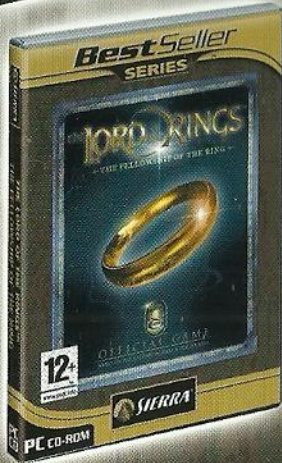
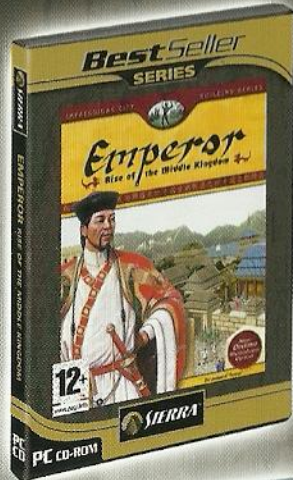
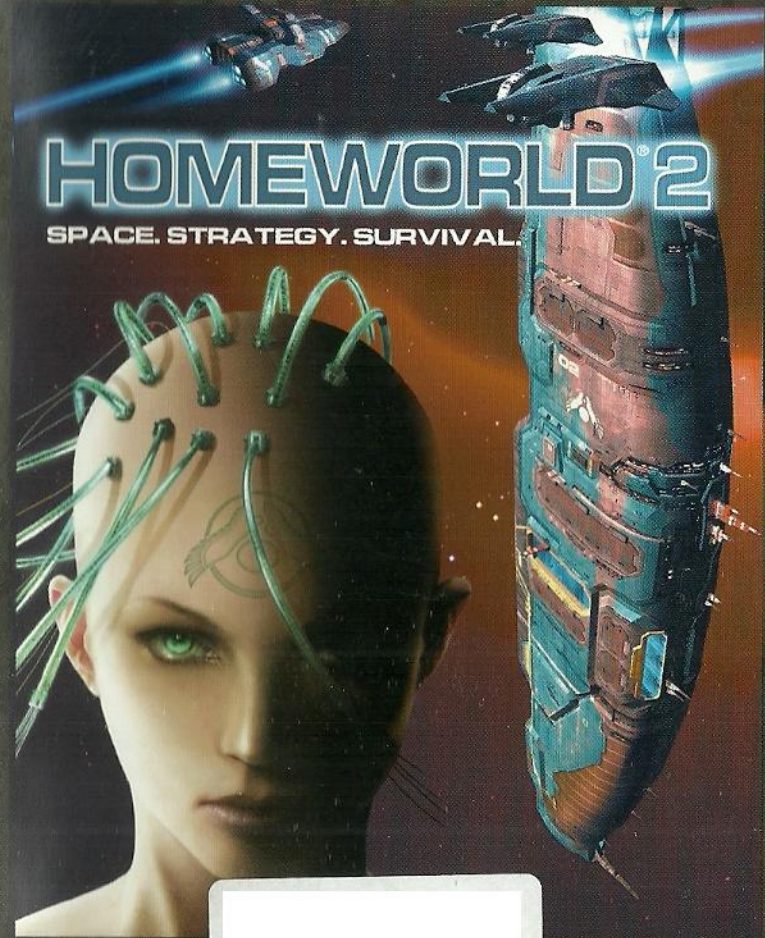


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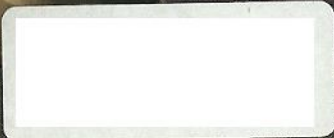


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Contents

Introduction	2
The Hiigaran	2
The Vaygr	2
Installation	3
Main Menu	3
Support & Warranties	5
Technical Support	5
Warranty	6



Introduction

THE HIIGARANS

The Hiigarans, exiled for millennia to the desolate planet of Kharak, had forgotten their past until discovering a derelict starship in the desert sands. Within lay the Guidestone, a galactic map that proved they did not belong on Kharak and reinforced their belief that Sajuuk, He Whose Hand Shapes What Is, had banished them there. The ruins revealed a second secret—an ancient Hyperspace Core. Building on this technology, the Hiigarans returned home and unseated their oppressors. Long and bitter was the journey, but the Exiles at last claimed their homeworld, Hiigara.

Under the guidance of Karan S'jet, the Hiigarans have forged an empire spanning the Inner Rim. Although outnumbered, they emerged a dominant force, for they alone, with the Bentusi, possess the ability to Far Jump: to cross vast distances in the blink of an eye.

THE VAYGR

The Vaygr are a space-borne nomadic race dominating the wild and lawless Eastern Galactic Fringe. Traveling from system to system on conventional drives, they enslave any races they encounter, cannibalizing their technology in the process. For centuries, they have conquered and absorbed civilizations in this fashion. As a result, the Vaygr are less a singular race than a conglomeration of clans, led by strong and brutal warlords in fleets known as Crusades.

Discovery of ancient Progenitor relics throughout Vaygr history has led some warlords to believe they were the Sajuuk-Khar, Chosen of Sajuuk. These messianic pretenders searched for the Three Cores, keys to hyperspace and the path to Sajuuk. This



changed when a warlord named Makaan discovered a Core deep in the Hethlim Ice-Fields. With it, Makaan sensed the locations of the remaining two cores.

Contact with remnants of the Taiidan Imperial Fleet revealed a common purpose. Under the Vaygr banner, they have been moving inexorably closer to Hiigara.

Installation

Insert the *Homeworld2* CD into your CD-ROM drive. The *Homeworld2* installation program runs automatically. Follow the on-screen instructions. When the installation is complete, a shortcut appears in your Start Menu and on your Desktop that you can use to launch *Homeworld2*.

At the beginning of the installation process, you are prompted to install Direct®X 9.0 and DivX 5. DirectX is required in order to run the game. DivX is optional in order to view cinematic sequences.

Once the game is launched, the Main Menu appears where you have several playing options.

Main Menu

The Main Menu is where you launch single and multiplayer games, commence tutorials, create player profiles, and change the game's options.

TUTORIAL Basic and advanced training on the strategy and tactics required for successfully engaging the enemy, defending the Mothership, and collecting vital Resources.

SINGLE PLAYER GAME Launch a single player campaign and immerse yourself in the epic struggles of the Hiigarans as they face the End Time).



PLAYER VS. CPU Create a single player skirmish with you and up to 5 CPU-controlled players.

MULTIPLAYER Play against opponents or with allies from around the world. Setup, host, or join LAN, Internet, or Gamespy-based games, and chat with other players.

CHECK FOR PATCH Check for the latest updates and patches to the game. Requires an active Internet connection.

PLAYER PROFILES Create, manage, and delete your player profiles from this menu.

OPTIONS Change the game settings: video, audio, and basic game-play features.

MOVIES View the cinematic movies in the game. Click a movie name from the list that appears and then click **PLAY MOVIE**. The list only includes movies that have already been played in the game. Press **[SPACE]** to return to the movie list. Click **BACK** to return to the Main Menu.

EXIT Exit to the desktop.



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