guard

JAN ORS TO KYLE KATARN

Q5100 Welding Arms. Though not designed as weapons, these tools can be extremely dangerous, so try to keep your distance.

Mines. Pretty straightforward. You get too near them and they explode. Just keep your eyes open and watch the floor.

Chemical Gas (not pictured). The Empire is not known for its responsible handling of industrial waste. They tend to handle these hazards by simply storing gas masks somewhere in the vicinity. The trick is finding a mask.

Chemical Storage (not pictured). Once again the Empire tends to have a surplus of industrial waste. A mask won't help you here, though.

Power Generating Units (P.G.U.). Keep an eye out for these during a firefight. A stray laser can have a devastating effect (and can therefore work for or against you). These P.G.U. are often left around starship maintenance facilities.

Subject: Weapons And Other Useful Items

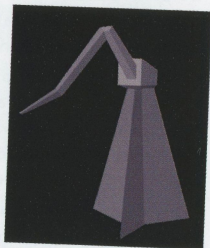
You know as well as I do that the Rebellion is low on resources and most of these go straight to the front, so on this type of operation we have to scrounge what we can from the Empire. It helps, though, to know what to look for. Weapons (and the units that power them) are obvious assets, but there are other objects you might want to grab if you get the chance.



Mines



Power
Generating
Units



Q5100
Welding Arm

CODED TRANSMISSIONS FROM WEAPONS

Overview: In general, all weapons fire primarily with the **R2 button**; however, some weapons may have a secondary fire operated by the **L2 button**.

Hand to Hand (not pictured). I assume you're already familiar with how this works. The good thing about a left hook is that it comes with unlimited ammo. (At least as long as you're still alive!)

Modified Bryar Pistol.

Compared to many Imperial weapons, the blaster is slow, since it's a single fire weapon. It makes up for this lack of a high degree of accuracy with a much stronger and more efficient single blast. Though, as with any laser weapon, its impact does diminish over distance. AMMO: Energy Unit (1 UNIT PER FIRE)

Stormtrooper Laser Rifle.

You've been on both ends of these babies often enough, so you should know the specs. Faster than the blaster, but less accurate and more than a bit spendy on the ammo. The rifle also has the same tendency to lose strength over distance. AMMO: Energy unit (2 UNITS PER FIRE)

Thermal Detonator. This grenade-type weapon has two modes of detonation—the primary mode explodes on impact, while the secondary mode has a 3-second delay. The longer you hold down your **R2 button**, the farther you will throw the detonator.



Modified Bryar Pistol (Blaster)

Stormtrooper Laser Rifle



Thermal Detonator



Jeron Fusion Cutter



Imperial Repeater



I.M. Mine

JAN ORS TO KYLE KATARN

Imperial Repeater Gun. The primary mode of a rapid-fire weapon delivers one shot per fire, while the secondary mode delivers a cluster of three. AMMO: Power cells (1 CELL PER FIRE, PRIMARY; 3 CELLS PER FIRE, SECONDARY)

Jeron Fusion Cutter. The fusion cutter is a construction tool but can be used as a weapon in a pinch. The primary mode of operation fires one barrel at a time in straight, 3-shot bursts, while the secondary mode fires all 4 barrels at once with a cone-shaped trajectory. AMMO: Power cells (1 CELL PER FIRE, PRIMARY; 8 CELLS PER FIRE, SECONDARY)



Packered Mortar Gun



Stouker Concussion Rifle

I.M. Mines. The primary mode has a 3-second delay until detonation, so drop it and get out of the way fast! The secondary mode is a proximity trigger with a motion sensor. It has a 1-second delay after placement before it is armed, but then immediately detonates when there is a moving object in its activation radius. Needless to say, you don't want to hang around after these are placed.

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Packered Mortar Gun. The mortar gun lobbs shells that explode on impact. AMMO: Shells (1 SHELL PER FIRE)

Stouker Concussion Rifle. Fires compressed bullets of ionized air that explode in shock waves. AMMO: Power cells (4 CELLS PER FIRE)

Shielding. We're listing this under weapons because its primary use is in battle. The shield we have provided you acts as protection against energy-based weapons. It doesn't protect against direct physical assaults (a punch to the jaw, for instance) or falling from heights. AMMO: Shield units.

OTHER ITEMS

ITEM		USE
Key		Opens doors
Head lamp		Personal lighting (req. battery)
Infrared goggles		Illuminates heat (req. battery)
Ice Cleats		Traction on ice
Airmask		Filters contaminated air (req. battery)
Battery		Powers headlight, airmask, and infrared goggles
Shield units		Powers personal shield
Energy units		Ammo for various weapons (see WEAPONS above)
Power cells		Ammo for various weapons (see WEAPONS above)
Shells		Ammo for Mortar Gun
Med kit		Health boost

BONUS POWER UPS

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POWER UP

EFFECT

Shield
Supercharge



Invincible
shielding

Revive



Full charge
health & shield

Weapon
Supercharge



Doubles weapon
fire rate

Life



One (1)
extra life

CODED TRANSMISSIONS FROM

...///051532065///13265031///1511616//168616//6546546///.....//61164//...//6549871/

...You asked me for a few tips for training Alliance information recovery agents, and here's what I came up with....

1. Fighting your way through Imperial installations can be disorienting as well as dangerous. Consult your mission briefings to refresh your memory and compare your surroundings to your map to make sure you're not doubling back.

2. Examine your surroundings carefully. Relatively subtle changes in wall texture or indentations or extrusions may indicate a door to a secret room. Treat suspected doors as you would a regular door.

3. Combat situations aren't the only place where ducking or crouching are useful. You can sometimes use this for low passages or partially raised gates as well.

4. When cornered by Imperial forces, don't forget the possibility of windows as a quick exit.

5. Speaking of quick exits, many Imperial buildings have low walls along the edges of balconies that can be jumped, as well as ledges that can be jumped onto and then traveled. It doesn't hurt to look down and make sure where you're putting your feet.

6. Acquire as much ammo as possible, but if you find yourself running low, look for secret ammo rooms or switch to another gun that uses different ammo. (Your blaster is always a reliable backup.)

KYLE KATARN TO JAN ORS

7. Shield and health packs also need to be stockpiled, and these, too, may be found in secret rooms. If you notice you're running low, don't run into a new area until you've stocked up.

8. For some reason, new agents seem to forget the possibility that enemies above or below you can be picked off by shooting up or down. Explosives often work well here.

9. Explosives can be occasionally used to take out walls or other barriers. It's certainly worth trying if you have a decent supply of explosives and your objective seems blocked.

10. A few combat and movement tips. Some of these may seem obvious, but the obvious is easy to forget in a firefight.

a. Don't let foolish courage prevent you from running away from a fight if your health is running low. The point is to achieve your objective and get home alive.

b. Running can also help you effect a longer jump. Keep running until the last moment, then jump.

c. Crouching or staying in dark areas when your enemy is in the light can throw off their aim. Bear in mind that keeping your head light on eliminates your darkness advantage.

Well, that's about it. I'm sure you'll develop your own strategies. Remember to rely on your brain before your blaster.

-Kyle Katarn

LIMITED
RUN