

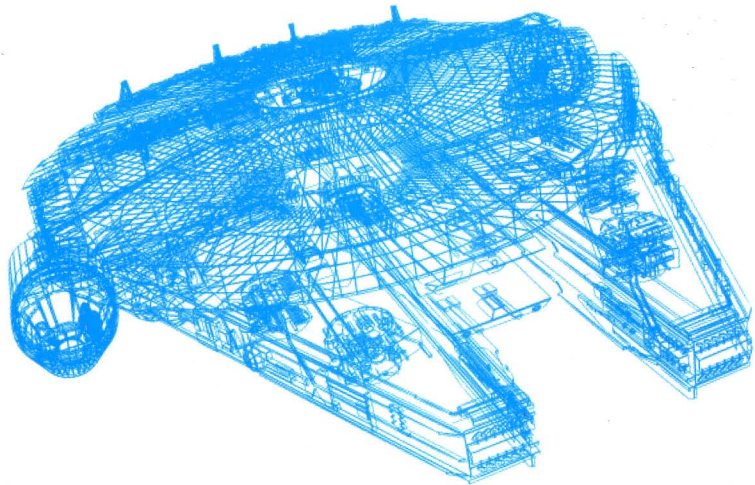
LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS REBEL ASSAULT II™

THE HIDDEN EMPIRE
By Vincent Lee

KIDS TO ADULTS





REBEL ASSAULT II Player's Guide

You delivered the fatal blow to the Death Star, but there's no time to celebrate, Rookie One. Darth Vader wants revenge and is on a galaxy-wide hunt for a lethal weapon. He's determined to destroy the Rebel Alliance for good.

Package Contents

Your Rebel Assault II package should contain the following items:

- ✓ Two Rebel Assault II CDs
- ✓ Rebel Assault II Getting Started Guide
- ✓ Rebel Assault II Player's Guide
- ✓ Rebel Assault II Troubleshooting Guide

Minimum Requirements

- ✓ 50 MHz 486 or higher IBM-compatible personal computer
- ✓ Double-speed, MPC Level 2 CD-ROM drive
- ✓ 8 megabytes of RAM
- ✓ VGA display (SuperVGA with VESA support for optional high-resolution mode)
- ✓ Sound Blaster, Sound Blaster Pro, Sound Blaster 16, Sound Blaster AWE 32, Pro AudioSpectrum 16, Gravis Ultrasound, Aria, or compatible sound card

Rebel Assault II should be run with your system's memory manager disabled. The easiest way to do this is to create a boot disk using the "Make Boot Disk" option from the game's Launcher Main Menu. (See the game's **Getting Started Card** and **Troubleshooting Guide** for further details on how to create and use a boot disk with Rebel Assault II.)

For the latest game and technical information, please consult the Rebel Assault II on-line Troubleshooting Guide. This file can be accessed from the game's Launcher Main Menu.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

ABOUT THIS GUIDE...

This guide contains information on configuring, customizing, and playing Rebel Assault II on your system. Don't delay, Rookie One—the fate of the Rebel Alliance awaits!

NOTE: This guide will assist you once you have reached Rebel Assault II's Launcher Main Menu. For instructions and notes on reaching the Launcher Main Menu, please refer to the **Getting Started Card** included with the game.

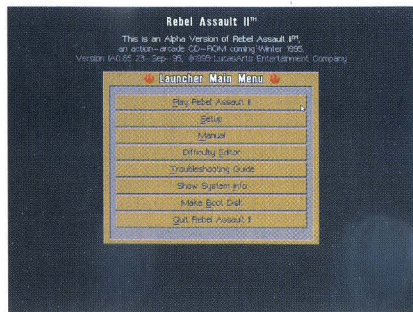
USING THE LAUNCHER MAIN MENU

Have you checked your configuration settings, Rookie One?

Each time you start Rebel Assault II, you will be presented with the Launcher Main Menu. For those with the DOS-based version of the game, if you chose to run the “Auto-Detect” utility prior to reaching this menu, you can immediately choose **Play Rebel Assault** and begin your quest to thwart Darth Vader's plans for galactic domination. Before jumping right into the action, however, you may want to explore the setup options offered in the Launcher Main Menu. These options allow you to configure the game for your system and set game play settings to your liking. The following is a detailed description of each of these utilities and functions:

SETUP

The Setup menu allows you to change sound, video, and game play settings. It is necessary, of course, for these settings to match those of your machine in order for the game to run



properly. For those with the DOS-based version of the game, we suggest using the Setup menu's “Auto-Detect” function if you haven't already done so, which will set these values for you.

The DOS-based version's setup menu contains the following options:

AUTO-DETECT Use this option to recognize appropriate settings for your machine.

SOUND CARD Use this option to select the sound card in your computer or to choose “None” if you do not have a sound card.

TEST SOUND Use this option to test your sound settings. If they are set properly, you should hear the sound of Ewoks during the test. If you have a stereo sound card, sound should pan from left to right.

IRQ Use this option to set the IRQ channel used by your sound card.

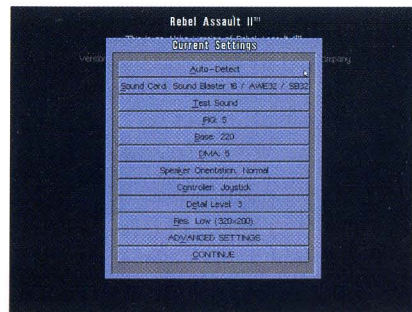
BASE Use this option to set the Base address used by your sound card.

DMA Use this option to set the DMA channel used by your sound card.

CONTROLLER Use this option to select the type of controller you will be using to play the game.

DETAIL LEVEL Use this option to select the level of detail at which the animation engine will run. A higher detail level will yield better image quality, but also may result in a reduced frame rate on slower machines.

RES Use this option to set the game's resolution. In order to use a resolution other than Low, you will need a VESA-compatible SuperVGA video card, monitor, and properly installed VESA drivers or a VESA-compatible BIOS.



ADVANCED SETTINGS Use this option to adjust advanced settings to optimize the performance of your system. The advanced settings are as follows:

Task Switcher Adjusts the multitasking timer or switches multitasking method to cooperative mode.

Frame Rate Adjusts the maximum frame rate. Lower this setting to smooth-out game play with slower CD-ROM drives. (For DOS-based version only.)

Sample Rate Adjusts the rate of the system's internal sound engine. Default is 22050 Hz. (For DOS-based version only.)

VESA Video Driver A VESA video driver is required to run the game in laced or high-resolution mode. The default selection, "Auto", will auto-detect your system's VESA video driver. The alternate selection, "Force UniVBE," will attempt to force the loading of UniVBE, the universal VESA driver. This may be necessary if you do not have a VESA driver loaded on your system.

CONTINUE This option allows you to save your configuration changes and return to the Launcher Main Menu. You are not required to save your changes to a file on your hard drive; however, if you do not, your selections will be lost when you quit Rebel Assault II. (For DOS-based version only.)

MANUAL

This option allows you to access an on-line manual that contains much of the same information found in this guide.

DIFFICULTY EDITOR

The difficulty editor allows you to adjust a number of tuning values for the two custom skill levels (Custom1 and Custom2) that Rebel Assault II offers. The different parameters that you can change are listed vertically in the editor along the left-hand side of the screen. The values set for each parameter can be different for each chapter or partial chapter of the game. Accordingly, the values are also arranged horizontally by chapter. You can change a value by

clicking on the old value and typing in a new one.

The editor will automatically keep your entries within the range of reasonable values. Once you have set values for the game, you can "try out" your changes by exiting the editor and starting the game. Make sure you are using a pilot created using the appropriate custom skill level. The values you set will be active until you exit the game, or they can alternatively be saved to hard disk. Note that even if you do not immediately save your values, you can go back and forth between game play and the editor to test and modify your custom skill level. Once you have modified your custom skill level to your liking, save the changes before exiting the game.

You may view the settings for the four standard skill levels as references, but you cannot change them. You can, however, copy the values of any standard skill level to a custom level by using the "COPY" button in the lower right-hand corner of the editor screen. Note that not every parameter has an effect on every level. A description of the editable values follows:

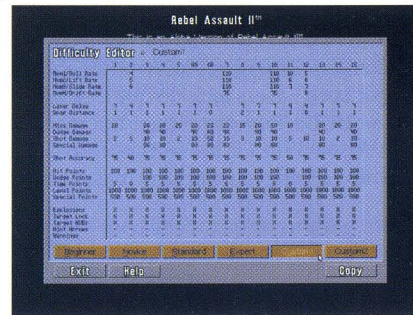
Num1/Roll Rate Enemies in pass 1

(ground combat) / rate ship changes turns (behind-ship flight)

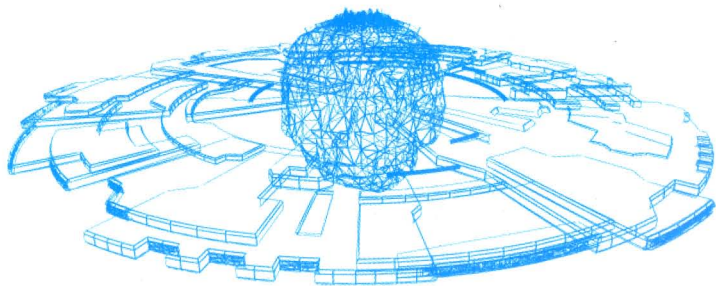
Num2/Lift Rate Enemies in pass 2 (ground combat) / ship's climbing force (behind-ship flight)

Num3/Slide Rate Enemies in pass 3 (ground combat) / ship's side-turning force (behind-ship flight)

Num4/Drift Rate Enemies in pass 4 (ground combat) / path's sharpness in turns (behind-ship flight)



Laser Delay How long it takes lasers to reach their destination (in frames)
Snap Distance Sensitivity of auto lock-on (in pixels)
Miss Damage Damage caused by not shooting a necessary target (0-255)
Dodge Damage Damage caused by not dodging an obstruction (0-255)
Shot Damage Damage caused when shot by enemy (0-255)
Special Damage Damage from level-specific causes (where applicable, 0-255)
Shot Accuracy Target accuracy of enemy gunners (0-100%)
Hit Points Points for shooting enemy
Dodge Points Points for dodging obstruction
Time Points Points for each time increment
Level Points Points for completing level
Special Points Level-specific bonus points
Explosions Explosions shown/not shown
Target Lock Lasers lock/do not lock onto targets
Target HUDs Targets marked/not marked in HUD
Hint Arrows Hint arrows appear/do not appear to help dodging
Warnings Collision warning messages appear/do not appear



TROUBLESHOOTING GUIDE

This option allows you to access an on-line troubleshooting guide that contains much of the same information found in the printed **Rebel Assault II Troubleshooting Guide**.

SHOW SYSTEM INFO

The Show System Info routines test the four main components of your system critical to running Rebel Assault II: memory, processor, CD-ROM drive, and video system. It rates them as follows:



INSANELY HAPPY FACE This component is exceptional and good bragging material.



HAPPY FACE This component is comfortably above minimum requirements and should run the game well.



AMBIVALENT FACE This component is adequate for running the game.



SAD FACE This component is below specifications for running the game and may result in poor performance, depending on the other components in your system.

These are approximate ratings. Your performance will reflect the combined performance of all four system components. Note, though, that processor and CD-ROM drive are the most important. If either are particularly poor, your total performance will suffer. Having memory above the minimum, however, will have little effect on overall performance.

MEMORY

The memory window shows the total and free “protected-mode” memory available in your system. “Protected-mode” memory is the amount of extend-

ed memory (XMS) that has not been allocated away by a memory manager to be used as expanded memory (EMS). Some memory managers allocate all the XMS they plan to use during the boot-up process, while others only do so as EMS is requested. The former case can cause the most problems, as an EMS manager might allocate away much or all of your system's XMS memory, leaving none for the game. Rebel Assault II requires at least 6 megabytes of "protected-mode" memory to run, but does not use base memory (memory below 640k) or EMS memory. Therefore, it is not necessary to have a memory manager installed while running Rebel Assault II. In fact, some memory managers actually interfere with Rebel Assault II, causing crashes or slow downs. If your system configuration includes a memory manager (most do), you should make a boot disk and boot off of it before running Rebel Assault II, especially if you encounter slow performance, crashes, or other unexplained glitches.

PROCESSOR

The processor window shows your computer's CPU type and approximate speed. A 50 MHz 486 or better is recommended. Your system's performance may vary, depending on what hardware caches are installed in your machine and the speed of other components.

CD-ROM DRIVE

The CD window shows your system's CD-ROM drive letter and speed. The speed is measured as the sustainable transfer rate while using a regulated percentage of total computing power. Rebel Assault II requires a sustained transfer rate of **225 kilobytes per second (kbs)** to run at a full 15 frames per second. Ideally, this should be accomplished with as little CPU-usage (computing power taken up) by the CD-ROM drive as possible, leaving more processor power for running the game. **The MPC Level 2 specification requires a CPU usage of less than 60% to maintain a transfer rate of 300 kbs.** Under good circumstances, an MPC Level 2 drive should take proportionally less CPU time (45%) to transfer Rebel Assault II's requirements of 225 kbs.

VIDEO

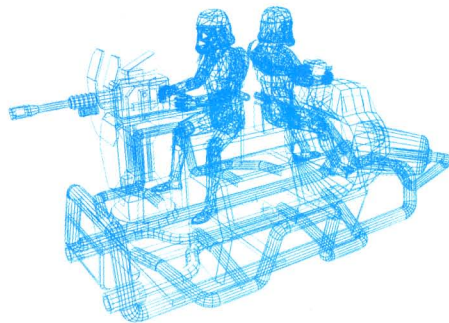
The video window shows how fast information can be written to your video card. While this is somewhat dependent on the speed of your computer, it is largely determined by the speed and type of video card you have. The speed of your video card can make a significant difference in the game's speed. This may be particularly important on slower machines. In general, PCI and Local Bus (VLB) are much faster than standard bus video cards. Most machines manufactured today can accommodate one of the two faster standards.

MAKE A BOOT DISK

This option allows you to access the game's boot disk maker utility, which will create startup files that will allow the game to run optimally on your system. See the **Rebel Assault II Troubleshooting Guide** or the **Rebel Assault II Getting Started Card** for further details.

QUIT REBEL ASSAULT

This option allows you to quit the game and return to DOS or Windows 95.



STARTING THE GAME

Darth Vader means business. It's time to get started, Rookie One...

Once your settings are correct, you are ready to start the game by choosing **Play Rebel Assault II** from the Launcher Main Menu. Depending on the utilities or memory managers you have loaded on your computer, however, you may first need to make a boot disk (using the “Make Boot Disk” option from the Launcher Main Menu) in order to run the game successfully. Note that after making the boot disk, you will need to reboot your computer with the boot disk in your system’s A: drive for the changes to take effect.

GAME INTRODUCTION

After selecting **Play Rebel Assault II** from the Launcher Main Menu, you will see a brief introduction that sets the scene for the action-packed odyssey that awaits you. To exit the introduction and access the Game Main Menu, press a key on the keyboard or press the Fire button on your selected game controller.



GAME MAIN MENU

The Game Main Menu contains the following options (to select an option click on the Fire button, press the Enter key, or press the corresponding underlined letter).

START GAME

This selection will take you to the Pilot Menu before beginning game play.

PILOT MENU If you are playing Rebel Assault II for the first time, choose a pilot from the Pilot Menu. If you have already played the game, choose a pilot among those you have created.

When you use a particular pilot, your pilot’s strength and score are saved each time you complete a chapter of the game. Therefore, if you quit the game, you can return later to the same chapter.

In addition, once your pilot has completed chapters, you can go back and replay any of them trying to improve your pilot’s score or health. These new results will overwrite your initial attempts.

To create a new pilot, choose the “Create New Pilot” menu item. You will be asked to choose a difficulty level for the new pilot. There are four standard difficulty levels, ranging from “Beginner” to “Expert”, and two custom difficulty levels. (The custom difficulty levels can be adjusted using the difficulty editor found in the Launcher Main Menu. See the Difficulty Editor section of this guide for details.) A new pilot will be created with a default name. To change the name, backspace over the current name and type a new one.

You can delete a pilot or make a copy of one using the corresponding menu item. You may wish to copy a pilot to “back it up” before replaying a previously completed chapter. To continue with a chosen pilot, select it with the Fire button on your controller.

CHAPTER MENU The Chapter Menu allows you to play where you left off from the previous game or to replay a completed chapter. For example, if you are playing with a new pilot, only Chapter 1 will be available. To play Chapter 2, you must first qualify for it by completing Chapter 1 and so on.

Alternatively, you can gain access to a chapter by entering that chapter’s correct passcode. Passcodes are displayed each time you complete individual chapters. There is a different set of passcodes for each difficulty level, so you can only use a passcode if it was obtained after finishing the level using a pilot with the same difficulty. To begin playing a particular chapter, select it and press Fire.

OPTIONS

Note that the Options Menu is also available by pressing “o” during game play. Following is a list of the menu’s selections:

MUSIC ON/OFF Turns music on or off during the game.

VOICES ON/OFF Turns voices on or off.

SFX ON/OFF Turns sound effects on or off.

TEXT ON/OFF Turns dialog subtitle text on or off.

CONTROLS NORMAL/FLIPPED Reverses the up/down functionality of your controller inside the flight levels.

RAPID FIRE Activates rapid firing.

VOLUME LEVEL Sets the hardware volume level of your sound card (if supported).

DETAIL LEVEL Sets the detail level of displayed graphics.

BRIGHTNESS ADJ Adjusts the brightness (gamma level) of graphics.

CALIBRATE JOYSTICK

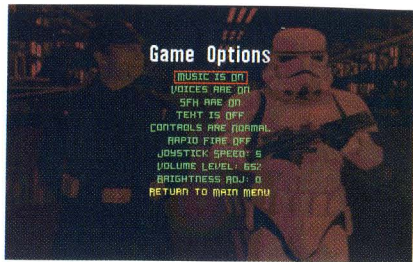
This selection allows you to calibrate or recalibrate your joystick.

CONTINUE INTRO

If you exited Rebel Assault II’s introduction, this option will allow you to return to it.

RETURN TO LAUNCHER

This selection will return you to the Launcher Main Menu.



CONTROLS AND MOVEMENT

Maneuver quickly and carefully, Rookie One...

Rebel Assault II can be played with a joystick, mouse, or keyboard. You must choose which controller to use in the Launcher Main Menu before beginning the game.

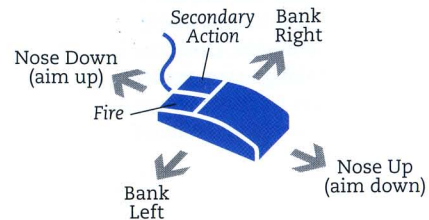
JOYSTICK CONTROL

Rebel Assault II performs a joystick auto-calibration when it begins, but you can recalibrate manually using the “Calibrate Joystick” item in the Game Main Menu or by pressing “j” during game play.

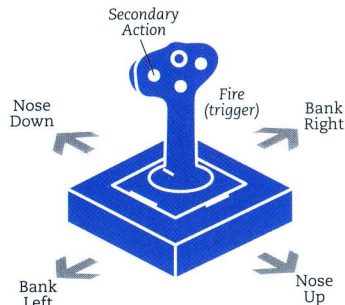
KEYBOARD CONTROLS

- | | |
|--|--|
|  Options Screen |  Escape Through Cutscenes |
|  Joystick Calibration |  Pause the Game |
|  Quit | |

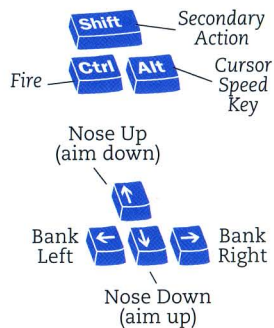
Mouse Maneuvering Control



Joystick Maneuvering Control



Keyboard Maneuvering Control



GAME PLAY PERSPECTIVES

Learn every vantage point, Rookie One.

Game play for various chapters follows one of these four models:



COCKPIT FLIGHT

Moving your controller moves your ship and aims your target sight. Shoot targets by pressing Fire and dodge other targets by steering your ship away from them. Note that when dodging, it takes time for the ship to move in whatever direction you point your cursor. Therefore it will be necessary to plan and act ahead to steer clear of obstacles.



GROUND COMBAT

Use your controller to move your gun, aiming it at enemies. Note that you must control up/down as well as left/right motion. Shoot using the Fire button. Use the secondary action button to take cover behind obstacles, if available. On some levels, when taking cover, you can use your controller to select which direction to emerge when you release the action button.



BEHIND-SHIP FLIGHT

Pull your controller back to rise, forward to fall, or left or right to bank. Note that you achieve your strongest turning power by first banking and then pulling back the stick, a principle that also applies to piloting a plane. Be careful not to over-steer your craft, though.



POINT-OF-VIEW COMBAT

Use your controller to move your body and to look/aim at targets. Press the Fire button to fire your blaster.

CREDITS

Project Leader/

Programmer/Designer

Vince Lee

Visual Design/Lead Artist

Richard Green

Cast

- Jamison Jones as Rookie One
- Julie Eccles as Ru Murleen
- Gary Martinez as Admiral Sarn
- Howard Swain as Imperial Officer
- Roy Conrad as Captain Merrick
- Craig Lewis as Admiral Krane
- Michael Aron as Ensign Till
- Zachary Barton as Commander Jenn
- Marc Bauman as Cargo Captain
- Chopper Bernet as Commander Kirby
- Nicole Galland as Ina Rece
- Carl Magruder as Darnell Reggs
- Andrew Nelson as Darth Vader
- Marc Bauman & Carl Magruder as the Stormtroopers
- Admiral Ackbar as Himself

Rebels (extras)

Mark Christiansen
Laddia Holly
Garrett Griffin
Kathy McGinley

Howard Meehan

Marilyn Moetén

Ron Roggé

Greg Scott

Carolyn Taylor

Matthew Troncone

Blake Tucker

Voice Overs

Denny Delk as Intercom and Red
Shirt One

Nick Jameson as Emperor

Nick Jameson & Colin Michael

Kitchens as the Stormtroopers

Scott Lawrence as Darth Vader

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Daniel Colon Jr.

Garry M. Gaber

Eric Ingerson

Craig Rundels

Clint Young

Seth Piezas

Jon Knoles

Bill Stoneham

Alan Iglesias

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provided by Mechadeus

Noah Kennedy

Goose

Thom Bishop

Marco Bertoldo

Bill Neimeyer

Cody Chancellor

Eric Chadwick

Lead Video Effects Composer

Mark Christiansen

Lead Art Technician

Aaron Muszalski

Video Effects Composer

Chris Weakley

Art Technician

Doug Shannon

Storyboard Artist

Paul Topolos

Director of Live Video

Hal Barwood

Additional Video Production

Support

Laurie Blavin

George Young

Joyce Quan

Rick Wise

Jim Rolin

Patrick Sirk

Mike Dondero

Lisa Ginsburg

Blake Tucker

Nelson Hall

Sound Designer

Larry The O

Sound Quality Control

Peter McConnell

Composer and Conductor of Music

John Williams

*Performed by the London Symphony
Orchestra*

*Star Wars Trilogy: The Original
Soundtrack Anthology*

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Voice Editor

Khrist Brown

Assistant Voice Editors

Coya Elliott

Julian Kwasneski

Voice Production Assistance

Peggy Bartlett

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Macintosh Programming

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Bootmaker Programming

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Director of Production

Steve Dauterman

Production Coordinator

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Quality Assurance Manager

Mark Cartwright

Quality Assurance Supervisor

Dan Connors

Lead Tester

Brian Kemp

Game Testing

Matt Azeveda

Chris Snyder

Brad Grantham

Sean Matheis

Janene Gunning

Albert Chen

Lead Compatibility Tester

Chip Hinnenberg

Compatibility Testing

Amy Coffman

Doyle Gilstrap

Jim Davison

Anthony Burquez

Scott Douglas

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Tom Sarris

Cover Art

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Soo Hoo Design

Richard Green

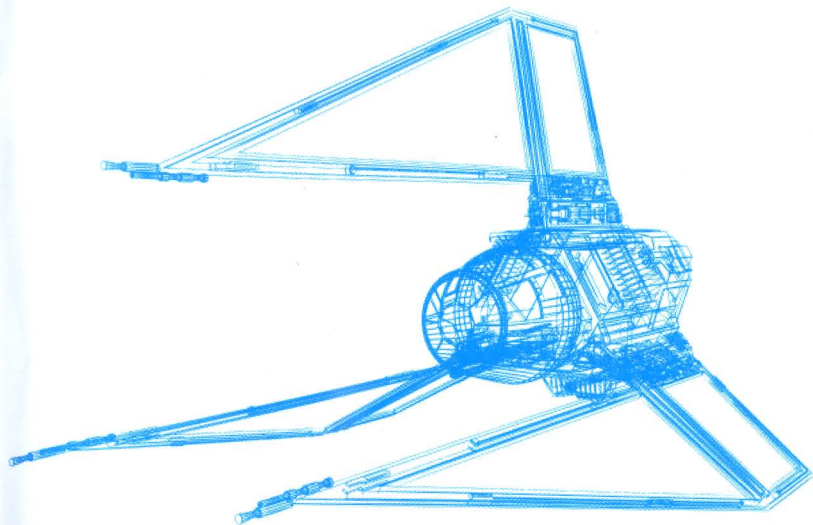
Manual Design

Shepard Associates

Documentation

Brian Bonet

Jonathan Jackson

Special Thanks to George Lucas

ANY QUESTIONS?

Call our Technical Support line at:
415-507-4545

When you call please be sitting in front of your computer with paper and pen, and gather as much pertinent information about your computer as you can assemble: make, model, peripherals, RAM and disk size, graphics card, monitor and the information in your CONFIG.SYS and AUTOEXEC.BAT files. You can also write to Technical Support at:
LucasArts Entertainment Co.
P.O. Box 10307, San Rafael, CA 94912
Product Support hours are 8:30 am to 6:00 pm Pacific Standard Time, Monday-Thursday; 8:30 am to 5:00 pm Pacific Standard Time, Friday.
Technical Support FAX **415-507-0300**
Technical Support BBS **415-507-0400**
24 hours. NOT a message base. For file download ONLY.

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hint line at: **1-900-740-JEDI**
(1-900-740-5334) This service costs 75 cents a minute, and you must be over 18 years old or have your parents' permission to call.

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LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA 94912

3091805



Lead Artist/Animator: Richard Green

3091805

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