STAR WARS
BATTLEFRONT II
EA

CONTENTS

> ⚠ **See important health and safety warnings in the system Settings menu.**

GETTING STARTED

PLAYSTATION®4 system

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®4 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PlayStation®4 system to turn the system on. The power indicator blinks blue, and then turns white. Insert the *Star Wars Battlefront II* disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PlayStation®4 system home screen, and then press the ✕ button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the Ⓟ button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the Ⓟ button. To resume playing the game, select it from the content area.

Removing a disc: Touch the eject button after quitting the game.

🏆 **Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

INTRODUCTION

Dear players,

We warmly welcome you to *Star Wars*™ *Battlefront*™ *II*! Once again we want to take you on a journey to a galaxy far, far away. If you've been to the Battlefront before, good to see you again! And if you're joining us for the first time, welcome to our family. We all share one thing: a love of *Star Wars*. The opportunity to be a part of making this game is a dream come true for all of us. Our dearest hope is that as you play you feel the same sense of wonder we felt every single day building this game for you.

Let's begin, shall we? Your blaster, your ship, your trooper, and your hero are waiting for you.

May the Force be with you, always!

The *Star Wars Battlefront II* team

CONTROLS

ON FOOT

Move	left stick
Look	right stick
Jump	✖ button
Interact/Enter/Exit/Vent weapon/ Droid slice (Campaign)	◉ button
Crouch toggle	◎ button
Sprint toggle	**L3** button
Melee attack	**R3** button
Activate left ability	**L1** button
Activate right ability	**R1** button
Droid shock (Campaign)	▲ button (hold)
Activate middle ability (Multiplayer)**/ Droid ability** (Campaign)	**L1** button + **R1** button
Fire	**R2** button
Zoom/Alt fire	**L2** button
Emotes (Multiplayer)	⬅ button / ➡ button
Toggle 3P/1P camera/Shoulder camera left or right	⬇ button (hold) / ⬇ button (tap)
Ability details	⬆ button
Scoreboard (Multiplayer)	**touch pad** button (hold)
Options menu	**OPTIONS** button

GROUND VEHICLES

Steer	left stick
Look	right stick
Zoom	`L2` button (hold)
Fire	`R2` button
Use left ability	`L1` button
Use right ability	`R1` button
Use middle ability	`L1` button + `R1` button
Ability details	⬆ button
Scoreboard (Multiplayer)	**touch pad** button (hold)
Options menu	**OPTIONS** button

AIR VEHICLES

Throttle and roll	left stick
Pitch and yaw	right stick
Zoom	`L2` button (hold)
Fire	`R2` button
Use left ability	`L1` button
Use right ability	`R1` button
Use middle ability	`L1` button + `R1` button
Target	✗ button
Ability details	⬆ button
Rear camera	⬅ button / ➡ button
Cockpit view	⬇ button
Scoreboard (Multiplayer)	**touch pad** button (hold)
Options menu	**OPTIONS** button

GAME MENUS

MAIN MENU

HOME
Get updates on the latest news and events occurring within the game. You can also see if you have any Crates waiting to be opened.

PLAY
Experience the epic single-player Campaign, enter thrilling online Multiplayer battles for 8-40 players, or dive into the challenging single- or two-player Arcade with a variety of objectives and scenarios.

COLLECTION
Customize your Classes and Heroes by changing appearance or their equipped Star Cards. You can also select your Emotes or Victory Poses.

CAREER
View your progress towards completion of Milestones from across the entire game and view your Multiplayer Rank.

OPTIONS
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 **OPTIONS** button during gameplay to enter the Pause menu. In single-player game modes, an overview of the current objective is displayed here. During Multiplayer matches, the Pause menu displays a description of the current game mode.

RESUME Exit the Pause menu and return to the game.

RELOAD FROM LAST CHECKPOINT (Campaign only) Restart the mission from the last available checkpoint.

RESTART MISSION (Campaign only) Restart the current mission from the beginning.

RESPAWN Instantly defeat your character and return to the Spawn screen.
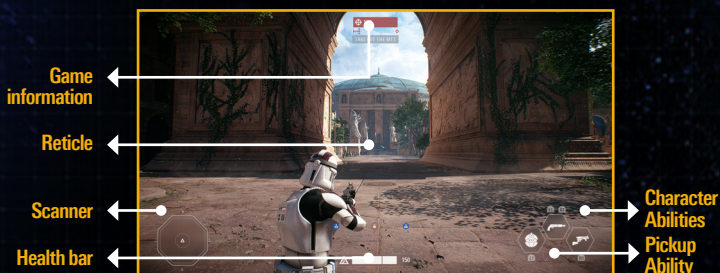
SETTINGS Set your personal preferences for Controls, Gameplay, Video, Audio, and EA Account settings. You can also view the game's Credits.

QUIT TO MAIN MENU Return to the Main menu. In Campaign mode, progress is saved up to the last checkpoint reached.

RETURN TO THE BATTLEFRONT

GAME SCREEN – ON FOOT

- Game information
- Reticle
- Scanner
- Health bar
- Character Abilities
- Pickup Ability

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 reticule. The heat gauge grows and turns red in color as you sustain fire. Ceasing fire for a short period of time automatically reduces heat, or you can manually cool your weapon by pressing the ⊚ button. 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 the ⊚ button when the falling bar reaches the first area of the gauge to cool down your weapon instantly. Alternatively, if you reach the second area of the gauge you will instantly cool down your weapon and you will not build heat for a few seconds.

CHARACTER ABILITIES

This shows your currently equipped Character Abilities. The background of Character Ability empties when used and gradually fills as the cooldown time of the Ability passes. Some Abilities have a limited number of uses, while others can be toggled on or off. Character Abilities can be changed or enhanced by equipping Star Cards.

HEALTH

Trooper and Special Unit Health: Your health decreases as you take damage from enemy attacks. It regenerates if you avoid taking damage for a short time. The rate at which you regenerate health varies depending on the Trooper Class.

Hero Health: Your health decreases as you take damage from enemy attacks. It will regenerate only set amounts with each character if you avoid taking damage for a short time.

SCANNER

The Scanner shows the locations of enemies and allies. Blue objects are allies, and red objects are enemy forces. Sections of the Scanner flash red to indicate an enemy in that direction when they fire their weapon. As the enemy gets closer to your location, these red flashes move towards the center of the Scanner. Objectives appear on the Scanner as blue/red depending on which team interacts with it. Heroes and neutral objects also appear on the Scanner.

GAME SCREEN – VEHICLE

Game information

Reticle

Throttle meter

Vehicle health

Abilities

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. Press the ⊗ button or fire at a target to select it. A selected target will have an additional aiming indicator to show where to aim to hit fast moving targets. The reticle changes depending on the vehicle you are piloting.

HEAT GAUGE

As you fire your primary weapon, a heat gauge appears under the reticule. 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. The background of an Ability empties when used and gradually fills as the cooldown time of the Ability passes. Abilities can be modified or enhanced by equipping Star Cards. Abilities are activated by pressing the `L1` button, `R1` button, or `L1` button + `R1` button at the same time. Missile based Abilities on the `R1` button require a lock—keep your target in view and press the `R1` button again to launch when you are locked.

VEHICLE HEALTH

Your health decreases as you take damage from enemy attacks. It regenerates if you avoid taking damage for a short time. The rate at which you regenerate health varies depending on the Vehicle Class.

THROTTLE METER

Control the speed of your vehicle with the left stick. Starfighters will make tighter turns at slower speeds.

MULTIPLAYER

NOTE: Online multiplayer features require the use of a PlayStation®Plus account.

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

CHARACTERS AND ABILITIES

CLASSES

You can customize and choose between four different trooper Classes, each with their own unique Abilities and style of play. Abilities can be changed or enhanced for each Class by equipping or upgrading Star Cards.

ASSAULT
An all-around fighter, very effective at close-to-medium range. They clear the path for teammates and punch their way through enemy lines.

HEAVY
Utilizing high durability and a Combat Shield, the Heavy is an offensive and defensive juggernaut.

OFFICER
A support Class with Abilities that help everyone around them fight more effectively.

SPECIALIST
The tricksters of the battlefield. They can utilize traps, reveal battlefield intelligence to their comrades, and snipe at enemies with long-distance weaponry.

You can customize and choose between three different starfighter Classes, each with their own unique Abilities and style of play. Abilities can be modified or enhanced for each Class by equipping or upgrading Star Cards.

FIGHTER
An all-around starfighter, effective on both offense and defense.

INTERCEPTOR
Fast and maneuverable, but fragile. These starfighters excel at dogfighting.

BOMBER
Less maneuverable than other starfighters, but what they lack in speed they make up for in offense.

SPECIAL UNITS

You can customize and choose between 2 different Special Unit Classes. Each have Abilities tailored to their style of play. Like trooper Classes, Abilities can be changed or enhanced for each Class by equipping or upgrading Star Cards.

AERIALS   A highly mobile unit, Aerials such as the Rocket-Jumper or B2-RP Rocket Droid can quickly traverse the battlefield with the assistance of a jetpack.

ENFORCERS   Made to break up choke points, Enforcers like the Wookiee Warrior or Death Trooper can both take, and deal, a lot of damage.

HEROES

Choose from a variety of iconic *Star Wars* Heroes, each one possessing powerful Abilities, allowing them to be a force on the battlefield. With their presence alone they will alter the tide of battle for your team. Just as with other playable characters, their Abilities can be enhanced by equipping or upgrading Star Cards.

STAR CARDS AND ABILITIES

Star Cards represent the different Abilities and equipment you can take into battle. Each Class and Hero has three active Abilities. The Abilities of troopers, Heroes, Vehicles, and Special Units can be enhanced with Star Cards.

To view or change the Star Cards, enter the Collection menu, select a Class or Hero, and select EQUIP & CRAFT CARDS. Highlight a card to view its effects and upgrade cost (if available).

In general, Abilities can be used repeatedly during a battle, limited only by their cooldown time or number of charges.

Boost Abilities, unique to each of the four trooper Classes, are always active.

RARITY

Each Star Card comes in four different rarity types: Common (grey), Uncommon (green), Rare (blue), Epic (purple). The higher the rarity, the better effects the card provides. Depending on the Ability, this can mean decreased cooldown times, increased damage, or a greater area of effect.

UNLOCKING STAR CARDS

Star Cards are earned by opening Crates, which can be gained by using earned Credits - awarded by completing various gameplay objectives - or via Crystals, which are purchased using real money. They can also be crafted.

CRAFTING

Crafting resources are earned by opening Crates or are automatically granted if you receive a duplicate Star Card. Using these, you can upgrade Star Card rarity, craft a new Star Card, craft a new Weapon, or craft a new Weapon Mod.

FORMING A MULTIPLAYER GROUP

Select the Friend bar 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 Multiplayer Group. A Multiplayer Group may contain up to 20 players.

SPAWN SCREEN

Before the start of each game, or after a death, you can choose your Trooper Class, Hero, or Special Unit at the Spawn screen. Certain options may be unavailable depending on the current game mode.

BATTLE POINTS

Battle Points are earned during a match by killing enemies or completing mission objectives. They can be used to purchase the option to play as a Hero or Villain, or call in deadly Special Units such as vehicles or iconic units.

The Battle Point cost for each option appears on its icon at the Spawn screen.

SPAWN WAVE

The Spawn Wave feature allows up to four players to spawn into an area together as a group, ensuring that no player will have to face the enemy alone. Players are encouraged to play together and can earn bonus score for working together.

MULTIPLAYER GAME MODES

Jump right into the action by choosing the game mode of your choice.

GALACTIC ASSAULT

Face off in multi-stage battles on the most distinctive worlds across the *Star Wars* galaxy. As the attackers or defenders, work with your teammates to complete mission objectives and turn the tide of battle in this epic 20v20 game mode.

STARFIGHTER ASSAULT

Take part in epic space battles and pilot classic *Star Wars* ships from every era in this objective-based game mode.

HEROES VS VILLAINS

In this 4v4 game mode, players first choose their Hero or Villain and work with their teammates to take down the targeted enemy Hero or Villain. The first team to defeat the target 10 times wins.

STRIKE

There are two variants to this 8v8 game mode. In both versions a team of attackers is attempting to complete mission objectives while defenders attempt to stop them. There are no Heroes or vehicles in this mode, only Troopers and Special Units.

BLAST

Blast is a classic battle to the death without objectives in a 10v10 arena. The first team to score 100 points, or score the most kills at the end of the time limit, wins.

ARCADE

Become a master of combat with Arcade. Fight against AI-controlled troopers and earn rewards as you learn to master all of your Heroes, weapons, and Abilities. Use the same collection of Star cards as Multiplayer and earn new rewards to level up your Characters.

BATTLE SCENARIOS

Battle Scenarios are series of classic battles across all eras of *Star Wars*. Complete them all to earn unique rewards, helping you to become a formidable combatant.

CUSTOM ARCADE

Create a bespoke Arcade match by modifying the game rules and settings. Earn credits and test out Abilities while putting *Star Wars Battlefront*'s legendary characters through their paces.

ARCADE GAME MODES

ONSLAUGHT
Onslaught is the ultimate test of speed and strength. Can you wipe out the opposing troopers within the time limit? Each enemy eliminated adds a time bonus.

TEAM BATTLE
Team Battle pits two teams against each other in a fight to the finish. The first team to eliminate all enemy troops wins.

VERSUS DUEL
Duel is a one-on-one, splitscreen showdown. Settle the score between light and dark side once and for all.

PLAY WITH A FRIEND IN SPLIT SCREEN

Play on your own in Solo, or play Scenarios and custom Arcade together with a guest in Co-op, or go head-to-head in a Versus match.

EARN REWARDS

Grow your Collection by earning credits and completing Challenges. Earn credits for each round of Arcade you play every day (5 credit rewards are available each day). Completed Challenges can be exchanged for rewards on the Career page. Online connection is required for claiming credits and rewards.

NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

▶ **Online Support & Contact Info** — For FAQs, help articles, and to contact us, please visit help.ea.com.

▶ **Twitter & Facebook Support** — Need a quick tip? Reach out on Twitter to @EAHelp or post on facebook.com/EAHelpHub/

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