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# STAR WARS<sup>®</sup>

# ROGUE LEADER

ROGUE SQUADRON. II



INSTRUCTION BOOKLET



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# STAR WARS<sup>®</sup> ROGUE LEADER<sup>™</sup> ROGUE SQUADRON II



## TABLE OF CONTENTS

Introduction .....	2
Your Nintendo GameCube™ Controller and Accessories .....	2
Control Settings .....	3
Getting Started .....	4
The Options Screens .....	7
Playing the Game .....	10
Player Craft .....	13
Power-Ups: Tech Upgrades .....	16
Medals and Bonus Missions .....	18
Special Flight Tips .....	19
Credits .....	20
How To Contact LucasArts .....	21
Software License/Warranty .....	22

## INTRODUCTION

Rebel pilots, report to duty! It's time to suit up, strap in, and fly off as a pilot in **Rogue Squadron®**, the Alliance's most elite group of fighter pilots. When the mission is tough and the outlook is grim, Rogue Squadron is the team responsible for making sure the balance of power doesn't forever sway in favor of the Empire.

With epic space battles that span the universe, **Star Wars® Rogue Squadron® II: Rogue Leader™** takes you into the heart of Imperial territory, including into the trenches of the Death Star, near an Imperial Star Destroyer, and across Bespin's Cloud City. You'll also be asked to defend important Rebel convoys and outposts on planets such as Hoth.

Flying alongside the other Rogue Squadron members, it's up to you to act as their Rogue Leader and show the path to victory, one laser blast at a time. Good luck. May the Force be with you.

## YOUR NINTENDO GAMECUBE™ CONTROLLER AND ACCESSORIES

### Controller

Before playing, plug your Controller into the first Controller socket on the far-left side of the front of the Nintendo GameCube™.

When turning the Nintendo GameCube™ power ON, do not move the Control Stick from its neutral position on the Controller.

The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

### Accessories

This game is compatible with the Nintendo GameCube™ Wireless Controller (WAVEBIRD). Its functionality is exactly the same as the conventional controller, although it does not include a Rumble feature.

**Rogue Leader** also supports Nintendo GameCube™ Memory Cards and requires three blocks of memory to save up to five games. It is strongly advised that you insert a Nintendo GameCube™ Memory Card so you can save your progress. Insert a Nintendo GameCube™ Memory Card into the far left Nintendo GameCube™ Memory Card slot on the front of the Nintendo GameCube™ unit before powering ON the system. Make sure the Nintendo GameCube™ is turned OFF when inserting or removing accessories.

## CONTROL SETTINGS



**L BUTTON:** Press to slow the speed of your craft. Press and click while turning to make a tighter quick turn. To turn tighter, press and click the **R** and **L** Buttons while turning.

**CONTROL STICK:** Steering of your ship.

**CONTROL PAD:** Use to communicate with allies and wingmates. If display is not on-screen, hit any direction on the Control Pad to bring it up. Once activated, controls are:

**UP:** Form on my wing

**LEFT/RIGHT:** Different attack commands, depending on the mission

**DOWN:** Tell your Wingmates to flee

*Note: If you have an R2 unit on board, an R2 cross appears in the upper-left corner when R2's health is low. When it appears, hit any direction on the Control Pad to have the R2 unit heal your ship one last time.*

**START/PAUSE:** Pause game and bring up Mission Objectives and game options.

**C-STICK:** If in cockpit mode, use the C-Stick to look around the cockpit. If the targeting computer is called up, this button will allow you to target specific ships (only useful if you have the Advanced Targeting Computer Upgrade. See more information on page 17). In the default camera view, the C-Stick can be used to move the camera. Pull back on the stick to pull back the camera; push in to bring in camera; move it left or right to view the sides of your ship.

## PLAYING THE GAME

Gameplay in **Rogue Leader** is straightforward thanks to an on-screen interface that guides you toward your goals and provides important information on the status of your ship.

### In-Game Display:

#### COMMUNICATIONS DISPLAY



#### COMMUNICATIONS DISPLAY

These are the current commands available to assign to your wingmen, ground troops, or R2 unit. Press the Control Pad to bring up this display if it is not active.

#### 3D RADAR DISPLAY

This display indicates your current position (both height and distance) relative to targets and other objects in a level. The orange, pie-shaped wedge indicates where the craft should fly in order to satisfy the next mission objective. In order to fly toward the objective, orient your craft so the orange wedge is in the 12 o'clock position. As you get closer to the target, this pie-wedge will widen and eventually fade as you fly over or under the target in question. Targets above you will appear as dots on the radar with lines extending below them; targets below you will appear as dots with lines above them.

The radar display also indicates other ships and objects in your vicinity. Red icons indicate enemy crafts; green symbols show allies. If a blue dot appears it signals a special craft or item.

*Note: If you play in the cockpit view (toggled by pressing the X Button), this radar display is shown as part of the ship's cockpit.*

### DAMAGE INDICATOR

This is a visual indicator of your ship's health. A green circle is full strength; yellow is partial strength; red indicates extensive damage. The X-wing and Y-wing have R2 units that can repair damage.

*Note: After your ship crashes or is destroyed, the number of ships you have left in the game will be shown for a brief period of time either in the bottom left corner or in the cockpit display.*

### WEAPONS INDICATORS

The yellow line that traces the perimeter of the square represents the degree of charge on your laser cannons. The charge line begins in the bottom-right corner of the square and traces around the square until the cannons are fully charged. While you can continually fire the cannons, if you wait and charge them up they will be more powerful. For example, in the X-wing, if you wait for the cannons to fully charge you can fire all four at the same time. With no charge, only one of the four cannons on the X-wing fires at a time.

The number of secondary weapons available is also listed in this display. If an ion cannon is available and charged, the bottom-left corner of the display will turn blue.

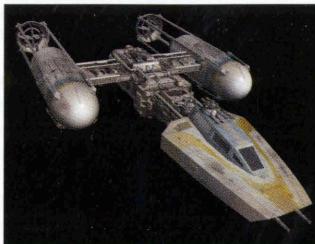
### Targeting Computer

At any point during the game you can call up **Rogue Leader**'s targeting computer by pressing the **Y** Button. (When the **Y** Button is released the targeting computer disappears). The targeting computer overlays the cockpit view and allows you to quickly and easily see enemy targets, even if they are obscured behind larger objects. Objects that appear in lavender are enemy targets; objects in yellow are high priority and mission critical.



*Note: Switching Crafts. At various points during the game you will have the option of changing crafts during a mission. To do this, fly your current ship over the rotating Rebel Alliance icon in a mission and slow down by clicking the **L** Button.*

## Y-Wing



Part fighter and part bomber, the Y-wing is the precursor to the X-wing. It may not be as maneuverable as the X-wing, but it makes up for this limitation by having an impressive arsenal, including proton bombs and the powerful ion cannon. Its proton bombs make it the ideal craft to use for any ground-based missions where the goal is to bomb surface targets. The Y-wing also includes an R2 unit to help repair the ship when it gets damaged.

### PRIMARY WEAPON: Two laser cannons

### SECONDARY WEAPON: Proton bombs

These bombs will recharge over time. They have a large blast radius, but beware: they can damage your own craft if you drop them too low to the ground.



*Note: To use the proton bombs, press the **B** Button twice. If you are in the default chase camera view, the first press of the **B** Button will reorient the camera so you can see the ground. The second press will launch a proton bomb. Hit the **A** Button when you are finished releasing bombs.*

*If you are in cockpit mode, pressing the **B** Button will bring up the bombing targeting computer, which gives you a topographical view of the ground below you. Press the **B** Button to release a bomb in this view or press the **A** Button to leave this mode.*

**SPECIAL WEAPON:** Ion cannon. You have unlimited use of this powerful weapon, although it does require time to charge. Hold down the **B** Button to charge the ion cannon. It will be fired when you release the **B** Button. The ion cannon uses blue blasts of ionized energy, which overload and fuse the circuits of ship weapons, shields and engines, effectively knocking them out of action and destroying smaller targets.

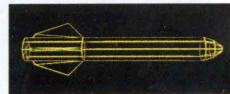


## A-Wing

By far the fastest starfighter in the Rebel Alliance, the A-wing is quick and agile in everything it does. It features a limited nitro boost that allows it to get speed bursts when you click the **R** Button. The A-wing has unlimited nitro boosts, although the boost does take time to recharge. While the A-wing has an impressive arsenal, its major weakness is the fact that its shields are relatively weak and its hull is easily pierced by blaster fire.

### PRIMARY WEAPON: Two laser cannons

**SECONDARY WEAPON:** Concussion missiles A limited number are available per ship. Although not as powerful as proton torpedoes, when this projectile hits a target it creates powerful shock waves that penetrate even the heaviest armor. Concussion missiles are effective against both ground and air targets.

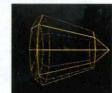


## B-Wing



Built by the Rebel Alliance primarily as a vessel designed to engage Imperial capital ships, the B-wing's unique shape makes it stand out compared to the other Rebel ships. While it shares the same basic weapon setup as the X-wing, it has one important addition: double ion cannons. With powerful shields and the ability to close its S-foils to speed up—click the **R** Button to do so—the ship's major disadvantage is that its shape sometimes makes it harder to maneuver.

### PRIMARY WEAPON: Three laser cannons



### SECONDARY WEAPON: Proton torpedoes

A limited number are available per ship. See the X-wing proton torpedo description on page 13 for more information.

### SPECIAL WEAPON: Two ion cannons (mounted together)

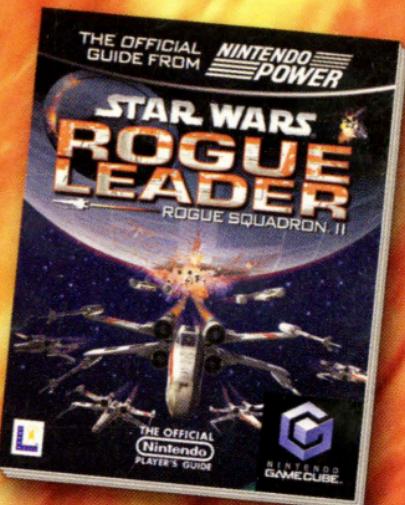
You have unlimited usage of these ion cannons, although they do require time to charge. Hold down the **B** Button to charge the ion cannons. It will be fired when you release the **B** Button. See the ion cannon description in the Y-wing section on page 14 for more information.



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