

LEGO

STAR WARS

THE VIDEO GAME



INSTRUCTION BOOKLET

EmuMovies



NINTENDO
GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



CONTENTS

<i>Controls</i>	2
<i>Help for Parents</i>	3
<i>Introduction</i>	5
<i>Dexter's Diner</i> ..	6
<i>Playing the Game</i> ..	8
<i>Combat</i>	10
<i>Special Abilities</i>	11
<i>Controlling Vehicles</i> ..	14
<i>Collectibles</i>	15
<i>True Jedi Status</i>	16
<i>Status Screen</i>	17
<i>Free Play</i>	18
<i>Saving & Loading</i>	19
<i>Pause Menu</i>	20
<i>Credits</i>	21

WWW.LEGOSTARWARSVIDEOGAME.COM

WWW.LEGO.COM



CONTROLS

MENU CONTROLS

Highlight menu option	+Control Pad ↑/↓
Select highlighted option	A Button
Change setting	+Control Pad ←/→
Go back/Cancel	Y Button

CHARACTER CONTROLS

Move character	Control Stick
Jump/Hover (if available)*	A Button
Attack/Defend	B Button
Use the Force/Special Ability	X Button (hold down)
Tag friendly character	Face character and press the Y Button
Pause game/In-game options	START/PAUSE

* Not all characters can jump or double jump.

VEHICLE CONTROLS

Move vehicle	Control Stick
Fire weapon	B Button
Speed up (podracer only)	A Button
Pause game/In-game options	START/PAUSE

FREE PLAY CHARACTER CONTROLS

Cycle character left/right	L Button/R Button
----------------------------	-------------------

HELP FOR PARENTS

LEGO® *Star Wars*: The Video Game has been designed and tested to be suitable for players of all ages. But if you're a young player, you might find that your parents will want to join in. And although we've tried to make the game as easy as possible, even for older people — inevitably, they're going to need help.

We all know how impatient adults can be. So to save time explaining things to them, we suggest that you draw their attention to the following quickstart tips:

- Jedi characters can use the Force to move or transform objects highlighted with a Force glow effect. Press and hold the X Button to use this Special Ability.
- All LEGO objects can be played with. If you get stuck, look for LEGO objects to help you out in some way.
- Press the A Button to jump. Press the A Button again in the air to execute a double-jump that leaps you over high obstacles or up to high ledges.
- Press the B Button to attack.
- You can “tag” certain characters to take control of them and use their Special Abilities. To do that, walk up to a friendly character and press the Y Button.
- Sometimes you'll need the abilities of a specific character to progress, so be ready to tag nearby characters if you can't find a way forward.
- When you first start the game in Dexter's Diner, walk through the door marked “1” then through the door marked “1” to play the first scene from *Star Wars*: Episode I *The Phantom Menace*. All other scenes are locked at first.

INTRODUCTION

- Once you complete this first scene, you'll be able to play in Episode II and Episode III as well — so even if you get stuck on one path, you'll still find a way to progress further through a different Episode door.
- A second player can join in the game at any time. Just insert a second Nintendo GameCube Controller and press START/PAUSE. The new player will take control of a nearby friendly character. (Kids: this is a good way to help out your parents if they get into trouble.)
- When you unlock Free Play Mode, you can switch between characters at will by using the L and R Buttons. This is a unique feature of LEGO® *Star Wars: The Video Game* that isn't in other games, and it's a lot of fun!
- All gamers can find more gameplay details and advanced techniques in the rest of this manual.

If you can just get them to pay attention to these first simple concepts, then even adults who've never played a game before will be able share the LEGO *Star Wars: The Video Game* adventure!

The ancient darkness of the Sith grows ever more powerful. Even the noble Jedi Order, guardians of peace and justice for so long, are threatened by this deepening evil.

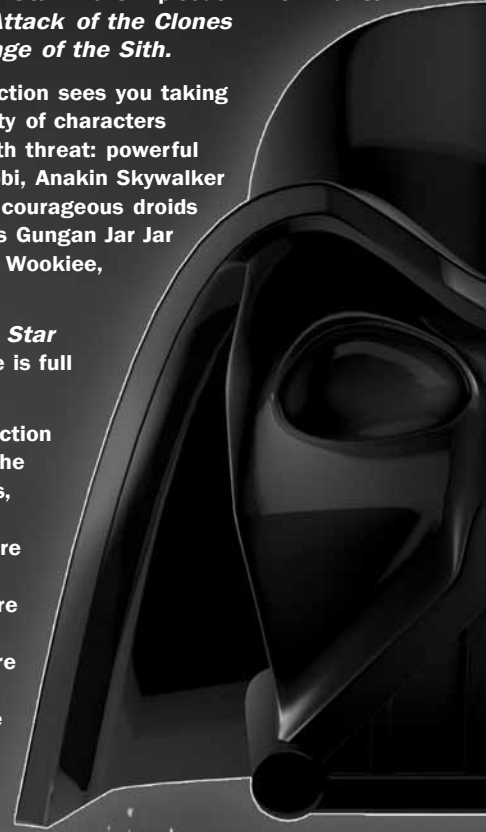
In LEGO® *Star Wars: The Video Game*, you can experience the whole epic story of *Star Wars: Episode I The Phantom Menace*, *Episode II: Attack of the Clones* and *Episode III: Revenge of the Sith*.

Scene by scene, the action sees you taking control of a wide variety of characters fighting against the Sith threat: powerful Jedi like Obi-Wan Kenobi, Anakin Skywalker and Jedi Master Yoda; courageous droids like R2-D2; the hapless Gungan Jar Jar Binks; Chewbacca the Wookiee, and others

And the world of LEGO *Star Wars: The Video Game* is full of secrets!

As you build your collection of LEGO *Star Wars: The Video Game* characters, you'll use their special powers to discover more and more of the game. And as you collect more and more LEGO Studs, you'll be able to acquire further playable characters — even the most fearsome of your dark side adversaries!

The fate of the galaxy is in your hands!



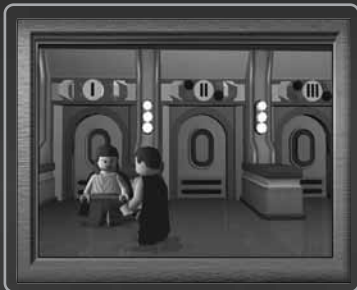
DEXTER'S DINER

Welcome to the world of LEGO® *Star Wars*: The Video Game! Your adventure begins in Dexter's Diner on the planet Coruscant. Here in the capital of the Republic, heroes and villains mingle from all over the galaxy. And Dexter knows them all

When you first start the game, you'll be in control of Qui-Gon Jinn, an experienced Jedi Master. Also in the Diner you'll see Dexter behind the counter and Obi-Wan Kenobi. As your loyal Jedi Padawan, Obi-Wan will follow you wherever you go. As you progress, new characters will join you here as they are added to your collection, and you'll be able to take them into Free Play Mode (see page 18).

Directly in front of you are three doors, numbered "I," "II" and "III."

These "Episode Doors" correspond to the three *Star Wars* movies Episode I: *The Phantom Menace*, Episode II: *Attack of the Clones* and Episode III: *Revenge of the Sith*.



To begin with, Episode Doors II and III are locked. They will unlock and become available for play once you have completed the first scene in Episode I, "Negotiations." You'll then be able to play the three Episodes in parallel: you can move from one Episode to another through the Diner, without losing your progress in each adventure.

To start your game, move Qui-Gon through the Episode I door. In the next room, you'll see six new doors and an exit back to the main Diner area. Each door leads to a different scene in Episode I. Walk through the door marked "1," and you'll start playing the first scene of Episode I, "Negotiations."

DEXTER JETTSTER

The proprietor of Dexter's Diner, Dexter Jettster, stands behind the counter in the main Diner area.

If you walk up to him you can browse the items he has for sale.



To begin with, you'll be able to see some game hints. Later, he'll also give you the opportunity to purchase special items, bonus characters and secret features in exchange for LEGO® Studs. (For more information about LEGO Studs, see page 15.)

You can select an item from Dexter's shelves by using the Control Stick and pressing the A Button to bring the item down onto the counter. Then you can see how much it costs and decide if you'd like to buy it (provided you have enough LEGO Studs). To buy the item, press the A Button. To cancel the purchase, press the Y Button.

When you finish talking with Dexter, press the Y Button to return to the Diner.

THE PARKING LOT

Besides the three Episode Doors, you'll see another door in the Diner, leading to the Parking Lot. In the Parking Lot, watch your collection of LEGO Mini-kit Vehicles grow as you explore further through the game.

Each scene contains the pieces for one LEGO Mini-kit Vehicle hidden inside 10 LEGO Canisters. When you successfully build a complete vehicle, you'll get a big reward!

PLAYING THE GAME



Through your LEGO® *Star Wars: The Video Game* adventure, you'll take control of a wide variety of different characters, all with their own individual moves and abilities. But your basic controls are always the same.

Not all moves are available to all characters. And from time to time, you'll need to use a specific character's ability in order to progress. See *Tagging* on page 9 for information on how to change characters in a scene.

TWO PLAYER DROP-IN/DROP-OUT

At any point in the action a second player can join in and you can play together. To do that, connect a second Controller and press START/PAUSE. The new player will take control of a nearby friendly character.

Either player can drop out at any time and leave his or her character to continue under computer control. Just press START/PAUSE and select *DROP OUT* from the Pause Menu.

HEARTS

Every time your character is injured, he, she or it loses a heart. When the last heart is lost, your character will fall apart, and you'll lose some of the LEGO® Studs you've collected up to that point.

MOVING AROUND

Move your character using the Control Stick. The farther you push the stick in the direction you want you go, the faster your character will move.

TAGGING

Different characters have different abilities. To take control of a friendly character, move up to that character and press the Y Button.

Two players can swap control by moving close to each other and holding the Y Button at the same time.

COMBAT

LIGHTSABER

- Press the B Button to attack with your lightsaber.
- Press the A Button to jump, then press the B Button in mid-air for an attacking forward leap.
- Press the A Button twice to double-jump, then press the B Button in mid-air to launch a special slam attack.
- Time your attacks carefully in sequence to execute powerful combo moves.
- Press the B Button when under attack to defend with your lightsaber.
- Hold down the B Button to maintain a defensive stance.
- If you time your defensive move correctly, you can deflect blaster bolts back to your attackers.

BLASTER/BOWCASTER

- Press the B Button to fire a blaster or bowcaster.

DEACTIVATE DROIDS

Astromech droids can use their probes to deactivate other droids for a short time.

- When standing next to another droid, press and hold the B Button to use this ability.

SPECIAL ABILITIES

Jedi and Sith characters can use the Force to control the very building blocks of matter.

When you control a Force-enabled character, look for Force-highlighted LEGO® objects. Then press and hold the X Button to use the Force to move or transform the highlighted object.

Some dark-colored objects will only respond to the dark side powers of a Sith Lord.



FORCE PUSH

Jedi can harness the power of the Force against characters such as battle droids. When in range, press and hold the X Button to send a Force-highlighted enemy flying.

DARK SIDE FORCE POWERS

It is said that the Sith have special Force powers of their own. But details are kept secret, hidden deep within the Jedi Archives. Interest in these abilities can lure even the strongest character to the dark side.

DOUBLE-JUMP

A number of characters can jump unusually high. To make use of this Special Ability, press and hold the A Button to jump and then, while in the air, press and hold the A Button once more.

HYPER JUMP

Certain characters, including the gangly Gungan Jar Jar Binks, have a double-jump move that launches them even higher into the air — where they can reach platforms that might elude even Jedi.

HOVER

A variety of characters have the ability to hover above the ground. Some can even fly short distances, able to reach places inaccessible to other characters. Certain astromech droids, for example, are fitted with anti-grav boosters. Press and hold the A Button, then move around as normal to hover.

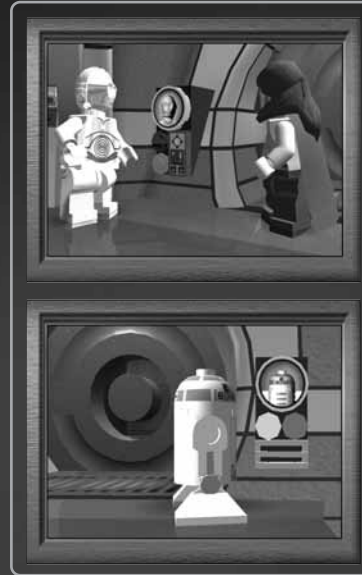
ASCENSION GUN

Characters equipped with blasters or bowcasters can use the Ascension Gun ability. Stand beneath a grapple hook point, then press and hold the X Button to ascend.



ACTIVATING PANELS

Certain types of droids can interface with computer access panels. Move the droid so it faces the panel, then press and hold the X Button.



Protocol droids such as C-3PO or TC-14 can activate Protocol Panels marked like this.

Astromech droids such as R2-D2 or R4-P17 can activate Astromech Panels marked like this.

BLEND IN

Battle droids have limited threat awareness, and will certainly never fire upon a fellow battle droid. In Free Play Mode, this can be the perfect way to catch them unaware.

CONTROLLING VEHICLES

In some scenes you take control of a starship or other vehicle.

- Move the Control Stick to move your craft left, right, up or down.
- In a starship, fire your forward blasters by pressing the B Button.
- In a podracer, speed up by pressing the A Button.
- A second player can play in a vehicle scene just like in the rest of the game.



COLLECTIBLES

The LEGO® *Star Wars*: The Video Game world is full of objects to pick up and collect. Explore and experiment!

Some objects will be out of reach when you first encounter them — but remember that different characters have different Special Abilities. In Free Play Mode, you can bring new characters into a scene and use their abilities to reach new places.

LEGO STUDS

Pick up LEGO Studs wherever you can. If you successfully complete a scene, the Studs you collected will be added to your banked total. You can then exchange them to unlock extra characters, bonuses and cheats in Dexter's Diner.

When two players are active, their LEGO Stud totals are added together in a shared bank account.

Using the transforming power of the Force, destroying objects and defeating enemies will all yield LEGO Studs.

Differently-colored studs have different values:

SILVER = 10

GOLD = 100

BLUE = 1000

If your character falls apart, you lose some of the LEGO Studs you collected up to that point in the scene.

HEARTS

If you've lost any hearts, try to pick up replacements.

STATUS SCREEN

LEGO® CANISTERS

Hidden in each scene are the parts to build one special LEGO Mini-kit Vehicle — distributed in 10 special LEGO Canisters.

If you can collect all 10 LEGO Canisters and complete the craft, you'll be rewarded with a substantial LEGO Stud bonus.

When you visit the Parking Lot outside Dexter's Diner, you'll see your collection of vehicles growing as you explore through the game.



When you successfully complete a scene, you'll be presented with a Status Screen showing all the rewards you've collected.

- LEGO® Studs can be traded with Dexter in the Diner.
- New characters are added to your collection as you progress through the game. They are then available for selection in Free Play Mode.
- Each scene has 10 LEGO Canisters to collect, each containing one of the parts for a special LEGO Mini-kit Vehicle. Find all the LEGO Canisters and complete the vehicle for a LEGO Stud bonus. Be warned, some LEGO Canisters are hard to find. And some can only be reached with the special abilities of Free Play characters.

TRUE JEDI STATUS

Those who play with the expertise and finesse of a true Jedi will be rewarded. As you progress through a scene, the LEGO Studs you collect will contribute to your True Jedi Status meter. If you can reach the True Jedi target for that scene, you'll be rewarded with a secret collectible.



- Attain True Jedi Status on every scene to reveal the game's ultimate secret.



FREE PLAY

In Free Play, you can explore any unlocked scene with your choice of characters — and switch between them at will. By using the Special Abilities of new characters you'll be able to reach new areas, discover secrets and increase your collection of LEGO® Studs and LEGO Canisters.

As you progress through the game, your collection of available Free Play characters will grow. Some you'll meet in the normal course of play, and some you'll need to purchase from Dexter. Characters from your collection will join you from time to time in Dexter's Diner. You can walk up to them and tag them if you like.

To play a scene in Free Play, walk through the level-select door as normal from the Diner and select **FREE PLAY** from the menu that appears.

The character or characters under your control at that time will be selected for Free Play. Press the A Button to enter the scene with those characters. If you're in two-player mode, both players must press the A Button to continue.

To change your primary characters from the ones currently under control, select an available character from the character display by moving the blue highlight over that character and pressing the A Button. A second player can do the same with the green highlight.

Once you confirm your primary character selections, additional characters are automatically picked for you to play with (ensuring that you have as broad a range of abilities as possible at your command), and you enter the scene in Free Play Mode.

Press the L or R Button to cycle through your group of characters. This works in the same way for a second player.

SAVING & LOADING

SAVING YOUR PROGRESS

When you first complete a level or purchase an item from the shop in Dexter's Diner, you will be asked to select a save game slot. Choose a slot by pressing the Control Stick **←/→**, and press the A Button to confirm.

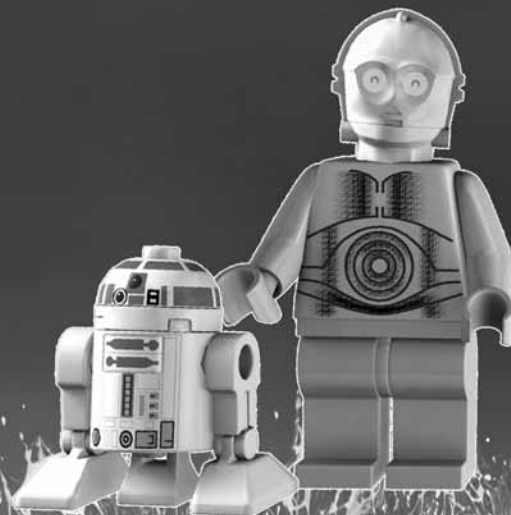
LOADING SAVED GAME DATA

FROM THE TITLE SCREEN

To load a saved game from the Title screen, press the Control Stick **↑/↓** to select **LOAD GAME**, and press the A Button. Press **←/→** to select a save game slot, and press the A Button to load the selected game.

IN MID GAME

To see your saved games after startup, press **START/PAUSE** to access the In-game Options Menu, then select **QUIT** and choose **LOAD GAME** from the startup menu.



PAUSE MENU

Either player can press **START/PAUSE** during the action to pause the game and bring up the Pause Menu.

If two players are active, then the player who pressed **START/PAUSE** is in control of the menu.

While the Pause Menu is displayed, you can see how many **LEGO® Canisters** you've collected and how close you are to attaining **True Jedi Status** for that scene.

From the Pause Menu, you can choose to:

- Resume the game from where you left off.
- Select **OPTIONS** to change in-game options such as the volume level of sound and music.
- Select **EXIT** to return to Dexter's Diner. The **LEGO Studs** and **LEGO Canisters** you collected up to that point in the scene will not be added to your collection.



CREDITS

TRAVELLER'S TALES

Managing Director

Jon Burton

Lead Programmer

John Hodskinson

Lead Artist

James Cunliffe

Lead Animator

Jeremy Pardon

Lead Engine Programmer

Alistair Crowe

Lead Tools Programmer

Roland Hougs

Design

Jon Burton

James Cunliffe

John Hodskinson

James Kay

Glyn Scragg

Game Programming

Ralph Fernyhough

John Hodskinson

Michael Jackson

Glyn Scragg

Chris Stanforth

Level Setup & Artwork

Neil Allen

Dave Burton

Bev Bush

Deborah Crook

James Cunliffe

Nicola Daly

Rhoda Daly

Alan Dooley

Paul McCormack

Level Layout

Neil Allen

James Cunliffe

Character Modelling

James Cunliffe

Jeremy Pardon

William Thompson

Character Animation

Jeremy Pardon

Cutscene Animation

Annika Barkhouse

Chris Dicker

Ross Norcross

Jeremy Pardon

Additional Cutscene

Animation

Edward Cates

Richard Drumm

Bill Martin

Storyboard Art

William Thompson

Music & Sound Fx

David Whittaker

Conversions Team

Argiris Baltzis

Alistair Crowe

Kevin Edwards

Andy Holdroyd

Roland Hougs

Engine Programming

Alistair Crowe

Dave Dootson

Steve Monks

Glyn Scragg

Richard Taylor

Tools Programming

Alistair Crowe

Roland Hougs

Office Manager

Bev Deakin

Thanks

Fay Briscoe, Sam,

Ben & Helen Burton,

Dawn Burton,

Phil, Chris & Bexie Bush,

Francesca Charlesworth,

Samantha Crowe,

Jacob & Sarah Cunliffe,

Sarah Ellen Daly,

Leah Donohue, Amanda,

Charlotte & Heather Edwards,

Emma & George, Donna,

Molly-Rose & Grace,

Alison Scragg,

Jayne Stephen,

Rachel Thompson

TT GAMES

Managing Director

Tom Stone

Development Director

Jonathan Smith

Producer

Loz Doyle

Business Development

Director

Garry Edwards

Marketing Assistant

Richard Earl

Thanks

Jens Kronvold

Frederiksen,

Mikael Denhardt Nielsen,

Jay Bruns,

Jenny Robertson,

Jill Wilfert,

Henrik Poulsen,

Mads Ryder & everyone

at LEGO® Company

Alex Camilleri,

Geoff Smith, Tim Green,

Nic Doucet, Ian Johnson,

David Ratcliffe,

Carol Paul & the former

LEGO Interactive

Everyone at Eidos

Everyone at LucasArts

& LFL

Special Thanks

Toby, Sam, George, Harry,

William, Rose, Ella,

Grahame Chilton,

Charlie & Andy Killebrew,

& all our testers

SKYWALKER SOUND

Lead Sound Designer

Nick Peck

Sound Designer

Aren Downie

Foley Artists

Marnie Moore

Ellen Hauer

Foley Engineer

Frank Rinella

Foley Recordist

George Peterson

Special Thanks

Josh Lowden, Glen Kiser,

Jim Diaz, Ben Burt

EIDOS UK

Producer
Luke Valentine

Assistant Brand Manager
Alex Price

Creative
Andy Cockell
Gus Aliyu
Jodie Broek
Philippa Pratley

Advertising Manager
James O'Reilly

Head of Communications
Chris Glover

European PR Manager
Emily Britt

UK PR Manager
Gareth Ramsay

Group Localisation Manager
Caroline Simon

Localisation Coordinator
Monica Dalla Valle

Head of Support Services
Flavia Timiani

QA Manager
Marc Titheridge

QA Supervisor
Dave Pettit

PTC
Allison Archer

**Head of Mastering
& Compatibility**
Jason Walker

Mastering Supervisor
Jason Walker

EIDOS INC.

**CEO & President, Eidos
North America**
Bill Gardner

**Vice President of Product
Development**
John Spinale

Global Brand Manager
Jefferson Dong

Associate Brand Manager
Maly Ly

Public Relations Director
Michelle Seebach Curran

Public Relations Manager
Kjell Vistad

**Public Relations
Coordinator**
Loretta Stevens

**Channel Marketing
Specialists**
Janty Sumimoto
Ilana Budanitsky

**Marketing Communications
Director**

Stephanie Lipetzky

**Creative Services Project
Manager**

Eileen Buenviaje

Media Specialist
Michael Tran

Graphic Designer
James Song

Production Manager
Gregory Wu

Product Operations
Clayton Palma
Colby McCracken

QA/CS Manager
Mark Cartwright

Product Test Coordinator
Mackenzie Hume

Quality Assurance
Kip Ernst

Ergin Dervisoglu
Richard Campbell

John Hayes
Clint Waasted

Dan Franklin
Jeff Lowe

Erik Kennedy
Nicholas Coopridge

Richard Hartzell
Elizabeth Rutlin
Stephen Cavoretto

Special Thanks
Hanshaw Ink & Image

LUCASARTS

Rachel Bryant
Chris Williams
Ryan Kaufman
Justin Lambros
Chuck McFadden

Toby Mast
John Geoghegan
Greg Rosenfeld
Anne Marie Hawkins
Terri Dome

Special Thanks

Seth Steinberg, Mary Bihl,
Peter Hirschmann,
Matt Shell, Sam Saliba,
Jim Ward

Original Star Wars music
composed by John
Williams. (P) & © Lucasfilm
Ltd. & TM. All rights
reserved. Published by
Bantha Music (BMI).
Administered by and/or
co-published with Warner-
Tamerlane Music
Publishing Corp.

LUCAS LICENSING

Stacy Arnold-Strider
Stacy Cheregotis
Chris Gollaher
Darren Phillipson
Derek Stothard
Paula Reick
Kerry Phelan
Howard Roffman

THE LEGO® COMPANY

**Director, Global Innovation
& Marketing**
Jay Bruns

Senior Producer
Dan Llewellyn

Executive Producer
Gary Moore

**VP, Global Partnerships
& Alliances**
Jill Wilfert
www.LEGO.com

EIDOS, INC., LICENSE & LIMITED WARRANTY

Eidos, Inc., warrants to you, the original purchaser of this Game Disc, that for a period of ninety (90) days from the date of your purchase, this Game Disc shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such Game Disc, provided the disc is returned postage-paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from disc abuse, unreasonable use, mistreatment or neglect. This Game Disc is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above.

No other claims arising out of your purchase and use of this disc shall be binding on or obligate Eidos, Inc., or its licensors in any manner. Eidos, Inc., and/or its licensors will not be liable to you for any losses or damages incurred for any reason as a result of your use of this Game Disc, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this Game Disc.

This limited warranty states the entire obligation of Eidos, Inc., and/or its licensors with respect to the purchase of your disc. If any part of this limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect. For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:

Eidos, Inc. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

You are responsible for postage for your game to our service center.

LucasArts, the LucasArts logo, and *Star Wars* are registered trademarks of Lucasfilm Ltd. © 2005 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & ® or ™ as indicated. All rights reserved. LEGO, the LEGO logo and the Minifigure are trademarks of LEGO Group. © 2005 The LEGO Group.

VERY SPECIAL THANKS

Georgé Lucas