

= Star Wars Jedi Knight : Mysteries of the Sith =

Star Wars Jedi Knight : Mysteries of the Sith is an expansion pack for the 1997 first @-@ person shooter Star Wars Jedi Knight : Dark Forces II . It was developed and published by LucasArts , and released on January 31 , 1998 . The expansion includes a single @-@ player mode and fifteen multiplayer maps . The multiplayer mode allows up to eight players to play online or over a Local area network . In 2009 , it was re @-@ released onto Steam , along with its predecessors and sequels .

The single @-@ player story is set five years after the events of Dark Forces II . The player controls Kyle Katarn , protagonist of Star Wars : Dark Forces and Dark Forces II , and later in the game , Mara Jade , one of the most popular Star Wars expanded universe characters .

The game features several technical improvements over Dark Forces II , including colored lighting , new textures and models , and improved artificial intelligence . Mysteries of the Sith received mostly positive reviews from critics , with praise given to the game 's story and to the AI improvements .

= = Gameplay = =

= = = Single @-@ player = = =

Mysteries of the Sith is primarily a first @-@ person shooter , but offers the choice of a third @-@ person view . Unlike Dark Forces II , where the player 's actions within the game dictate whether the story ends with the light side or the dark side ending , Mysteries of the Sith has a single , morally positive course . The player progresses through the game in a linear fashion ; there are fourteen levels and each has set objectives that the player must complete before being able to continue to the next level . Within each level the player can encounter both hostile and non @-@ hostile non @-@ player characters (NPCs) . As well as including some enemies that featured in Dark Forces II , Mysteries of the Sith adds twenty new monsters , including a rancor . Some non @-@ hostile NPCs may help the player by attacking enemies .

The player has a choice of weapons to use throughout the game . These include projectile weapons such as a blaster or thermal detonator , and the lightsaber . The player also has access to Force powers . Some are capable of causing damage to enemies while others can be used for non @-@ violent activities .

= = = Multiplayer = = =

Mysteries of the Sith includes fifteen multiplayer maps , four of which only allow players to battle with lightsabers . The player can choose an avatar and the lightsaber color , and compete with up to seven other players over the internet or a local area network . The game includes a ranking system that tracks the player 's experience . Multiplayer mode allows the use of pre @-@ set characters featured in both Mysteries of the Sith and Dark Forces II . There is also a choice of characters from the Star Wars films , such as Luke Skywalker , Darth Vader and Boba Fett . Each type of character has advantages and disadvantages .

Several locations from the Star Wars films have been recreated as maps for multiplayer gaming . These include Luke 's home on Tatooine from A New Hope , the carbon @-@ freezing chamber on Bespin from The Empire Strikes Back and the Emperor 's throne room on the Death Star from Return of the Jedi . The capture the flag multiplayer mode has been altered since Dark Forces II . The player must now steal a ysalamir from the other team and return it to their own base . The ysalamir has the added effect of reducing the Force powers of the player who is carrying it .

= = Plot = =

Mysteries of the Sith is set five years after the events of Star Wars Jedi Knight : Dark Forces II ,

continuing from the " light side " ending . Kyle Katarn (voiced by Rino Romano) is now a Jedi Master and has taken on Mara Jade (Heidi Shannon) as his apprentice . Like Katarn , Jade is a former member of the Galactic Empire , but joined the New Republic to become a Jedi Knight .

The game begins in a New Republic outpost where Katarn is training Jade , when Imperial forces attack the base . The player takes control of Katarn to defend the base from the stormtroopers and get to the command center . Once there , it is revealed that an evacuation cannot take place because of bombardment by large weapons from two nearby asteroids . Katarn leaves Jade behind as he travels to the asteroids to destroy them .

After this section of the game , the player takes control of Jade . Katarn reveals that he has discovered information as to the whereabouts of a Sith temple on Dromund Kaas . He leaves for the temple , and in the meantime , Jade must take on new assignments for the Republic and continue her studies of the Force .

Jade completes her missions for the Republic , but hears that Katarn has broken contact . She heads to Dromund Kaas to try to find out what has happened to him . At the temple she discovers that Katarn has been corrupted by the power of the dark side located within the temple . Failing to convince him to turn back , Jade battles him in a lightsaber duel which finally turns him away from the dark path , as she disengages her lightsaber and he finds he cannot go through with killing her .

= = Development = =

Star Wars Jedi Knight : Mysteries of the Sith was developed and published by LucasArts as an expansion to Star Wars Jedi Knight : Dark Forces II . Mysteries of the Sith 's development team was led by Stephen Shaw , the lead programmer for LucasArts titles Full Throttle and Outlaws . Development commenced immediately after Outlaws 's completion in 1997 , which ensured the game 's quick release following that of Dark Forces II .

Being an expansion to Dark Forces II , Mysteries of the Sith requires the Dark Forces II CD @-@ ROM the first time the player starts the game . LucasArts has made improvements to the 3D engine used in Dark Forces II by including colored lighting . The full motion video cut scenes that were used between levels in Dark Forces II have been replaced with cinematics rendered by the 3D engine .

The artificial intelligence has been developed further to produce more realistic actions from the NPCs . The hostile and non @-@ hostile NPCs can fight amongst each other with little or no input from the player . Another improvement is that if a player were to use " Force pull " to take weapons away from enemies in Dark Forces II , the enemies would walk around doing nothing ; by contrast , in Mysteries of the Sith the enemies attempt to defeat the player by punching them .

According to Stephen Shaw , most of Mysteries of the Sith 's content was inspired by Timothy Zahn 's Thrawn trilogy of books ; one of the game 's protagonists , Mara Jade , was drawn directly from the novels . Though the expansion includes characters from the previous game , new dialogue was recorded for Mysteries of the Sith 's scenario , including recurring background characters who speak similar lines to their counterparts in Dark Forces II . Some dialogue was authentically translated into Huttese , a fictional language used in Return of the Jedi and elsewhere in the Star Wars universe . The Star Wars original soundtrack by John Williams is used in Mysteries of the Sith .

= = Reception = =

Mysteries of the Sith was well received by critics . It holds an aggregate score of 75 @.@ 60 % on GameRankings , based on five reviews . The game has been described as a good quality expansion pack and a " worthy addition " to the world of Jedi Knight , but with room for improvement in some areas .

The gameplay of the single @-@ player mode received mixed reactions . Paul Mallinson of PC Zone stated that " Mysteries Of The Sith starts off brilliantly and gets better and better and better the further you get into it . The progressive nature of the constantly evolving storyline sees to that . " In contrast , Michael E. Ryan of GameSpot stated that the game is uneven and the challenging levels are only at the end . This adversely affects the gameplay by creating a steep change in how the

game must be played . General aspects of the gameplay were seen as improvements , such as the artificial intelligence .

The multiplayer side of Mysteries of the Sith was received positively , but did not completely escape criticism . Emil Pagliarulo of The Adrenaline Vault questioned why certain features seemed to be missing from the multiplayer mode that were present in the single @-@ player mode . One such feature is the rancor which appears prominently in a single @-@ player level but is not in any multiplayer maps .

The development of the graphics in Mysteries of the Sith was seen as an improvement with particular praise for the new colored lighting effects . However , not all new graphical developments were well received and some reviews highlighted that smoke effects from the carbonite weapon are particularly poor . Ryan criticized the whole graphical implementation of the weapon : " The Carbonite gun was a long awaited weapon , but the effects and the resulting graphic for frozen foes are really quite bad . "

Mysteries of the Sith received praise for its use of sound . Heidi Shannon was described as an " excellent choice " for the voice of Mara Jade . The musical soundtrack by John Williams received specific commendation for its quality . Pagliarulo stated that its use is executed very well within the game : " Mysteries of the Sith manages to use the right piece [of music] at just the right moment . "