

LEGO

**STAR
WARS**®

THE VIDEO GAME



EVERYONE
E
CONTENT RATED BY
ESRB

PC
CD-ROM
SOFTWARE

Glant

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR GAME DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

ESRB RATING

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 www.esrb.com.



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WWW.LEGO.COM

DEFAULT CONTROLS

MENU CONTROLS

Player 1 Start/Pause	Enter
Player 2 Start/Pause	Tab
Highlight menu option	cursor keys ↑ / ↓
Select highlighted option	Enter
Change setting	cursor keys ← / →
Go back/cancel	Esc

CHARACTER CONTROLS

	Player 1	Player 2
Move character up, down, left, right	cursor keys	W, S, A, D
Jump/Hover	K	G
Attack/Defend	J	F
Use the Force/Special Ability	L (hold down)	H (hold down)
Tag friendly character	I	T
Pause game/in-game options	Esc	Esc

VEHICLE CONTROLS

	Player 1	Player 2
Move vehicle up, down, left, right	cursor keys	W, S, A, D
Fire weapons	J	F
Speed up (podracer only)	J	F
Pause game/in-game options	Esc	Esc

FREE PLAY CONTROLS

	Player 1	Player 2
Cycle character left	U	R
Cycle character right	O	Y



HELP FOR PARENTS

LEGO® Star Wars®: The Video Game is designed to be suitable for players of all ages. If you're a young player, you might find that your parents or other adults want to join in.

Though we've tried to make the game as easy as possible, even for older people — at some point they're going to need help. We all know how impatient adults can be. So to save time explaining things to them, just ask them to read the following tips:

- Jedi characters can use the Force to move or transform objects highlighted with a Force glow effect. Press and hold the Special key L (player 1) or H (player 2) 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 Jump key K (player 1) or G (player 2) to jump. Press it again in the air to execute a double-jump that leaps you over high obstacles or up to high ledges.
- Press the Attack key J (player 1) or F (player 2) 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 Tag key I (player 1) or T (player 2).
- 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.
- 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 press the assigned key for Player 2 Start (default: Tab). 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 Cycle Character Left and Cycle Character Right 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 simple concepts, then even adults who've never played a game before will be able to share the **LEGO Star Wars: The Video Game** adventure!

INTRODUCTION

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!

SETTING UP YOUR GAME

Once you load the game, you will be presented with six options. These are **NEW GAME**, **LOAD GAME**, **CONTROLLER OPTIONS**, **VIDEO OPTIONS**, **OPTIONS** and **EXIT TO WINDOWS**. If you would like to just get in there and play right away, highlight **NEW GAME** and press Enter. This will take you into the game with the default controls (see pages 2-3) and video options automatically selected.

Selecting **LOAD GAME** brings up a new screen showing six possible saved game slots. Select the game you want to load. Now all future saves will automatically use this slot until you either start a New Game or you disable Autosave in the Options menu.

CONTROLLER OPTIONS

To change the default control configuration for players 1 and 2, highlight **CONTROL SETUP** and press Enter. The current control configurations for players are displayed, with player 1 on the left and player 2 on the right. To switch between player 1 and player 2 controls, press the right or left cursor key. Then use the up/down cursor keys to select the control you want to change, and press Enter. Now press the button you want to assign to that control.

To reset your controls to the defaults, press the F2 key at any time. Press Esc to save your changes and return to the game.



VIDEO OPTIONS

The game automatically adjusts the video options to suit your PC's processor and video card specification, to achieve the highest performance. But you can change the default video settings manually. Highlight Video Options and press Enter.

You can choose from four different video options:

- **LOW** (640 x 480) – maximum performance, lower visual detail.
- **MEDIUM** (800 x 600) – high performance, good visual detail.
- **HIGH** (1024 x 768) – good performance, high visual detail.
- **ULTRA** (1280 x 1024) – lower performance, maximum visual detail.

Select an option and press Enter. The video settings will change and you will be prompted to confirm your selections. If you do not confirm your choice, the original settings will be restored automatically after a short time.

Use the **ADVANCED OPTIONS** to enable or disable various visual effects in the game. The items shown depend on your graphic card's capabilities — some video cards will not add any extra effects to select. The more effects that are enabled, the greater the detail shown in the game, but with a loss in game performance.

Highlight **BACK** and press Enter to save your choice and return to the Main Menu.

OPTIONS

You can adjust various options within the game:

- **AUTOSAVE** – Turn on/off. (See *Saving* on page 24.)
- **SURROUND SOUND** – Turn on/off.
- **SOUND VOLUME** – Turn off or set the volume from 1 to 10.
- **MUSIC VOLUME** – Turn off or set the volume from 1 to 10.
- **BACK** – Return to the Main Menu.

EXIT TO WINDOWS

Select **EXIT TO WINDOWS** to return to the Windows desktop.

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.

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.

1. 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. Each scene you complete unlocks the next door in the story sequence.
2. 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, Dexter will offer some helpful information. Use the cursor keys to move the highlight around the available items, select the information icon, then press Enter. Cycle to the next hint by pressing the right cursor key (default), then press Enter to select the hint. Some of Dexter's hints are free, but others will cost you LEGO Studs.



Dexter will also give you the opportunity to purchase special items, bonus secret features in exchange for LEGO Studs. For more information about LEGO Studs, see page 20.

When you finish talking with Dexter, press Esc 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

CHARACTER CONTROL

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 14 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 join, press Tab and 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 Tab or Esc and select **DROP OUT** from the Pause Menu.

ONSCREEN DISPLAY

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 assigned movement keys. The defaults are:

- **PLAYER 1** – cursor keys ↑, ↓, ←, →.
- **PLAYER 2** – W (up), S (down), A (left), D (right).

TAGGING

Different characters have different abilities. To take control of a friendly character, move up to that character and press the Tag key I (player 1) or T (player 2).

Two players can swap control by moving up to each other and both holding the Tag keys at the same time.



COMBAT

LIGHTSABER

- Press the Attack key J (player 1) or F (player 2) to attack with your lightsaber.
- Press the Jump key K (player 1) or G (player 2) to jump, then press the Attack key J or F in mid-air for an attacking forward leap.
- Press the Jump key K or G twice to double-jump, then press the Attack key J or F in mid-air to launch a special slam attack. (Only certain characters can perform a double jump.)
- Time your attacks carefully in sequence to execute powerful combo moves.
- Press the Attack key J or F when under attack to defend with your lightsaber. Hold down the Attack key 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 Attack key J or F to fire a blaster or bowcaster.

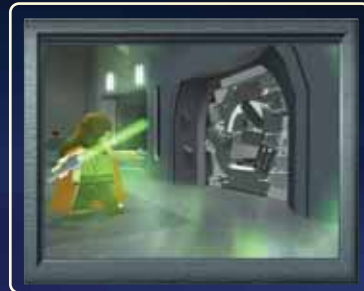
DEACTIVATE DROIDS

Astromech droids can use their probes to deactivate other droids for a short time. Stand next to another droid and press and hold the the Attack key J or F or the Special key L (player 1) or H (player 2) 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. Press and hold the Special key L (player 1) or H (player 2) to use the Force to move or transform a 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 Special key L or H 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 use this Special Ability, press and hold the Jump key K (player 1) or G (player 2) to jump, and then in mid air press and hold the key 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.

ASCENSION GUN

Characters equipped with blasters or bowcasters can use the Ascension Gun. Stand beneath a grapple hook point, then press and hold the Special key L or H to ascend.

HOVER

A variety of characters can 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 Jump key K or G, then move around as normal to hover.



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 Special key L or H.



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 unawares.

CONTROLLING VEHICLES

In some scenes you take control of a starship or other vehicle. Use the movement controls to move your craft left, right, up or down.

- In a starship, fire your forward blasters by pressing Attack key J (player 1) or F (player 2).
- In a podracer, speed up by pressing Attack key J or F.

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.

Different 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.

LEGO CANISTERS

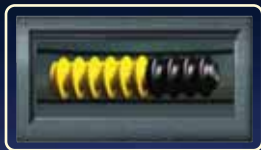
Hidden in each scene are the parts to build one special LEGO Mini-kit Vehicle — distributed in 10 special LEGO Canisters. If you can collect all 10 Canisters and complete the craft, you'll be rewarded with a substantial LEGO Stud bonus.

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



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.

STATUS SCREEN

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.

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 Jump key K or G to enter the scene with those characters. If you're in two-player mode, both players must press the Jump key in order 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 Jump key. 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.

Now whenever you press U/O (player 1) or R/Y (player 2), you can cycle through your group of characters.

SAVING

When you start a new game from the Main Menu, the first time you reach a save point you will be asked to select a save game slot. There are six slots to choose from. Subsequent save games will be made to this same slot until or unless you turn Autosave off in the Options Menu (see page 9). When you load a game from the Main Menu this slot will also be used for subsequent saves. Again, this will only happen if Autosave is on. Saving over an existing save game will erase that previous save.

PAUSE MENU

Either player can press Tab or Esc during the action to pause the game and bring up the Pause Menu.

While the Pause Menu is active 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 adjusting the volume level of sound and music and turning Autosave on/off.
- Select **EXIT** to return to Dexter's Diner. The LEGO Studs and Canisters you collected up to that point in the scene will not be added to your collection at this time.

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Mads Ryder & everyone
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Special Thanks
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Original *Star Wars* music
composed by John Williams. (P) &
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reserved. Published by Bantha
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and/or co-published with Warner-
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Register your game at www.eidos.com

CONTACTING TECH SUPPORT

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. (When contacting us via email or fax, please be sure to put the game title in the subject of your message.)

ASSISTANCE VIA THE WORLD WIDE WEB

The fastest way to answer most questions is by visiting our online support. You can find the latest support information at <http://support.eidosinteractive.com/GI/CustomerSupport/FaqSearch.jsp>. Our support FAQ's are available 24/7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or email us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give email questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

ASSISTANCE VIA TELEPHONE OR FAX

We are available to take your calls Monday through Friday between 9:00 a.m. and 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201 (fax). Our tech support department is closed on all major holidays. Note: You are responsible for all toll charges when calling.

To ensure the quickest service you will need to be at your computer and have the following information at hand:

- A complete listing of your computer's hardware. (Contact your computer manufacturer if you are unsure.)
- What version of Windows ® you are using.
- A copy of your DirectX Diagnostics report.
 - Click on *Start*.
 - Click on *Run*.
 - Type *dxdiag*.
 - Click on *OK*.
 - Click on the *Save Information* button and save the file to your computer.
 - When you call our Technical Support line either have this file open or have a printed copy. If you send an email query you may attach the file to the email.
- What error message(s), if any, you have had.
- How the game is currently configured.

NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS STRATEGIES OR CODES

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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.

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