

OWNER'S MANUAL

STAR WARS EPISODE I RACER







TABLE OF CONTENTS

OVERVIEW 2

INSTALLING THE GAME 4

QUICK START 6

SELECTING PODRACERS AND TRACKS 6

KEYBOARD AND INPUT DEVICE CONTROLS 12

CONTROLLING YOUR PODRACER 15

SETTINGS MENU 19

MULTIPLAYER MODE 23

RACER WORLDS 24


PODRACER CHARACTERISTICS 28

TIPS FOR SUCCESS 30

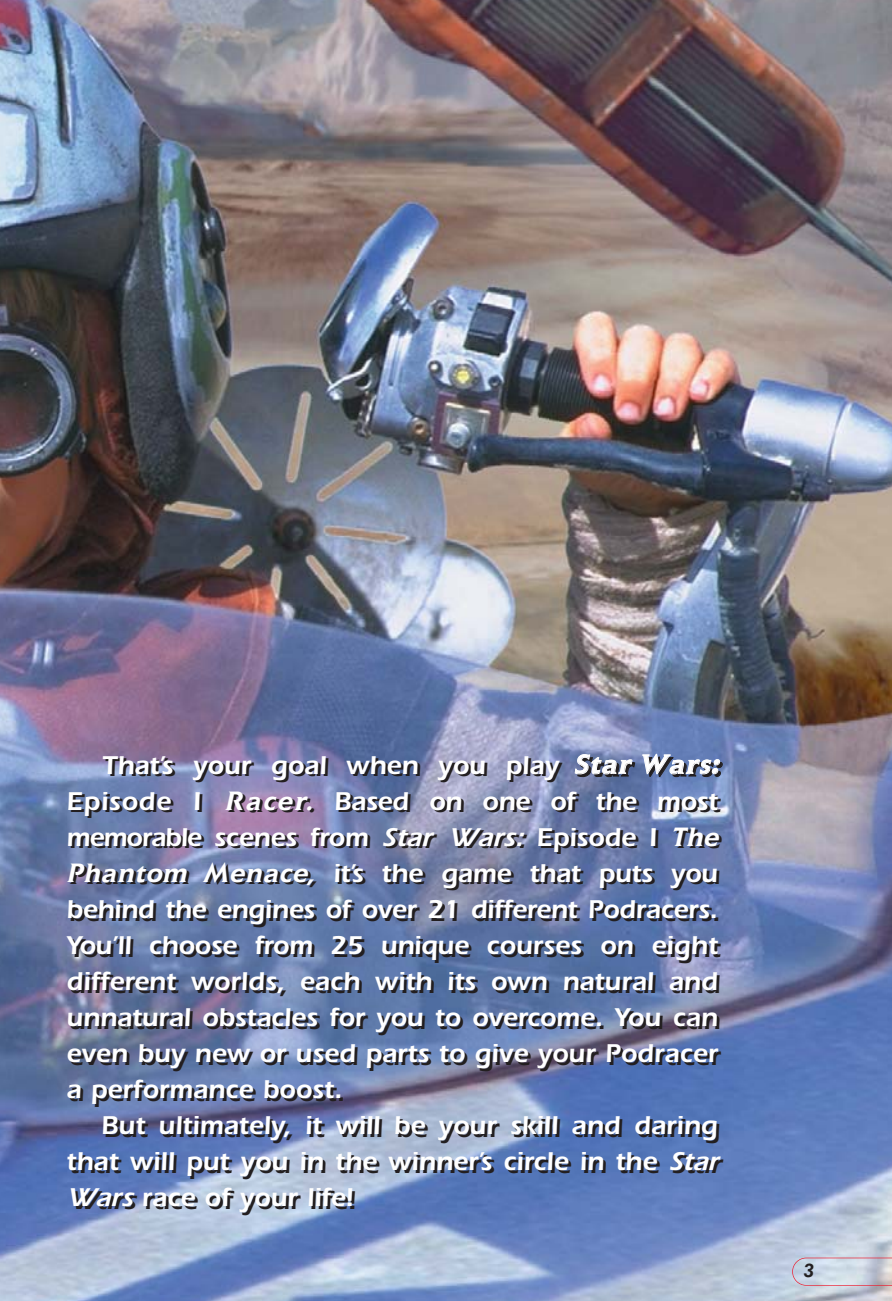
CUSTOMER SUPPORT 32

CREDITS 34

SOFTWARE LICENSE AGREEMENT 36



Anakin Skywalker is no ordinary nine-year-old boy. And now, he must face the ultimate test of his young life—a Podracer challenge. It's a test of courage, fast reflexes, and quick thinking, as the opponents maneuver their nine-meter-long (30-foot-long) Podracers at speeds over 968 kph (600 mph)—flying just a couple meters above the ground. Keeping a firm grip on the “reins,” Anakin must fight to control his Podracer’s screaming jet engines, while keeping a constant eye out for hazards and obstacles—and the dirty tricks of his fellow racers. For Anakin and his opponents, winning the race—at all costs—is all that matters.



That's your goal when you play *Star Wars: Episode I Racer*. Based on one of the most memorable scenes from *Star Wars: Episode I The Phantom Menace*, it's the game that puts you behind the engines of over 21 different Podracers. You'll choose from 25 unique courses on eight different worlds, each with its own natural and unnatural obstacles for you to overcome. You can even buy new or used parts to give your Podracer a performance boost.

But ultimately, it will be your skill and daring that will put you in the winner's circle in the *Star Wars* race of your life!

INSTALLING THE GAME

To install **Star Wars: Episode I Racer** on your PC:

1. Close all open windows on your desktop and quit all other applications.

2. Put the **Star Wars: Episode I Racer** disc in your disc drive.

3. The **Star Wars: Episode I Racer** Installation screen will appear. If Autoplay is disabled and the game's Installer does not appear when you insert the disc in the drive, you'll need to open the Installer manually. To do this, double-click the My Computer icon, then double-click the disc icon in the window that opens. Double-click the **Racer.exe** file to open the Installer. It has these options:



INSTALLER

- **Install Star Wars: Episode I Racer:** Installs the game on your hard drive.

- **Readme & Troubleshooting:** We strongly suggest you look at the Readme, which gives you the most up-to-date game information. See the Troubleshooting Guide for detailed installation, performance and troubleshooting tips. You can also view the Software License Agreement or install DirectX 6.1.

- **Analyze Your Computer:** Checks your system to see if it meets game requirements before installing.

- **Exit to Windows.** Returns you to your desktop.

4. To install, click the **Install Star Wars: Episode I Racer** button. Follow the onscreen instructions.

5. Next, choose the destination for game installation. The default directory is: **C:\Program Files\LucasArts\Racer**. If you wish to install elsewhere, specify a different drive or directory name.

6. You'll be given the option to create a series of shortcuts in your Start Menu. Creating a shortcut will make it easier for you to launch the game. Click the checkboxes to deselect any shortcuts you don't want.

7. Setup will create a **Star Wars: Episode I Racer** Program Folder for the program icons. Click Next to choose the default (**Start Menu\Programs\ LucasArts\Star Wars Episode I Racer**), or create a new folder or select an existing folder, and then click Next.

8. You'll be prompted to create a shortcut on your desktop. You'll also have another opportunity to view the Readme.

9. If you're playing with a joystick, we recommend that you calibrate

- it now before playing. If you install DirectX, you may need to recalibrate.
10. If the program is successfully installed, you'll see a Setup Complete screen.
 11. After installing the program, you'll be prompted to install DirectX 6.1, which is necessary to run the program. If DirectX 6.1 (or a later version) is detected on your system, the checkbox to install it will remain empty, and you will not need to install DirectX. Click Finish to complete the Setup.
 12. You'll be prompted to join the **LucasArts Express Club**. If you have Internet access, you can log on and join now to receive the latest information and special offers from LucasArts.
 13. You're now ready to play **Star Wars: Episode I Racer**.

IF YOU HAVE TROUBLE INSTALLING

See the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

1. Open the Installer as described in Step 3 above.
2. From the Installer, click Readme & Troubleshooting, then Troubleshooting Guide.

RUNNING THE GAME

1. To run the game, insert the **Star Wars: Episode I Racer** disc into your disc drive. The game's Launcher will appear automatically if Autoplay is active.
2. If Autoplay is disabled, find the **Star Wars: Episode I Racer** directory on your hard drive. Double-click the **Racer** application icon, or double-click the disc icon on My Computer, then double-click the **Racer.exe** file. This Launcher appears whenever you insert a **Star Wars: Episode I Racer** disc, when you double-click the disc icon, or when you select the **Star Wars: Episode I Racer** shortcut from your Start menu, or when you double-click the **Racer.exe** file.
3. Select **Play Star Wars: Episode I Racer** in the Launcher to play the game.
4. When you play for the first time, you'll be prompted to select a display driver and video resolution in the Display Properties dialog that appears.

THE LAUNCHER

The **Star Wars: Episode I Racer** Launcher displays the following options:

- **Play Star Wars: Episode I Racer:** Launches the game.
- **Readme & Troubleshooting:** We strongly suggest you look at this for the latest game information. See the Troubleshooting Guide for detailed installation and troubleshooting tips. Here, you can also reinstall DirectX 6.1 and view the software license and warranty.

- **Hardware Configuration:** Use this to analyze your computer with DX Diagnostics, adjust your 3D video card settings and resolution, or calibrate your joystick. See the Readme and Troubleshooting Guide for more information on setting up your 3D video card.

- **Registration and On-line Options.** Choose this to register the game or go to the LucasArts Web site if you have Internet access.

- **Uninstall Star Wars: Episode I Racer.** Removes the game from your hard drive.

- **Exit to Windows.** Returns you to your desktop.



LAUNCHER

NAVIGATING

Use your mouse or keyboard to navigate through the front end screens in the game. Highlight an option by moving the cursor over it. Select an option by pressing the **ENTER** key or simply left-clicking on it with the mouse. Pressing the **ENTER** key or the **SPACEBAR** on your keyboard always moves you to the next screen. Pressing the **ESC** key or right mouse button always cancels what you were doing and returns you to the previous screen.

QUICK START

Want to take a Podracer for a quick test spin? Here's all you need to do:

1. Install the program.
2. Click on **Play Star Wars: Episode I Racer** from the Launcher.
3. At the next screen, click on **SINGLE PLAYER TOURNAMENT**.
4. Type in a name for your Podracer.
5. Press the **ENTER** key to move through screens until you reach the starting line.
6. When the race begins, use your game control device to steer your Podracer, and press the **W** key or Throttle on your joystick to accelerate it.

SELECTING PODRACERS & TRACKS

TITLE AND PLAYER SELECTION SCREEN

To get to all the racing action, click on **Play Star Wars: Episode I Racer** from the Launcher. This will send you to the Title Screen, where you'll see these choices:

- **SINGLE PLAYER TOURNAMENT:** This sends you through the

Galactic Circuit, a sequence of tracks which become tougher and tougher, until you reach the ultimate race—the Boonta Eve Classic on Tatooine.

- **SINGLE PLAYER FREE PLAY:** Lets you race on any track unlocked in Tournament Mode.
- **MULTIPLAYER:** Lets you race against live opponents on any unlocked track. (See Multiplayer Readme document for more information.)
- **SETTINGS:** Choose this to adjust the game configuration. (See Settings Menu on page 19 for more information.)
- **QUIT:** Returns you to your computer's operating system.

PLAYER ROSTER

Clicking on **TOURNAMENT** or **FREE PLAY** will send you to the Racer Roster, where you'll see these options:

- **START GAME:** This sends you to the Podracer Selection screen. You'll need to create a racer or choose an existing racer first before you can click on this option.
- **REMOVE RACER:** Use this to delete a racer from your roster. Highlight a name on the list, then click this option.
- **CREATE RACER:** When you select this, a cursor will appear in the box. Type in a name of a racer, then press **ENTER**. Press **ENTER** a second time or click on **START GAME** to move to the next screen.

CHOOSING PODRACERS

At the next screen, you'll select a vehicle to compete with. Scroll left and right to view all the available Podracers. You can also click on the **LEFT** and **RIGHT ARROWS** at the top of the screen.

When you've found the Podracer you want to race with, press the **ENTER** key or the **SPACEBAR** or click on the **OK** button to choose it.

Here, you'll also see the Vehicle Statistics for each Podracer, with a horizontal bar next to each performance category. The longer the bar, the better the performance. You can upgrade the performance of your Podracer in Watto's Shop or the Junkyard (see Watto's Shop on page 10 for more information.)



TITLE SCREEN



POD SELECTION SCREEN

TOURNAMENTS

There are three tournament circuits in the game: Amateur (beginner), Semi-Pro (intermediate) and Galactic (advanced). You may play the tournaments in any order, but you must place fourth or better to proceed to the next race in each tournament. Once you have completed an entire tournament, and placed third or better in the final track of each tournament, an invitational track will open. When you've completed all three tournaments, you can compete in the Boonta Eve Classic championship race.

SELECTING TRACKS

Scroll up or down to change tournaments, and move left or right to change races within a tournament. You can also select a race by clicking on the number of the track. A tournament race will not be available until you have placed fourth or higher in all of the previous races in that tournament.

TRACK DETAILS

Once you've chosen a race, you'll come to the Track Details screen. If you're racing in a tournament, you can change the way that prize money is distributed to Podracers who win or place in a race by moving the arrow keys left/right. You'll need this money to purchase new or used parts to upgrade your Podracer.

In Free Play mode, you'll see the record times, favored racer, and a track map. You'll also be able to click on and change these options:

- **LAPS:** Cycles through the number of times you'll have to go around the track to complete the race.
- **RACERS:** Cycles through the total number of Podracers in your race.
- **AI SPEED:** Cycles through the speed settings for the Podracers you'll race against.

When you're finished with the Track Details screen, press the **ENTER** key or click on OK to proceed to the Main Menu.



TRACK SELECTION SCREEN



TRACK DETAILS SCREEN

MAIN MENU

Here, at the Cantina, you can begin your race and check out your Podracer. You can also make modifications to your vehicle, but only if you're in Tournament Mode, since you have to win prize money in a tournament to purchase parts. Your choices are:

- **START RACE:** This moves you to the starting line of your race, on the track and planet you've chosen.
- **INSPECT VEHICLE:** Take a close look at the components on your Podracer. (See Inspecting Your Podracer on the next page.)
- **VEHICLE UPGRADES:** (Tournament Mode only) Select this to view the condition of the vital components of your Podracer, and replace them. (See Upgrading Your Podracer on page 10.)
- **BUY PARTS:** (Tournament Mode only) Go here to acquire parts that will enhance your Podracer's performance. (See Watto's Shop on page 10 for more information.)
- **JUNKYARD:** (Tournament Mode only) Sends you to Watto's junkyard where you can buy used, slightly damaged Podracer parts at discounted prices. (See Junkyard on page 11 to learn more.)
- **BUY PIT DROIDS:** (Tournament Mode only) Lets you purchase droids that will serve as your "pit crew" to work on your Podracer. The more droids you have, the faster your damaged parts will be repaired after each race. (See Buying Pit Droids on page 11.)



- **CHANGE PODRACER:** Lets you choose a different Podracer to compete with.
- **OPTIONS:** Choose this to adjust the game settings. (See Settings Menu on page 19 for more information.)

INSPECTING YOUR PODRACER

Choosing **INSPECT PODRACER** from the Main Menu puts you in the Podracer Bay next to your Podracer. To look all around your craft, move your game control device in any direction. Press the **~** (tilde) key to zoom in on your Podracer for a closer look, and press the **TAB** key to zoom away from it. Press the **A** and **D** keys to move the camera view to a different part of your Podracer. When you've finished, use the **ESC** key to return to the Main Menu.

UPGRADING YOUR PODRACER

When you select **VEHICLE UPGRADES** from the Main Menu, you'll see the important components of your Podracer displayed on a grid. Scroll left or right, up or down to cycle through the different active components on the grid. Each part has a vertical Damage Bar next to it. The taller the bar, the better condition the part is in.

You'll also see a series of horizontal Performance Bars under **PODRACER STATISTICS**. As you cycle through the parts, one of the bars will be highlighted. The longer the bar, the better your Podracer will perform in that category. To upgrade a part, highlight one, then press the **ENTER** key to go to Watto's Shop (see the Watto's Shop section below). You can also press the **ESC** key to return to the Main Menu.



UPGRADES SCREEN



WATTO'S SHOP

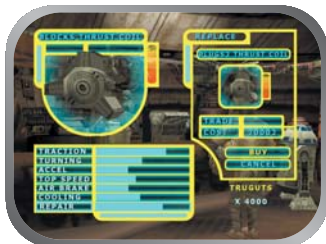
If you've selected **BUY PARTS**, or have selected a part from **VEHICLE UPGRADES**, you'll end up at this parts supply house in Mos Espa, on the planet Tatooine. It's run by Watto, a stubby-winged, double-crossing Toydarian. Each part will have several horizontal Performance Bars in the lower left corner, under **PODRACER**

STATISTICS. A yellow section on a bar indicates an increase in performance, while a red section indicates a decrease in performance. Pressing the **ENTER** key brings up these statistics for a part:

- Its name and cost.
- The part it replaces.
- The trade-in value of your old part.
- The amount of money you have (remember, you start out with 400 truguts, and can win more by doing well in races).

To make your purchase, select **BUY** (or press **ESC** if you change your mind), then press the **ENTER** key or the **SPACEBAR**. The amount the part costs will be deducted from the amount displayed under **TRUGUTS**.

Scroll to the left or right to see all the parts Watto has to offer. When you've finished with Watto's Shop, press the **ESC** key to return to the Main Menu.



WATTO'S SHOP

JUNKYARD

If you don't have enough money to buy one of Watto's new parts, you might be able to buy used parts here. When you get to the Junkyard, move your game control device left and right to cycle through the available parts. As in Watto's Shop, each part will have horizontal Performance Bars, with a yellow section showing how much better your Podracer will do with that part, or a red section showing how much worse it will do. Press the **ENTER** key or the **SPACEBAR** when you get to the part you want. This displays the type of part, its name and cost, what it replaces, its trade-in value, plus the amount of money you have. Select either **BUY** or **CANCEL** with your game control device, then press the **ENTER** key or the **SPACEBAR** to purchase the part.

The cost of that part will be subtracted from the amount of money you have.

Be sure to keep an eye on the vertical Damage Bars next to each part, because you are buying used parts, and they will be damaged.



JUNKYARD

BUYING PIT DROIDS

After each race, pit droids repair your damaged Podracer and make repairs to your damaged parts. The more pit droids you buy in Watto's shop, the

more repairs they can make. Choosing **BUY PIT DROIDS** from the Main Menu sends you to a screen that displays the cost of a droid, plus the amount of cash you have. Select either **BUY** or **DON'T BUY**, then press the **ENTER** key or the **SPACEBAR**.

DEFAULT CONTROLS

Front End Navigation Control

Enter or **Spacebar** Select/Next Screen
Esc Cancel/Previous Screen

Inspect Vehicle Screen

↑ **→** **↓** **←** Move Camera
A or **D** Change Podracer Part
~ Zoom In **Tab** Zoom Out

In-Race Controls

W or **Enter** Thrust
S Brake
J or **←** or **4** Turn Left
NUM PAD
L or **→** or **6** Turn Right
NUM PAD
I or **↓** or **2** Pitch Up
NUM PAD
K or **↑** or **8** Pitch Down
NUM PAD
Spacebar Slide
Shift Boost
 Left

A Roll Left **D** Roll Right

R Repair

E or Right **Ctrl** Flamejet/Taunt

~ or Left **Ctrl** Switch Camera

F1 to **F4** Camera Views 1-4

Tab or **Q** Look Back

CpsLck Cycle Map Indicator

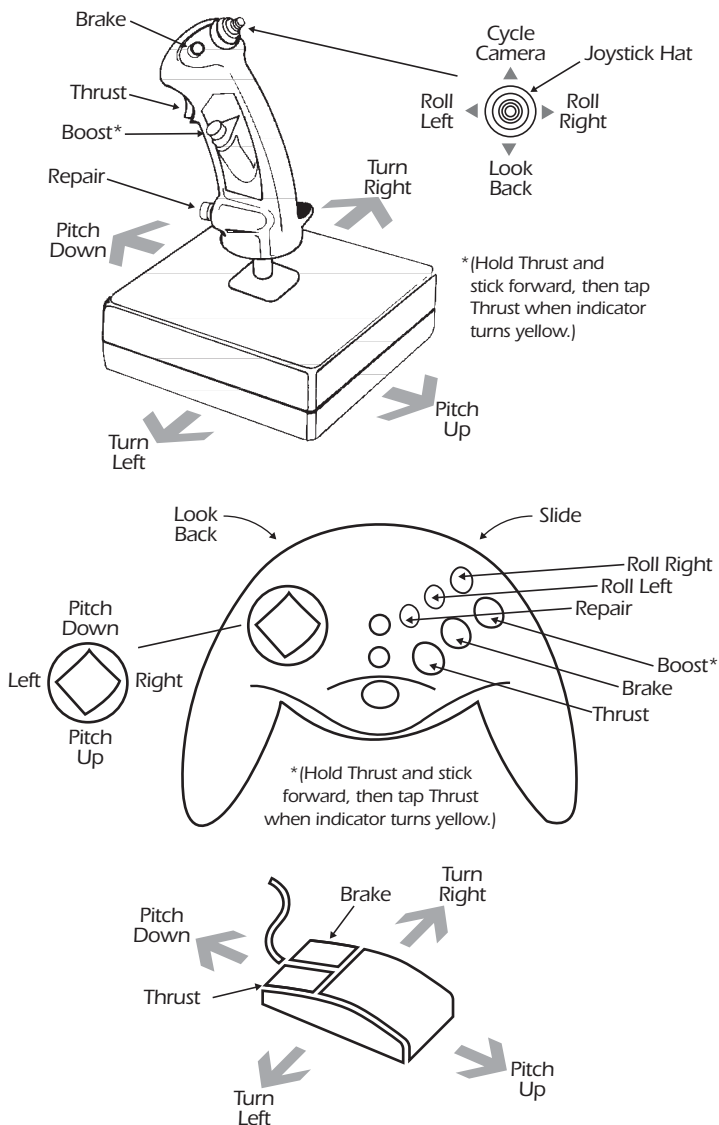
Function Keys

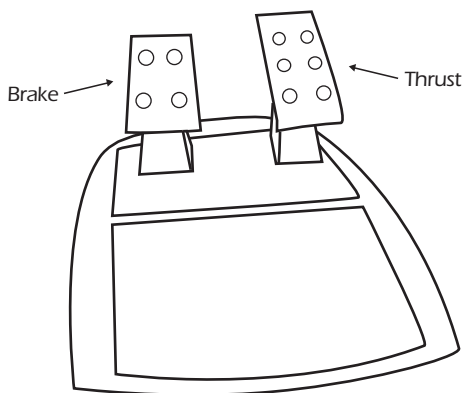
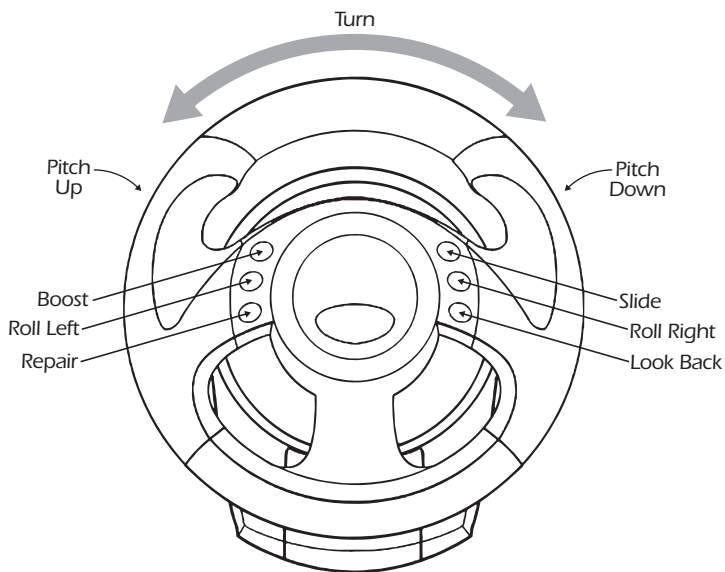
Ctrl + **M** Mouse Enable/Disable
Ctrl + **J** Joystick Enable/Disable
Ctrl + **F** Force Feedback On/Off
F12 Take Screen Shot

Multiplayer Keys

F5 Cycle Taunts and Send
F6 Random Taunt and Send
F7 Enables Chat Prompt
Enter Sends Chat Message

DEFAULT INPUT DEVICE CONTROLS



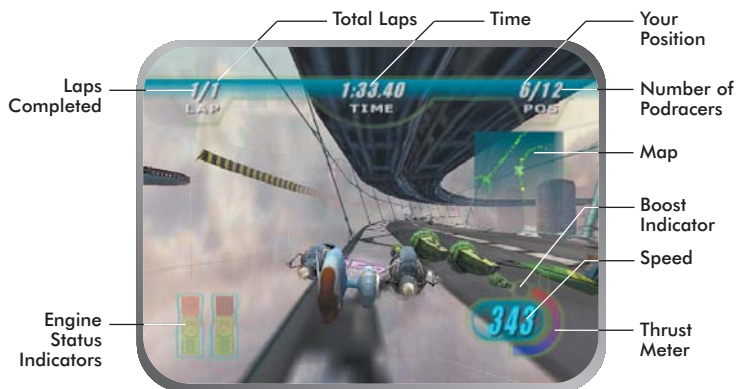


CONTROLLING YOUR PODRACER

STARTING YOUR RACE

After you've selected START RACE from one of the earlier screens, you'll move to the starting line on the track you've selected. The countdown will begin, and your race will be off! Your objective is to win or place fourth or better.

As you get out of the starting gate and into the course, you'll see numbers above your opponents' Podracers. These indicate their current positions in the race.



IN-RACE SCREEN

IN-RACE SCREEN

Several numbers and displays will give you vital information about your Podracer race. The two numbers in the upper left corner above LAP show the lap you're currently on, along with the total laps you'll need to complete the race. The numbers in the upper middle display the amount of time the race has taken. And the two numbers in the upper right corner above POS indicate your current position in the race, and the total number of drivers racing.

Want to see how fast you're going? The number in the lower right corner displays your speed. The curved bar next to the speedometer is a Thrust Meter, which will fill up as you gain more speed. You can also use this Thrust Meter to go even faster. (See Boost Mode on page 17 for more information.)

Engine Status Indicators and Repair

If your Podracer hits an object on the course or becomes overheated, two

engine icons will appear in the lower left-hand corner of the screen. If these icons are green, your engines are functioning normally. If they're yellow, your engines are slightly damaged or are getting too hot. If they're red, your engines are badly damaged or are severely overheated. If a **WARNING** sign flashes next to the icon, you'll only have a few seconds to repair your engine before your Podracer explodes.

To repair a damaged engine, press and hold the **R** key. Your Podracer will slow down during repair. Release the **R** key when you've done enough repairing. Full repair is indicated by the icon returning to green.

Camera Views

During a race, you can change your view between the four movie cameras around your Podracer. When you first start out, you'll be looking close behind your Podracer. Press the **~** or left **CTRL** keys to toggle between camera views or use the **F1-F4** hot keys to switch views. Press one of these keys again to switch to the view right in front of your Podracer. Finally, press them a third time to look down on your Podracer from further back. You can also look behind your Podracer by pressing the **TAB** or **Q** keys.

Race Progress

There are three ways to keep track of how you and your opponents are doing in the race. When you first start, you'll see a small map in the right side of the screen. It indicates a section of the track you're racing on. Your Podracer is the green X, and always stays in the middle. Your opponents appear as yellow dots. To change to a higher magnification, press the **CAPS LOCK** key. Your opponents will show up as blue Xs.

Pressing the **CAPS LOCK** key again brings up a long vertical Progress Bar on the right side of the screen, with flag icons inside. These flags represent your Podracer and your opponents' Podracers. Your home planet's flag is always in the middle, and doesn't move. If the other Podracers' flags are below you, you're ahead of them; if they're above you, you're behind them.

When you press the **CAPS LOCK** key again, you'll now see several



PERIMETER PROGRESS LOOP

flag icons moving clockwise around a loop on the outside of your screen. In this Perimeter Progress Loop, the starting line and the finish line are both in the upper left corner.

DRIVING YOUR PODRACER

To steer your Podracer through the course, use left and right **ARROW KEYS**. Press and hold the **W** key to go faster, and press and hold the **S** key to slow down. When you pitch down, you'll have a little more speed but less control. Pitching up reduces your speed but gives you more control.

If you're going the wrong way on a track, a large arrow will appear above you, to point you in the right direction. It will go away when you're back on track.



DIRECTIONAL ARROW

Boost Mode

Want to zip past your opponents or rip through a straightaway? Use the Thrust Meter to get that extra burst of speed you need. To get into Boost Mode:

1. Accelerate your Podracer by pressing the **W** and the Pitch Down (**UP ARROW**) keys (or Throttle and push forward on your joystick) until the curved Thrust Meter is filled.
2. When the light on the tip of the Thrust Meter turns green, then yellow, tap the Boost key (left **SHIFT**). The light will turn red and you're now in Boost Mode.

Remember, if you stay in Boost Mode too long, your engines will overheat and eventually catch on fire, and you could be knocked out of the race. To get out of Boost Mode, either let up on the Throttle or tap the Brake. Boost Mode also disengages if your Podracer hits an object or bumps a wall.

Using Sebulba's Flamejet

If you unlock Sebulba's Podracer, you'll be able to fire a flamejet at your opponents from the side of Sebulba's engine. During a race, press the **E** or right **CTRL** keys to set your opponent's engines on fire.

Race Hazards

As you're hurtling down the track, remember to always be prepared for the unexpected, and keep an eye out for a variety of obstacles. These include large rocks, which your Podracer can smash into, along with small and

medium rocks, which will break apart on impact. Look out for doors that open and close, and time your approach so that you can slip your Podracer through these doors before they slam shut. You'll also encounter gaping chasms you'll need to leap across. To do this, increase your Podracer's speed, then pitch up when you leave the ground. Also beware of waterfalls, opposing Podracers, and other devious surprises that can throw you off track.

PAUSING YOUR RACE

If you want to temporarily stop your race, press the **ESC** key. This will bring up a Pause screen with these options:

- **RESUME:** Returns you to the race at the point where you left it.
- **SETTINGS:** Lets you adjust certain in-game options.
- **QUIT RACE:** Terminates race; returns you to the Main Menu.
- **QUIT GAME:** Terminates game and returns you to the desktop.



PAUSE SCREEN



RESULTS SCREEN

FINISHING THE RACE

After your Podracer has crossed the finish line, you'll see your place in the race displayed, along with your times for each lap. Press the **ENTER** key or the **SPACEBAR** to move to the Results screen. Here, you'll see the results of your race, with the names and times of your opponents in the order they finished. Use the **UP** and **DOWN ARROWS** to see the entire list of racers. In Free Play mode, pressing **ENTER** sends you to the Track Select screen, where you can begin another race. If you want to change to a different Podracer, select a track, then select **CHANGE VEHICLE** from the Main Menu.

If you place fourth or better in a tournament, you'll go on to the next track in your circuit. At this point, you can use any prize money you've won to modify your craft in Watto's Shop before your next race. Also, if you finish first in a tournament race, you'll unlock a new Podracer belonging to the boss of that track. You'll now be able to choose that Podracer for upcoming races.

While in a tournament, you can replay a race that you've already

completed. There's no prize money when you repeat a course, but you can improve your standing and awards and unlock Podracers you may have missed the first time around.

SETTINGS MENU

When you select **SETTINGS** from the Title or Pause Screens, you'll see a list of game options you can adjust. Use your game control device to highlight an option, and press **ENTER** or the **SPACEBAR** to select it. Note that enabling or changing many of these settings can affect game performance. If you find that the game is performing sluggishly, you may want to turn some of them off.

If you make any settings changes, you'll need to click one of these choices, which are displayed above each Settings list:

- **RESET DEFAULT SETTINGS:** Restores all settings to the default configuration.
- **RESTORE PREVIOUS:** Undoes changes you just made to the settings configurations.
- **ACCEPT SETTINGS:** Allows you to play with the new configurations you've chosen.

You'll see the following settings displayed:

VIDEO SETTINGS

Use this to adjust video display options.

- **REFLECTIONS ENABLED:** Certain surfaces in the game will reflect your Podracer. This setting allows you to turn them on/off.
- **LENS FLARE:** Turns lens flare from suns and other bright light sources on/off.
- **SMOKE AND DUST ENABLED:** Turns engine smoke and effects on/off.
- **TEXTURE RESOLUTION:** Cycles between high-, low-, and medium-resolution landscape textures. Higher detail degrades performance but looks sharper and clearer.
- **MODEL DETAIL:** Cycles through low, medium, and high detail for your opponents' Podracers.

AUDIO SETTINGS

Use this to change the music and sound effects in the game.

- **SOUND SYSTEM ENABLED:** Turns all sound in the game on/off.
- **MUSIC:** Controls the volume for background music. Click on the left arrow or the bar to decrease volume, and the right arrow or the bar to increase it. Moving the bar all the way to the left turns music off.
- **SFX:** Controls the volume for sound effects. Click on the left arrow or the bar to decrease volume, and the right arrow or the bar to increase it.

Moving the bar all the way to the left turns all sound effects off.

- **3D SPATIALIZED SOUND ENABLED:** Click this checkbox if you want the game sounds to come from the correct, realistic directions. If you do not have a 3D card, you may have reduced performance.
- **RELATIVE GAIN ADJUSTMENT:** (Appears only if 3D Spatialized Sound Enabled checkbox is checked.) If the background sounds are too quiet, you can adjust this slider to match their volume with the volume of other sounds effects.
- **DOPPLER EFFECTS ENABLED:** Turn on if 3D sound is enabled. Doppler sound effects are based on your Podracer's speed.
- **HI-RES SOUND ENABLED:** Changes the quality of sounds. High-res sounds are clearer and fuller but low-res sounds may increase performance.

JOYSTICK SETTINGS

This displays the game functions that are currently assigned to your joystick buttons, and lets you reassign these functions to different joystick buttons. Highlight the function you want to change under **BUTTON SETTINGS**, press **ENTER**, then press the button on your joystick that you want this function assigned to. If you change your mind and don't want to remap the function, press **ESC** to cancel. To remove a button mapping, highlight the function, then press **DELETE**.

You can also map some functions to an axis on your joystick by changing the **AXIS SETTINGS**. Highlight a function, then move the axis, or direction, on your joystick that you want this function assigned to, then press the **ENTER** key. You can also check these three X-axis settings: (Some joysticks have no Z-axis.)

FLIP X: Reverses X-axis joystick input.

FLIP Y: Reverses Y-axis joystick input.

FLIP Z: Reverses the Z-axis.

Highlight the **DEADZONE** slider bar, then click on the left or right arrows to decrease or increase the play in your joystick. Highlight the **SENSITIVITY** slider bar, then click on the left or right arrows to decrease or increase the responsiveness of your joystick. Also, if you have a joystick, steering wheel or other input device plugged in, the game will detect it, and the box next to **JOYSTICK ENABLED** will be checked. Uncheck this box if you want to play the game with a keyboard and mouse as your game control device, but want to leave your joystick connected. (You can also enable or disable your joystick in the game by pressing the **CTRL+J** keys.)

MOUSE SETTINGS

This displays the game functions that are currently assigned to your mouse buttons, or mouse wheel if you have one, and lets you reassign these functions. Highlight the function you want to change under **BUTTON SETTINGS**, press **ENTER**, then press the button on your mouse that you want this function assigned to. If you change your mind and don't want to remap the function, press **ESC** to cancel. To remove a button mapping, highlight the function, then press **DELETE**.

You can also map some functions to an axis on the mouse by changing the **AXIS SETTINGS**. Highlight a function, then move the axis, or direction, on your mouse, that you want this function assigned to, or move the wheel on your mouse, then press the **ENTER** key. You'll also be able to check these axis settings:

FLIP X: Reverses X-axis input.

FLIP Y: Reverses Y-axis input.

FLIP Z: Reverses the Z-axis. (Most mice have no Z-axis.)

Highlight the **SENSITIVITY** slider bar, then click on the left or right arrows to decrease or increase the responsiveness of your mouse. Check the box next to **MOUSE ENABLED** if you want to play the game with a mouse as your game controller.

NOTE: You may experience control problems if you have both your mouse and your joystick enabled. (To enable or disable your mouse in the game, press the **CTRL+M** keys.)



MOUSE SETTINGS

KEYBOARD SETTINGS

This displays the game functions that are currently assigned to your keyboard, and lets you reassign these functions to different keys. You'll be able to map up to three keys for each function. Highlight a function, press **ENTER**, then press the key on your keyboard you want this function assigned to. To get rid of a function, highlight it, then press **DELETE**. Note that the **PITCH UP** settings will move the nose of your Podracer up, and the **PITCH DOWN** settings will move its nose down.

FORCE FEEDBACK SETTINGS

Use these if you want to play the game with a Force Feedback joystick or wheel.

- **ENABLE FORCE FEEDBACK:** If you have a Force Feedback device set

up, this box will be checked. If you want to turn all Force Feedback effects off, uncheck the box.

- **OVERALL FORCE STRENGTH:** Cycles between HIGH, MED, and LOW settings for the power of the Force Feedback effects.
- **AUTO CENTER STIFFNESS:** Cycles between HIGH, MED, LOW, and OFF settings for how firmly your device returns to center.
- **COLLISION EFFECTS:** Cycles HIGH, MED, LOW, and OFF settings for the amount of force you'll feel when your Podracer collides with an object during a race.
- **DAMAGE EFFECTS:** Cycles between HIGH, MED, LOW, and OFF settings for the amount of force you'll feel when your Podracer's engines are damaged.
- **TERRAIN EFFECTS:** Cycles between HIGH, MED, LOW, and OFF settings for the amount of bumpiness you'll feel when your Podracer veers off the track and onto rocky or sandy terrain.
- **PODRACER ACTION EFFECTS:** Cycles between HIGH, MED, LOW, and OFF settings for the amount of force you'll feel when you accelerate, brake, or turn your Podracer.
- **ENABLE G-FORCES:** Check this to feel an increasing amount of force as you accelerate.
- **ENABLE ENGINE RUMBLE:** Check this to feel the rumble of the Podracer's engines.



LOAD/SAVE SETTINGS FILE

After you've modified the settings to your liking, you can save them as a file to be used anytime you want, such as if a friend wants to use a different game control device. Choose this to load a saved settings file, or to save a settings file. In this screen you'll see a window with a list of pre-made default settings for a variety of game control devices. To load one of these settings, highlight the file you want to use, then click on **LOAD SETTINGS**. You can also save your own game settings by typing in a file name, then choosing **SAVE SETTINGS** or by pressing **ENTER**.

NOTE: When you quit and restart the game, these settings will be the last ones you played with.

BACK

Brings up the Title Screen choices.

MULTIPLAYER MODE

Racer allows up to eight players to battle each other over Local Area Networks (LANs). For multiplayer games, each player will need to install the game and have a CD in his/her drive. Please see the Multiplayer section in the Readme for detailed instructions on multiplayer setup and options.



RACER WORLDS

Your Podraces will take place In these worlds:



Aquilaris The entire surface of this planet is covered by water, except for a few chains of islands, reefs, and floating cities. These are connected by a series of underwater tunnels and hover bridges. The course weaves through these bridges and tunnels, across two cities, and inside the remnants of the half-submerged, abandoned Old City. You'll be going above and below the water's surface, so be on your toes!





Ando Prime This is an ice-covered planet with vast glaciers and large frozen lakes. A massive pipeline brings water from the glacial interior of a mountain to the populated regions below. Your course will take you over mountain roads, through the pipeline, inside a pumping station, and across icy lakes. Beware of the many twists and turns in the course, and watch out for ice formations.

Mon Gazza On this polluted, industrial, spice mining planet, flaming gas exhausts and loading cranes blot the skyline. Huge spice barges



and transport craft are constantly taking off and landing, even while a race is going on. The course cuts across a miners' shanty town, through the loading fields, and deep into strip mines, mining shafts, and caves. Keep away from pumping and drilling machines.

Malastare Malastare is famous for its fast and dangerous Podrace courses. One course—Sebulba's Legacy—is rumored to be designed by Sebulba himself. Highly volatile methane gas continually leaks to the surface of this dry, dusty planet, where the gas pools in lakes and rivers.

Oovo IV A bleak, pockmarked moon of the gas planet Oovo, this asteroid world is a prison colony and a labor camp. Deep inside Oovo IV, the inmates dig for ore, which is transported to the loading docks on the surface by means of zero gravity vacuum tunnels. You'll race through a maze of these tunnels, and you may find yourself upside down on more than one occasion. Avoid the rotating gates, and try to stay on the course.



Tatooine Anakin Skywalker's home planet, Tatooine is also home of the legendary Podrace event, the Boonta Eve Classic. This race occurs on the Boonta Eve holiday and is hosted by the vile gangster, Jabba the Hutt. All the best pilots gather to prove their mettle in one of the galaxy's most hazardous and challenging Podraces. The surface of this bleak, desert planet is marked by huge mesas and deep canyons. You'll need to complete both Tatooine courses to finish the Galactic Circuit. Keep an eye out for hidden caves and helpful shortcuts.



Ord Ibanna Once, the cloudy skies above this planet were filled with active gas mines and refineries connected by cable suspension bridges and pipelines. Now, everything has been abandoned, leaving floating junk to litter the choking atmosphere. Scrap-metal dealers fight each other for the wreckage, keeping it aloft with anti-gravity generators. The pilots will race through enormous air circulation tunnels and weave around gas storage tanks, and must be alert for gaps in the skyway.



Baroonda With active volcanoes rumbling, this swamp planet poses a challenge for all racers. Its inhabitants, the Majan people, have built a new metropolis around the ancient ruins and statues left behind by ancestors, creating a curious mix of the old and the new. The course careens around giant statue heads, through marshes, in between thick trees and their gnarled roots, and over a sulfur geyser field. Watch out for fog, flying creatures, and flaming lava pits.

PODRACER CHARACTERISTICS

Here are the performance characteristics of each of the Podracers. Remember that you can upgrade and improve their components, which will make them go faster and handle better.



Aldar Beedo Outstanding acceleration, good handling, and good turn response in a large-sized Podracer.



Anakin Skywalker This small-to-medium-sized Podracer has above average acceleration, very good handling, and good turning response.



Ark "Bumpy" Roose A real clunker! A huge Podracer with poor handling and turn response, plus low acceleration.



Ben Quadinaros This Podracer accelerates fast, reaches a high top speed, but is prone to overheating fairly quickly. Turn response is below average, but handling is strong.



Boles Roor A little above average acceleration, with average handling and turning, in a medium-to-large Podracer.



Bozzie Baranta This small Podracer offers average acceleration, good turn response, and below average handling.



"Bullseye" Navior The most sensitive craft you can choose, this small Podracer delivers excellent turn response and very good handling, although acceleration is slow.



Clegg Holdfast You'll be holding fast to the track in this one! You get slow acceleration, poor handling, and average turn response, in a medium-to-large-size Podracer.



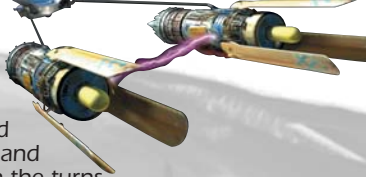
Dud Bolt This medium-sized Podracer lives up to its name, with below average handling and way below average turn response. Acceleration is above average.



Ebe Endocott Although it's a little slow on the turns and offers average acceleration, this medium-sized Podracer handles very well.



Elan Mak This large Podracer combines average handling and below average turn response with excellent acceleration.



Fud Sang This small-to-medium-sized Podracer features average handling and acceleration, and is a little slower on the turns.



Gasgano With mediocre handling and below average turn response, this medium-sized Podracer compensates with above average acceleration.



Mars Guo Even though it's the biggest Podracer in the pack, it features surprisingly good turn response and fair handling, although acceleration is slow.



Mawhonic One of the fastest Podracers despite its large size, this one offers good handling and good turn response.



Neva Kee With acceleration that's the slowest of the Podracers, this midsized craft compensates with very good handling and good turn response.



Ody Mandrell This is a fairly average Podracer all around, a good, middle-of-the-road beginner's Podracer with better than average acceleration.



Ratts Tyerell The top accelerating Podracer of all, this large craft has good turn response and a little below average handling.



Sebulba Choose this, and you'll get the fastest top speed of all, with above-average acceleration, plus good handling and good turn response—all in a huge Podracer.



Slide Paramita This extremely sensitive, highly responsive Podracer gives you good turning and handling, with below average acceleration.



Teemto Pagalies What this huge Podracer lacks in acceleration it makes up for in turn response. Handling is average.



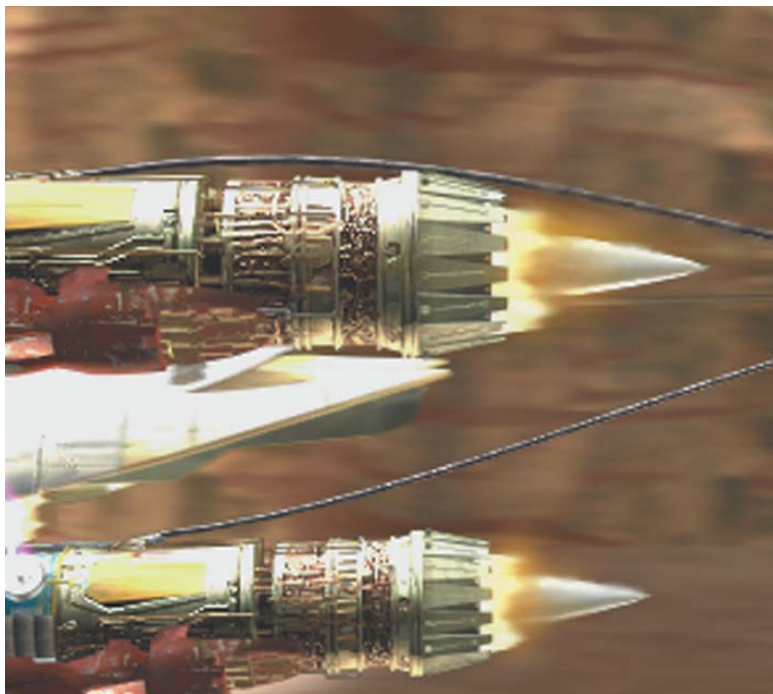
Toy Dampner Select this, and you'll get an easy-handling little Podracer that's a little below average on turns, with slow acceleration.



Wan Sandage In this medium-to-large Podracer, handling and turn response are good, but acceleration is a little below average.

TIPS FOR SUCCESS

- Experiment with each Podracer to get a feel for the one that best fits your playing style.
- Try to stay in the middle of the track and on the road. The road has less friction, so you'll be able to pick up speed if you stay on it.
- Press the **SPACEBAR** while you're turning. This will skid your Podracer, and make it easier to maneuver around obstacles.
- When going over a jump, pitch up for a longer jump, and pitch down for a faster jump.
- To fit through tight spots, flip your Podracer on its right or left side by pressing the **D** or **A** keys.



■ *Don't be afraid to let go of the accelerator (W key) at certain times during a race. Even though you'll slow down, it may help you steer better.*

■ *Keep a light touch on your game control device when steering. It responds to even the slightest movements, so avoid the temptation to pull it all the way left or right.*

■ *Pitch down with your game control device when you want a higher top speed. Pitch up with your game control device when you want tighter turns.*

■ *Try to get a turbo start at the beginning of the race. To do this, pitch down with your game control device and hit Thrust at the right time.*

■ *Use the boosters wisely. They can make up for lost time, but an engine fire will cost you more.*



CUSTOMER SUPPORT

WEB SUPPORT

<http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for any solutions that you require. This service is available 24 hours a day, 7 days a week and offers a fully comprehensive list of known issues as well as providing the latest updates/patches.

EMAIL SUPPORT

If you require email support on a specific issue not covered by our website, please contact:

lucasarts@activision.com.au

When contacting Technical Support via e-mail, please have the following information available: computer brand and model, processor type and speed, video card, sound card, CD-ROM/DVDROM drive brand and model, and amount of RAM. Also, make sure to include the title and version of the game, and a detailed description of the problem.

PHONE SUPPORT

In Australia, for Technical Support, Hints and Tips, please call 1902 263 555. Calls are charged at \$2.48 (inc.GST) per minute. In NZ for Technical Support, please call 0800 160 110.

E-REG FOR AUSTRALIAN CUSTOMERS

Do you want to receive news on new games and special offers for Activision customers? Register On-line at <http://ereg.activision.com.au> Complete the registration form & help us keep you informed about Activision games. You will be notified of upcoming releases & special offers.

Note: Activision Asia-Pacific is committed to safeguarding the privacy of information entrusted to it. Accordingly, Activision complies with all relevant legislation concerning the collection, use, security and disclosure of personal information.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).

CREDITS

Project Leaders

Jon Knoles
Eric Johnston
Brett Tosti

Programmers

Eric Johnston
Amit Shalev
Sun-Inn Shih
Justin Graham
Brad Post
Mark Blattel
Darren Johnson

Installer/Launcher

Nolan Erck

Additional Programming

Mark Haigh-Hutchinson

Course Designers

Duncan Brown
Jacob Stephens
Jon Knoles
Japeth Pieper
Livia Mackin
Paul Zinnes
Trey Turner
Stephen Hwang

Tools Programming

Hwei-Li Tsao

Real-Time 3D

Artists/Animators

Jim Rice
Clint Young
Jon Knoles
Lisa Wong
Christina Napier
Armando Lluich

Rendered 3D

Artists/Animators

Jim Rice
Clint Young
Lisa Wong
Bill Stoneham
Daniel Colon, Jr.
Jon Knoles

Additional Art

Arnaud Mayet

Texture Artists

Japeth Pieper
Nathan Stapley
Paul Topolos

Storyboard Artist

Paul Topolos

Conceptual Artist

Peter Chan

Production Managers

Camela Martin
Brett Tosti

Production Coordinator

Dino Ago

Development Coordinator

Peggy Stok

Lead Tester

Aaron Young

Testers

Alex Neuse
Bryan Erck
Chuck McFadden
Erik Ellicock
Hans Larson
Julio Torres
John Feil
Marcus Gaines
Matt McManus
Todd Stritter

International Lead Tester

Dana Fong

Compatibility Supervisor

Chip Hinnenberg

Compatibility Technicians

Charlie Smith
Dan Mihoerck
Darren Brown
Jason Lauborough
Jim Davison

Karsten Agler
Lynn Taylor
Scott Tingley

Technical Writers

Lynn Taylor
Chip Hinnenberg
Doyle Gilstrap

Network

Compatibility
Doyle Gilstrap
Scott Tingley

Burning Goddesses

Wendy Kaplan
Kellie Walker

Quality Assurance Manager

Mark Cartwright

Quality Assurance Supervisor

Dan Pettit

Voice Department Manager

Tamlynn Niglio

Voice Producer/Director

Darragh O'Farrell

Voice Editors

Will Beckman
Coya Elliott

Assistant Voice Editor

Cindy Wong

Voice Production Coordinator

Peggy Bartlett

Voice Cast

Anakin Skywalker
Jake Lloyd

Watto

Andy Secombe

Sebulba

Lewis Macleod

Green Announcer

Greg Proops

Red Announcer

Scott Carpuro

Ben Quadinaros/

Clegg Holdfast

Dominic Armato

Gasgano/Ody Mandrell

Bob Bergen

Cy Yunga/Wan

Sandage/Jinn Reeso

Gregg Berger

Toy Dampner

Dave Fennoy

Ark "Bumpy" Roose/

Ebe Endocott

Roger L. Jackson

Aldar Beedo

Nick Jameson

"Bullseye" Navior/

Dud Bolt

David Jeremiah

Elan Mak/Slide Paramita

Tom Kane

Boles Roor/Neva Kee

Peter Lurie

Bozzie Baranta/

Ratts Tyerell

Terry McGovern

Mawhonic/

Teemto Pagalies

Michael Sorich

Fud Sang/Mars Guo

Jim Ward

Voices Recorded at

ScreenMusic Studios

Studio City, CA

LucasArts Entertainment

Company, CA

The Sound Company,

London

Music Composed and

Conducted by

John Williams

Additional Music

Composed by

Peter McConnell

Lead Sound Designer

Jeff Kliment

Additional Sound

Design

Dave Levison

Sound Assistants

Michael Frayne

Jory Prum

Sound Department

Manager

Michael Land

Sound Department

Coordinator

Kristen Becht

Product Marketing

Manager

Tom Byron

Manual Writers

Victor Cross

Mollie Boero

Manual Designer

Patty Hill

Shepard Associates

Package Design

B.D. Fox & Friends

Box Art

Clint Young

International

Development Specialist

Gwen Musengwa

International

Production Assistant

Jennifer Bencal

International

Marketing Coordinator

Lee Susen

Product Support

Manager

Dan Gossett

Product Support

Supervisor

Dave Harris

Hint Line Supervisor

Tabitha Tosti

Thanks to

Stacy Mollema

Industrial Light & Magic

Christine Owens

Fay David

John Knoll

Nelson Hall

Kinetix

ACTIVISION ASIA

PACIFIC

Senior Vice President,

Managing Director

John Watts

General Manager

Australian & New

Zealand

Darrien Puddy

Marketing Director

Paul Butcher

Product Manager

Mark Aubrey

Creative Services

Supervisor

Elisa Biberian

Media Relations

Executive

Joel Graham

Operations Manager

Leon Jennings

Operations

Co-ordinator

Noleen Jordan

Very Special Thanks

George Lucas

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ONLINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. AND ITS AFFILIATES ("ACTIVISION").

LIMITED USE LICENSE. Subject to the conditions described below, Activision grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and/or its licensors. This Program is licensed, not sold, for your use. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program. Activision may make improvements, modifications or updates to the Program at any time and with or without notice to you, which may be made available to you as Activision may determine. Such improvements, modifications, or updates may change the game play associated with the Program.

LICENSE CONDITIONS.

You shall not:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision or its licensors may offer a separate Site License Agreement to permit you to make this Program available for commercial use in their sole discretion. Activision or its licensors may charge a fee for any such separate license; see the contact information below.
- Use this Program, or permit use of this Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of this Program or any part thereof, or make copies of the materials accompanying this Program.
- Unless an authorized copy of the Program is electronically delivered to you, copy this Program onto a hard drive or other storage device; you must run this Program from the included compact disc ("CD") or digital versatile disc ("DVD") (although this Program itself may automatically copy a portion of this Program onto your hard drive during installation in order to run more efficiently).
- Use the program, or permit use of this Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by this Program.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, conceal, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation or any portion or derivative thereof in violation of any applicable laws or regulations of the United States government.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program (including but not limited to any patches and updates) and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Program) are owned by Activision, affiliates of Activision or Activision's licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

PROGRAM UTILITIES. This Program may contain certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of any Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit it, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable Program files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties.
- All New Game Materials must contain prominent identification at least in any on-line description and with reasonable

duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION AND/OR ITS LICENSORS."

- All New Game Materials created by you shall be exclusively owned by Activision and/or its licensors as a derivative work (as such term is described under U.S. copyright law) of the Program and Activision and its licensors may use any New Game Materials made publicly available by you for any purpose whatsoever, including but not limited to, for purpose of advertising and promoting the Program.
- Activision may revoke your right or permission to use the Program, or to make or distribute the Program Utilities or New Game Materials, at any time and in its sole discretion.

PROGRAM UTILITIES AND ANY ACCOMPANYING DOCUMENTATION ARE PROVIDED AS IS. ACTIVISION DOES NOT PROVIDE ANY TECHNICAL OR PRODUCT SUPPORT FOR PROGRAM UTILITIES.

LIMITED WARRANTY. Excepting patches, improvements, modifications, updates and any downloaded content, Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION AND/OR ITS LICENSORS. IN NO EVENT WILL ACTIVISION OR ITS LICENSORS BE LIABLE FOR SPECIAL, INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PROGRAM, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION OR ITS LICENSORS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION OR ITS LICENSORS BE LIABLE FOR SPECIAL, INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION OR ITS LICENSORS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION AND ITS LICENSORS SHALL ALSO NOT BE LIABLE FOR ANY DELAYS, SYSTEM FAILURES OR SYSTEM OUTAGES WHICH MAY, FROM TIME TO TIME, AFFECT ONLINE GAME PLAY (IF ANY) OR ACCESS THERETO. NEITHER ACTIVISION'S NOR ITS LICENSORS' LIABILITY SHALL EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision or its licensors, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts. **U.S. GOVERNMENT RESTRICTED RIGHTS:** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision and/or its licensors would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision and/or its licensors shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision or its licensors may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its licensees and each of their partners, affiliates, licensors, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. Activision may make improvements, modifications or updates to the Program at any time and with or without notice to you, which may be automatically downloaded to your system used in connection with this Program. Such improvements, modifications or updates may change the game play associated with the Program. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties; provided, however, that Activision has the right with or without a writing signed by both parties, to amend this Agreement in connection with any improvements, modifications or updates to the Program. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, USA, (310) 255-2000, Attn. Business and Legal Affairs, legalaffairs@activision.com.

This game and manual are each a work of fiction. All of the characters and events portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. © 1999-2006 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & ™ as indicated. All rights reserved.

Online play (if applicable) subject to terms of use and privacy policy as may be available online at www.lucasarts.com or such other site as LucasArts may designate.

ACTIVISION (UK) Ltd., 3 Roundwood Avenue, Stockley Park, Uxbridge UB11 1AF, United Kingdom

Activision Asia Pacific, Level 5, 51 Rawson St Epping, NSW 2121, Australia

NOV 06



LUCASARTS WEB SITE
www.lucasarts.com

OFFICIAL STAR WARS WEB SITE
www.starwars.com



Activision Asia Pacific, Level 5, 51 Rawson St
Epping, NSW 2121, Australia

LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. © 1999-2006
Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & ™ as indicated.

All rights reserved. Made in Australia.

41095.260.AU