XBOX ONE



WARNING Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. **www.xbox.com/support.**

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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INTRODUCTION

Welcome to *Star Wars*™ Battlefront™. As you are reading this, I am guessing you have just sat down, dimmed the lights and are getting ready to play.

It is my hope that when playing *Star Wars* Battlefront, you will have an amazing *Star Wars*™ experience that will transport you to a galaxy far, far away.

I also hope you will have the same feelings of awe and wonder that I had when experiencing *Star Wars* for the first time all those years ago.

A feeling I got the opportunity to feel once more when visiting Lucasfilm™ and learning that I would become a part in making this game for you.

It is time to grab your blasters, hop into your X-wings, and make your way to the *Battlefront*™. May the Force be with you, always!



NIKLAS FEGRAEUS
DESIGN DIRECTOR



CONTROLS

CONTROLS

ON FOOT	
Move	L
Look	R
Jump	A
Interact/Enter/Exit	X
Crouch	B
Sprint	↑ (hold)
Melee	R
Use left Star Card	LB
Use right Star Card	RB
Activate middle Star Card	Y (hold)
Activate Power-up	LB + RB
Fire	RT
Zoom	LT (hold)
Emotes	← / ↑ / →
Toggle 3P/1P camera/ Shoulder camera left or right	(hold) / (tap)
Scoreboard	**View** button (hold)
Options menu	**Menu** button

GROUND VEHICLES	
Steer	L
Look	R
Zoom	LT (hold)
Fire	RT
Use left ability	LB
Use right ability	RB
Scoreboard	**View** button (hold)
Options menu	**Menu** button

AIR VEHICLES	
Power distribution	L
Steer	R
Zoom/Lock on	LT (hold)
Fire	RT
Use left ability	LB
Use right ability	RB
Evasive maneuvers	◁ / △ / ▷
Fire Tow Cable (T-47 Airspeeder in Walker Assault and Mission only)	Y
Cockpit view	▽
Scoreboard	**View** button (hold)
Options menu	**Menu** button

GAME MENUS

GAME MENUS

MAIN MENU

Play Choose to enter thrilling online Multiplayer battles for 6-40 players, or experience challenging single- or two-player Missions with a variety of objectives and scenarios.

Collect View and unlock additional Star Cards, Blasters, and Appearance options. You can also view various character and vehicle models in the Diorama.

Stats View your progress and personal gameplay statistics for all Multiplayer and Mission game modes.

Settings Set your personal preferences for Controls, Gameplay, Video, Audio, and EA Account settings. You can also view the game's Credits.

PAUSE MENU

Press the **Menu** button during gameplay to enter the Pause menu. In single-player game modes, the current objective and requirements for earning Stars are displayed here. During Multiplayer matches, the Pause menu displays your current Rank and XP, a list of active Challenges, and a description of the current game mode and map.

Game You can choose to Resume, Restart, or Quit your current game.

Settings Set your personal preferences for Controls, Gameplay, Video, Audio, and EA Account settings. You can also view the game's Credits.

ENTERING THE BATTLEFRONT

ENTERING THE BATTLEFRONT



GAME INFORMATION

The top area of the screen is reserved for relevant game information, such as scores, time, or remaining lives depending on your current game mode.

RETICLE

The reticle in the center of the screen indicates where you are aiming. Its appearance changes depending on the type of weapon you have equipped.

HEAT GAUGE

As you fire your blaster, a heat gauge appears under the reticle. The heat gauge grows and turns red in color as you sustain fire. Ceasing fire for a short period of time automatically reduces heat. Fire for too long and your blaster overheats, preventing you from firing until it cools down. If your weapon overheats, an active cooling sequence is triggered. Press Ⓧ when the falling dot reaches the yellow area of the gauge to cool down your weapon. This sequence increases in difficulty for each consecutive overheat should you succeed.

HAND

This shows your current Hand of Star Cards. The background of a Star Card empties when used and gradually fills as the cooldown time of the Star Card passes. Some cards require charges in order to use them; charge pick-ups can be found in levels or bought with in-game Credits.

HEALTH

Your health decreases as you take damage from enemy attacks. It regenerates if you avoid taking damage for a short time.

SCANNER

The scanner shows the locations of enemies and allies. Blue objects are allies, a yellow dot indicates your partner, and red objects are enemy forces. Sections of the scanner flash red to indicate an enemy in that direction. As the enemy gets closer to your location, these red flashes move towards the center of the scanner. Objectives appear on the scanner as white dots when neutral, or blue/red depending on which team controls it. An enemy soldier is normally only shown on the scanner when sprinting or firing a weapon.

COLLECTIBLES (MISSIONS ONLY)

In single-player game modes, these icons indicate the total number of Collectibles hidden in a Mission and how many you have collected.

GAME SCREEN - IN VEHICLE



GAME INFORMATION

The top area of the screen is reserved for relevant game information, such as scores, time, or remaining lives depending on your current game mode.

RETICLE

The reticle in the center of the screen indicates where you are aiming. The reticle turns red when you have acquired a soft lock by pulling and holding LT while aiming at your target. The reticle changes depending on the vehicle you are piloting.

HEAT GAUGE

As you fire your primary weapon, a heat gauge appears under the reticle. The heat gauge grows and turns red in color as you sustain fire. Ceasing fire for a short period of time automatically reduces heat. Fire for too long and your weapon overheats, preventing you from firing until it cools down.

ABILITIES

These icons represent the unique offensive and defensive abilities of your vehicle. Activate the left ability by pressing LB or activate the right ability by pressing RB. Each ability requires a brief cooldown time before it can be used again.

POWER DISTRIBUTION (AIR VEHICLES ONLY)

The Power Distribution gauge shows your current ratio of speed to firepower and is controlled by moving ↑ or ↓. Speed is measured by a yellow bar, while firepower is measured by a red bar. Increasing the vehicle speed channels power from the weapon systems to the engines, reducing the damage output of your weapons. Inversely, decreasing the vehicle speed channels power from the engines to the weapon systems and increases the damage output of your weapons.

VEHICLE HEALTH

Your vehicle health decreases as you take damage from enemy attacks. To refill your health during Fighter Squadron and Mission game modes, find and collect a Vehicle Repair pickup.

SCANNER

The scanner shows the locations of enemies and allies. A yellow object is your partner, blue objects are allies, and red objects are enemy forces. Sections of the scanner flash red to indicate enemy infantry, while enemy Heroes and vehicles are displayed as red dots. Your allies appear as blue circles regardless of distance.

NOTE: In Fighter Squadron, enemy ships appear only as red directional flashes on the scanner.

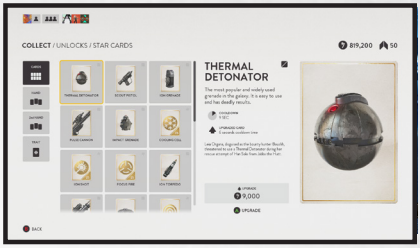
COLLECTIBLES (MISSIONS ONLY)

In single-player game modes, these icons indicate the total number of Collectibles hidden in a Mission and how many you have collected.

EVASIVE MANEUVERS (AIR VEHICLES ONLY)

You can perform evasive maneuvers in certain air vehicles, such as X-wings or TIE fighters, by pressing ←, ↑, or →. This icon represents the cooldown time until you can perform another evasive maneuver.

STAR CARDS



Star Cards, assembled into a Hand, represent different weapons and equipment you can take into battle. A Hand consists of two normal Star Cards and one Charged Star Card.

To view your Star Card collection or purchase new Star Cards, enter the Collect menu, select UNLOCKS, and then select STAR CARDS. Highlight a card to view its effects, unlock cost, and upgrade cost (if available).

The left and right Star Cards can be used repeatedly during a battle, limited only by their cooldown time. Press LB to activate the left Star Card or RB to activate the right Star Card.

The center Star Card slot is reserved for Charged Star Cards that deplete Charges with each use. Hold Y to activate the Charged Star Card. You can get Charges by finding them in-game or buying them with Credits.

UNLOCKING STAR CARDS

Each Star Card requires a certain number of Credits to unlock.

UPGRADES

Certain Star Cards can be upgraded. Upgrading a card increases the Star Card's benefits, such as decreasing its cooldown time or increasing the time it is active.

CREATING HANDS

Select HAND from the Star Cards menu and select a slot to assign any unlocked Star Cards to your Hand. You have the option of creating two sets of cards to bring into battle. If you have a partner, you also have the option of selecting their chosen Hand and potentially try out Star Cards you have yet to unlock.

POWER-UPS



Some of the most powerful items and abilities in the game are found within levels in the form of Power-ups. Power-ups both for soldiers and vehicles are easily recognizable by their large, blue icons. For soldiers, depending on the map and mode being played, the Power-up will be randomly chosen for you. For vehicles, these Power-ups are either additional health, or a refresh of your current ability cooldowns.

VEHICLE PICKUPS



In some game modes, players can call for support to take control of additional vehicles. To call in a vehicle, look for a vehicle pickup on the level. Once you have picked it up, you have a short period of time to confirm that you want to call in the vehicle in question. If you wait until the timer is out, the vehicle pickup will be returned to where you found it.

HERO PICKUPS



In some game modes you will encounter Hero pickups. Picking one up will allow you to transform into one of the available Heroes, or will let you pilot the *Millennium Falcon* or *Slave I*.

HEROES

Certain game modes allow you to fight as iconic Heroes from the *Star Wars* universe, each with their own special abilities and strengths.

Heroes cannot use Star Cards. Instead, they each have specific attacks, abilities, or equipment that require a cooldown period between uses.

LUKE SKYWALKER



While growing up on a moisture farm on Tatooine, Luke lost his aunt and uncle to an Imperial attack. Now, after learning the ways of the Force under Jedi Master Yoda, Luke seeks to destroy the Empire and redeem his father.

Force Push	LB
Saber Rush	RB
Heavy Strike	Y
Saber Defense	LT (hold)
Saber	RT

HAN SOLO



Han Solo is a legendary smuggler and the captain of the *Millennium Falcon*. He doesn't care too much for politics, but when his friends are in trouble (or there's a great reward), he is a loyal and fearless fighter.

Shoulder Charge	LB
Lucky Shot	RB
Rapid Fire	Y
Aim	LT (hold)
DL-44	RT
Combat Roll	B + ⟨L/L⟩

LEIA ORGANA

Princess Leia is a devoted leader of the Rebellion. Having lost her parents and her home planet, she seeks to destroy the Empire and bring peace and democracy back to the galaxy.



Trooper Bane	LB
Supply Drop	RB
Enhanced Squad Shield	Y
Aim	LT (hold)
E-11	RT
Combat Roll	B + L/L

VILLAINS

Certain game modes allow you to fight as iconic Villains from the *Star Wars* universe, each with their own special abilities and strengths.

Villains cannot use Star Cards. Instead, they each have specific attacks, abilities, or equipment that require a cooldown period between uses.

DARTH VADER



Once a heroic Jedi Knight, Darth Vader was seduced by the dark side of the Force and became a Sith Lord under the tutelage of Emperor Palpatine. Now an agent of evil, he seeks to confront his son and bring him over to the dark side.

Force Choke	LB
Saber Throw	RB
Heavy Strike	Y
Saber Defense	LT (hold)
Saber	RT

EMPEROR PALPATINE



Emperor Palpatine, also known as Darth Sidious, rules the Empire and seeks to conquer the galaxy through fear and tyranny. As evil as he is powerful, Palpatine destroyed the Jedi Order and brought an end to the Republic.

Chain Lightning	LB
Force Dash	RB
Imperial Resources	Y
Force Defense	LT (hold)
Force Lightning	RT

BOBA FETT

Legendary bounty hunter Boba Fett is not a man of many words. Taking contracts from both the underworld and the Empire, he uses deadly weaponry and customized Mandalorian armor to hunt down his targets.



Flame Thrower	LB
Wrist Rocket	RB
Aim Down Sights	R
Jetpack	LT (hold)
EE-3 Blaster Rifle	RT

NOTE: A white meter above Boba Fett's health bar indicates the current charge capacity of his jetpack. The jetpack automatically recovers charge when not in use.

MULTIPLAYER

MULTIPLAYER

NOTE: Online multiplayer features require the use of an Xbox Live Gold account.

Play online against other players and take part in exciting, action-packed *Star Wars* battles. To get started, select MULTIPLAYER from the main menu.

Jump right into the action by choosing one of the curated game modes: Suggested for You, Weekly Pick, or Random Pick. Alternatively, scroll down the screen to pick the game mode of your choice.

GAME MODE ICONS

Up to three icons can appear when highlighting a game mode.



If present, Heroes are in this game mode.



If present, vehicles are in this game mode.



Displays the maximum number of players who can participate in this game mode.

FORMING A PARTY

Select the three-person icon in the upper-left corner of the menu screen to bring up a list of your friends currently online, and then select their names to invite them to your party. A party may contain up to eight players.

PARTNERS

You can set one of your party members as your partner by selecting the single-person icon in the upper-left corner of the screen, located immediately to the right of your player icon.

If a player dies they can spawn near their partner if the partner is alive and not in an immediate firefight. Partners also share their first Hands with one another, potentially allowing access to Star Cards you have yet to unlock.

MULTIPLAYER GAME MODES

SUPREMACY

Experience intense frontline combat over control points.

Rebels and Imperials fight to capture and hold strategic locations on the planet. The frontline moves back and forth as these control points shift hands. To win, one side needs to claim all enemy control points or have the most points captured when game time expires.

WALKER ASSAULT

Battle over the massive AT-ATs in this mobile attack & defend game.

The Empire has deployed formidable AT-ATs to wipe out the Rebel resistance once and for all. To combat this powerful threat, the Rebels have hidden away multiple Uplinks that they need to activate and defend at all costs. These Uplinks can call in Y-wings from the galaxy to bomb the AT-ATs. It is only during the bombing raid that the AT-ATs can be damaged.

If one or more AT-ATs reach their destination, the Empire will have won. If all AT-ATs are destroyed, the victory will belong to the Rebels.

FIGHTER SQUADRON

Thrilling air battles await you in this starfighters-only game mode.

Keep an eye out for enemy transport ships that periodically attempt to take off from the planet's surface and escape the battle. Destroy the enemy transport ship before it escapes to earn bonus points for your team.

BLAST

Blast is a classic battle to the death without objectives. The first team to score 100 points, or score the most kills at the end of the time limit, wins.

CARGO

Run and gun while stealing cargo from the enemy and preventing your own cargo from being captured.

DROP ZONE

Fast-paced action with a single objective: gain control of the Drop Pods that fall from the sky. Claim a Drop Pod and earn valuable resources for your team. The team with the most Drop Pods claimed will be victorious.

DROID™ RUN

Fast-paced action with three moving objectives: droids. Interact with a droid to begin the capture process, and then defend your droid to prevent the enemy from stealing it back.

HERO HUNT

A single Hero or Villain is up against a squad of enemies. The first player is chosen at random and whoever kills them becomes the next Hero or Villain. Whomever has the most kills at the end of the time limit wins the game.

HEROES VS VILLAINS

In this round-based combat mode, all players battle each other with their teammates as backup. Three players from each side are randomly chosen as Heroes and Villains; dying causes these players to spawn as normal soldiers. Eliminate all enemy Heroes or Villains to win the round.

MISSIONS

MISSIONS

Missions are unique single- and two-player experiences over a variety of game modes.

DIFFICULTY

Three difficulty modes are available in Survival and Battle modes: Normal, Hard, and Master.

CO-OP

All Missions can be played with a friend. Select PARTNER to play with an online friend or SPLITSCREEN to play on the same screen with a second Xbox One Wireless Controller.

STARS

All Missions have several unique objectives, awarding Stars for their completion. Stars award the player extra credits when earned.

MISSION GAME MODES

TUTORIAL

Press Ⓧ on the Play screen to start a tutorial Mission that teaches you the basics of playing *Star Wars* Battlefront.

TRAINING

Training Missions enable players to learn the ways of the Force, pilot X-wings, T-47 Airspeeders, AT-STs, and speeder bikes.

BATTLE

Battle as a member of the Rebellion or Galactic Empire against increasingly difficult opponents. Go head-to-head against your friends or the AI in this mode, supported by AI soldiers. Collect tokens for each enemy defeated. You can also collect a fallen ally's token to prevent the enemy from scoring.

Tokens range from two to five points, depending on the enemy type. Collect 100 points to win.

SURVIVAL

Survive 15 waves of Imperial forces. Drop Pods are occasionally deployed to the battlefield between waves, providing power-ups if you claim the pod before the enemy.

COMPANION

COMPANION

Whether you're in a galaxy far, far away or somewhere closer to home, get ready for battle with the official *Star Wars* Battlefront Companion.

Featuring the tactical card-based game, Base Command, the Companion lets you earn in-game Credits that unlock Star Cards, weapons, and more in *Star Wars* Battlefront.

In addition to Base Command, the Companion also lets Rebels and Imperials alike check game stats and progression, customize load-outs and appearance, connect with friends, and get notified when they're playing *Star Wars* Battlefront – as well as gather intel on their stats and progression so you can see how you match up!

Find the Companion app for iOS on the App Store℠, for Android™ on Google Play™, or use the Companion on the web at **www.starwarsbattlefront.com**.

WARRANTY

NOTE: Warranty does not apply to digital download products.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

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ONLINE WARRANTY INFORMATION:

http://warrantyinfo.ea.com

EA WARRANTY MAILING ADDRESS:

Electronic Arts Customer Warranty,
PO Box 1096, Guildford,
GU1 9JN,
United Kingdom

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NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere. Whether online, in community forums, through chat, on the phone, or in your social network, our game experts are available and ready to help.

ONLINE SUPPORT

For instant access to all of our FAQs and help articles, please visit **help.ea.com/uk**. We update daily, so check here for the latest issues and resolutions.

TELEPHONE SUPPORT

Help is also available 6 days a week (Monday-Saturday) from 9am to 9pm GMT by calling us at +44 203014 1818.

(Calls are charged at standard national rate; please consult your telecoms provider for details)

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Need a quick tip? Reach out on Twitter to @askeasupport or post on **facebook.com/askeasupport** where our online game experts are available and ready to help.

Internet connection and Facebook and Twitter accounts required to access this feature. You must be 13+ to register a Facebook account.