

XBOX ONE

The cover art for Star Wars Battlefront II features a central composition of three characters: Rey on the left, a Stormtrooper in the middle, and Darth Malgus on the right. They are set against a backdrop of a space battle with various starships and planets. Below this, a ground-level battle scene is shown with soldiers, tanks, and a large pyramid structure. The EA logo is positioned at the bottom center of the title.

STAR WARS
BATTLEFRONT II
EA



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

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












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ON FOOT	
Move	
Look	
Jump	
Interact/Enter/Exit/Vent weapon/ Droid slice (Campaign)	
Crouch toggle	
Sprint toggle	
Melee attack	
Activate left ability	
Activate right ability	
Droid shock (Campaign)	(hold)
Activate middle ability (Multiplayer)/ Droid ability (Campaign)	
Fire	
Zoom/Alt fire	
Emotes (Multiplayer)	
Toggle 3P/1P camera/Shoulder camera left or right	(hold) / (tap)
Ability details	
Scoreboard (Multiplayer)	View button (hold)
Options menu	Menu button

GROUND VEHICLES

Steer	
Look	
Zoom	 (hold)
Fire	
Use left ability	
Use right ability	
Use middle ability	
Ability details	
Scoreboard (Multiplayer)	View button (hold)
Options menu	Menu button

AIR VEHICLES

Throttle and roll	
Pitch and yaw	
Zoom	 (hold)
Fire	
Use left ability	
Use right ability	
Use middle ability	
Target	
Ability details	
Rear camera	
Cockpit view	
Scoreboard (Multiplayer)	View button (hold)
Options menu	Menu 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 Menu 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

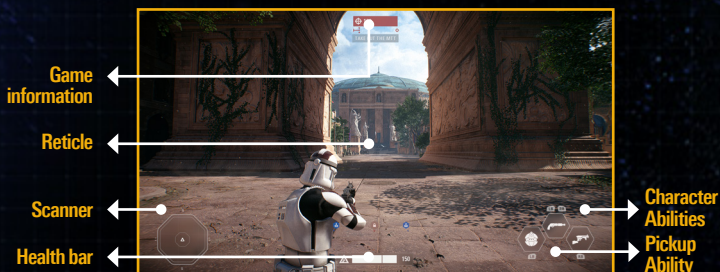
Set your personal preferences for Controls, Gameplay, Video, Audio, and EA Account settings. You can also view the game's Credits.

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

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 **X**. 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 **X** 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

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 **A** 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 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. 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 **LB**, **RB**, or **LB + RB** at the same time. Missile based Abilities on **RB** require a lock—keep your target in view and press **RB** 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 **L1**. Starfighters will make tighter turns at slower speeds.

EVAC FM7

MULTIPLAYER

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

LIMITED 90-DAY WARRANTY

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Online Warranty Information: <http://warrantyinfo.ea.com>

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NOTICE

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NEED HELP?

EA GAMES

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