LEGO STAR WARS

THE VIDEO GAME

GAME BOY ADVANCE

INSTRUCTION BOOKLET

eidos

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK 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 or 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 or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Official Nintendo Seal

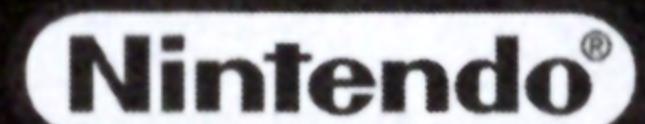Nintendo does not license the sale or use of products without the Official Nintendo Seal.

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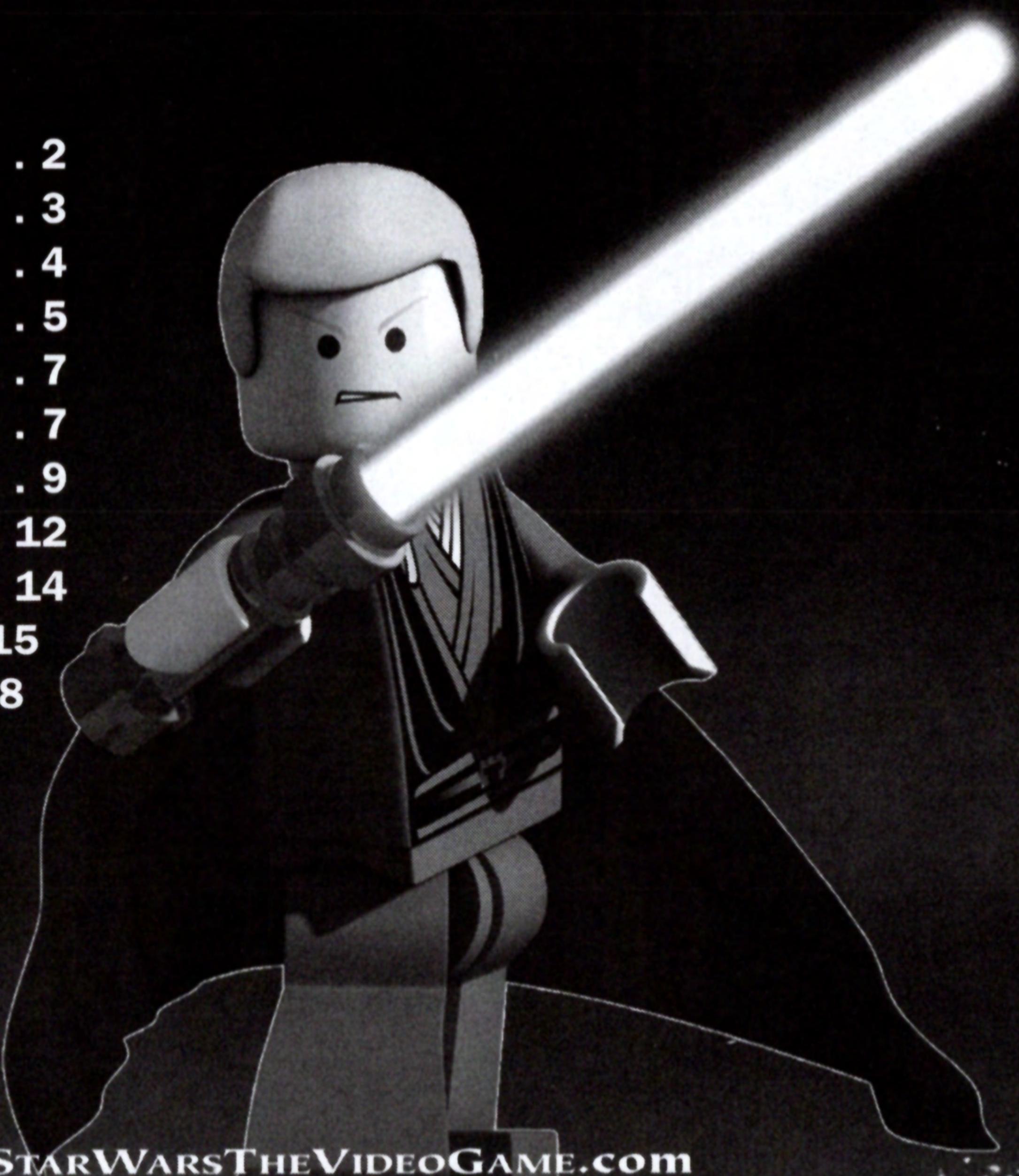
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www.LegoStarWarsTheVideoGame.com
www.Lego.com

INTRODUCTION

The fate of the galaxy is in your hands!

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

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

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

And the world of LEGO *Star Wars* is full of secrets!

As you build your collection of LEGO *Star Wars* 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!

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. (Always turn the power OFF before inserting or removing a Game Pak.)

2. Insert the LEGO *Star Wars* Game Pak into the slot on the Game Boy Advance. Press the Game Pak firmly to lock it in place.

3. Turn ON the POWER switch. The Credit screens will appear. (If the Credit screens don't appear, try reinserting the Game Pak.)

4. When the Title screen appears, press START to proceed to the Main Menu.
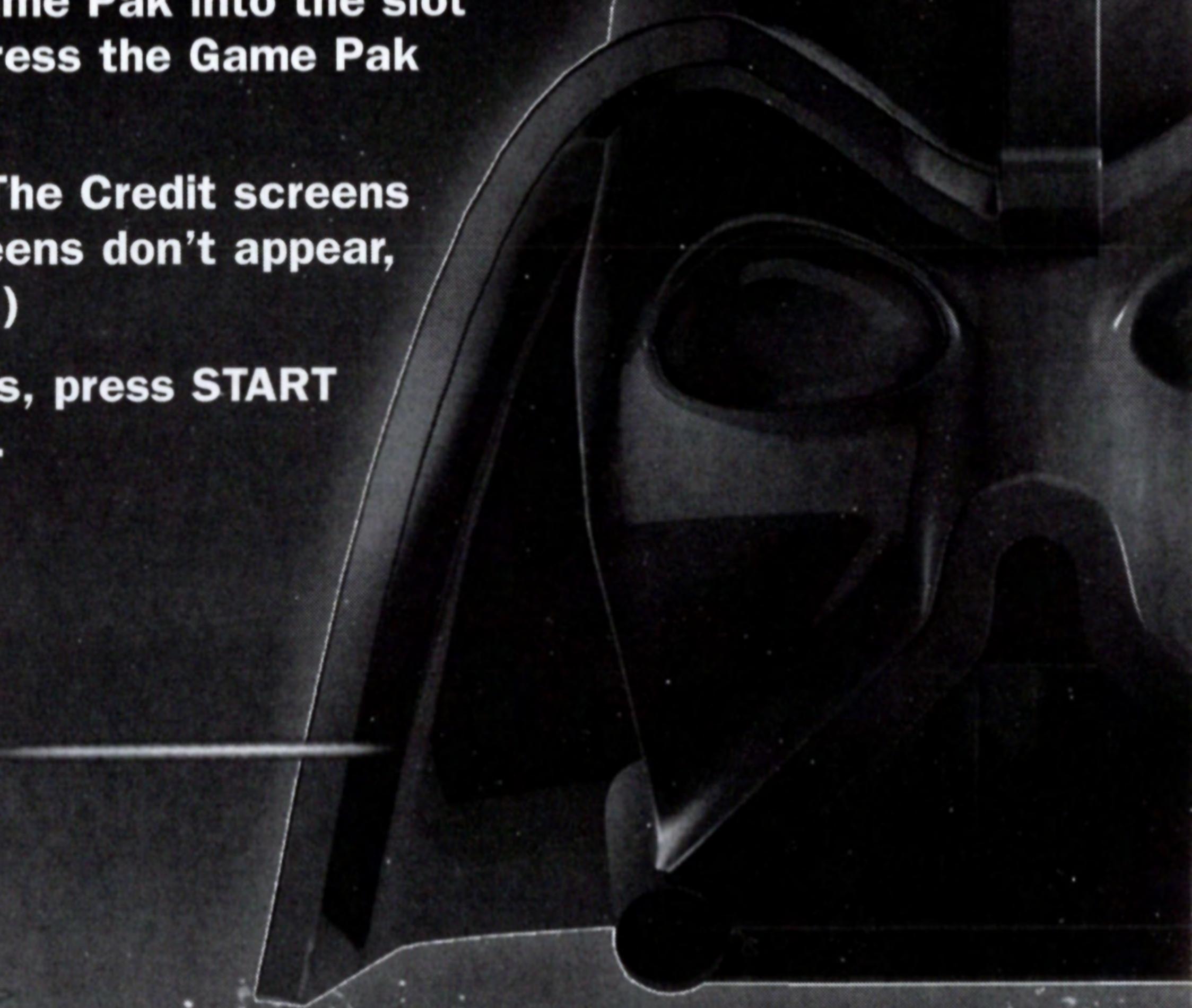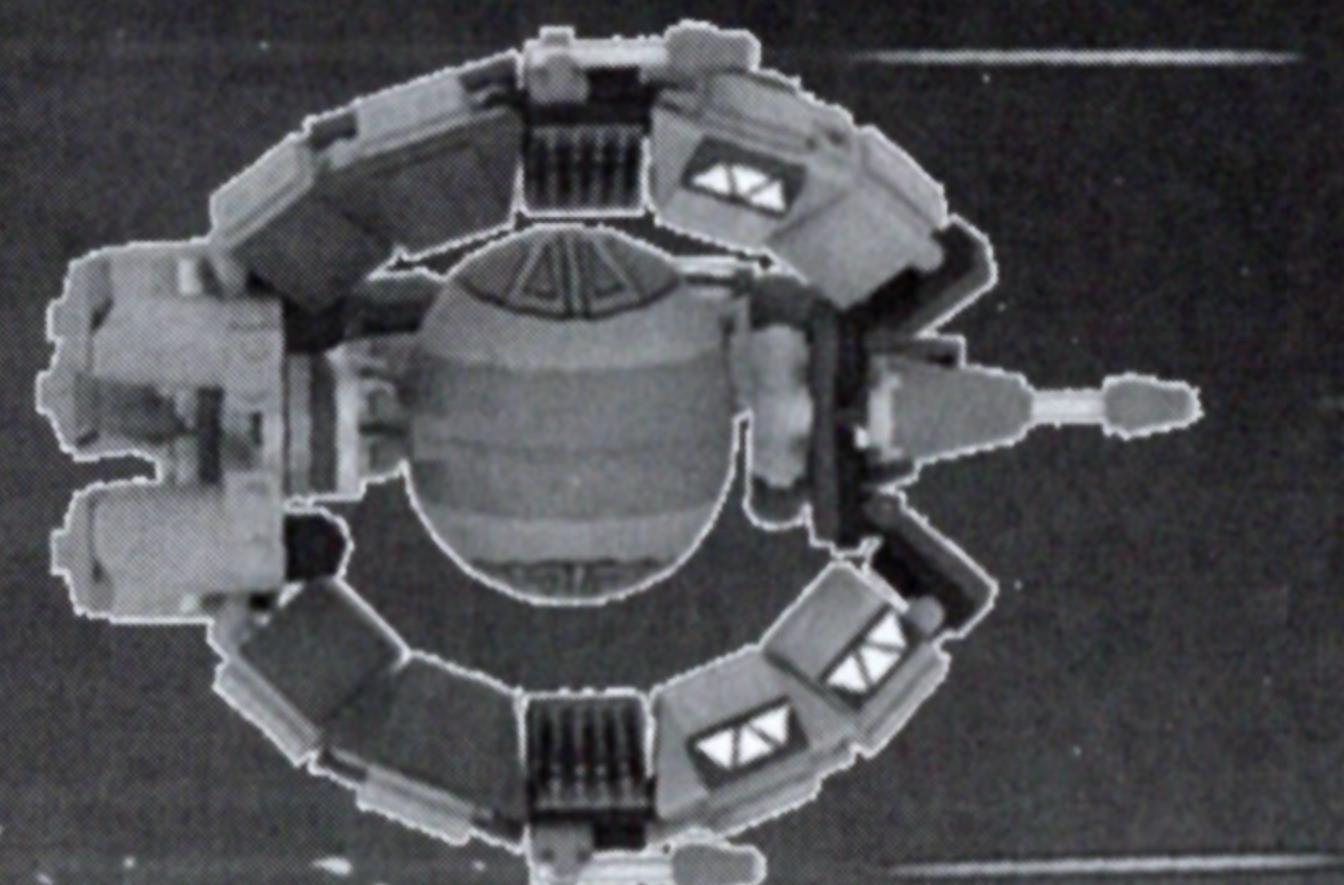
CONTROLS

MENU CONTROLS

Highlight menu selection . . . . Control Pad

Confirm selection . . . . A Button

Cancel/Return to the previous screen . . . . B Button

GAME CONTROLS

Move character . . . . Control Pad

Jump . . . . A Button
(hold to jump higher)

Attack . . . . B Button

Defend (Jedi only) . . . . B Button (hold)

Charge Blaster Shot (blaster characters only) . . . . B Button (hold)

Use Special Ability . . . . R Button

Use the Force (Jedi only) . . . . L Button (hold)

Change character/Interact with NPC (if available) . . . SELECT

Open Pause Menu . . . . START

ON-SCREEN DISPLAY

Player Health

Player Stamina

LEGO Studs

Character Selection

PLAYER HEALTH — You'll lose a heart whenever your character is hurt. If all hearts are lost, then your character will fall apart! You'll lose any LEGO Studs you may be carrying, and the game will reset back to the start of the section you're playing.

PLAYER STAMINA — This bar shows how much Stamina you have available. You need Stamina to execute Special Abilities (see page 9).

CHARACTER SELECTION — Sometimes you'll have only one character available to play. At other times a group of different characters is available. The Character Selection display enables you to see all the members of your party, and to switch between them using the Character Selection system.

LEGO STUDS — Your LEGO Stud total for the current level. During the level you can use these Studs to purchase items from Jawas. At the end of every level you are awarded more bonus Studs based on how many Studs you've collected (so get as many as you can!). Every Stud you collect is banked. Save up enough and you can purchase new characters to use in Free Play Mode!

BOSS HEALTH METER — Certain enemies are so powerful that they're designated as Bosses or Sub-Bosses. When you fight these enemies, a special gauge appears allowing you to see how much health they have remaining.

CHALLENGE COUNTER — From time to time, you'll be required to complete a certain number of specific challenges. This counter keeps track of your progress.

CHALLENGE TIMER — Sometimes you'll be required to complete a certain task within a specific time period. A timer like this appears showing how much time you have left.

USING THE FORCE

All Jedi Knight and Sith Lord characters can use the Force to move and transform objects. You'll see a special Force effect highlighting objects that can be manipulated in this way.

To use the Force, move your character close to the object and press and hold the L Button.

COMBAT

In the epic adventure of LEGO *Star Wars*, you'll take control of many different characters, each with his, her or its own distinctive abilities and moves. See page 12 to learn more about the abilities of each character.
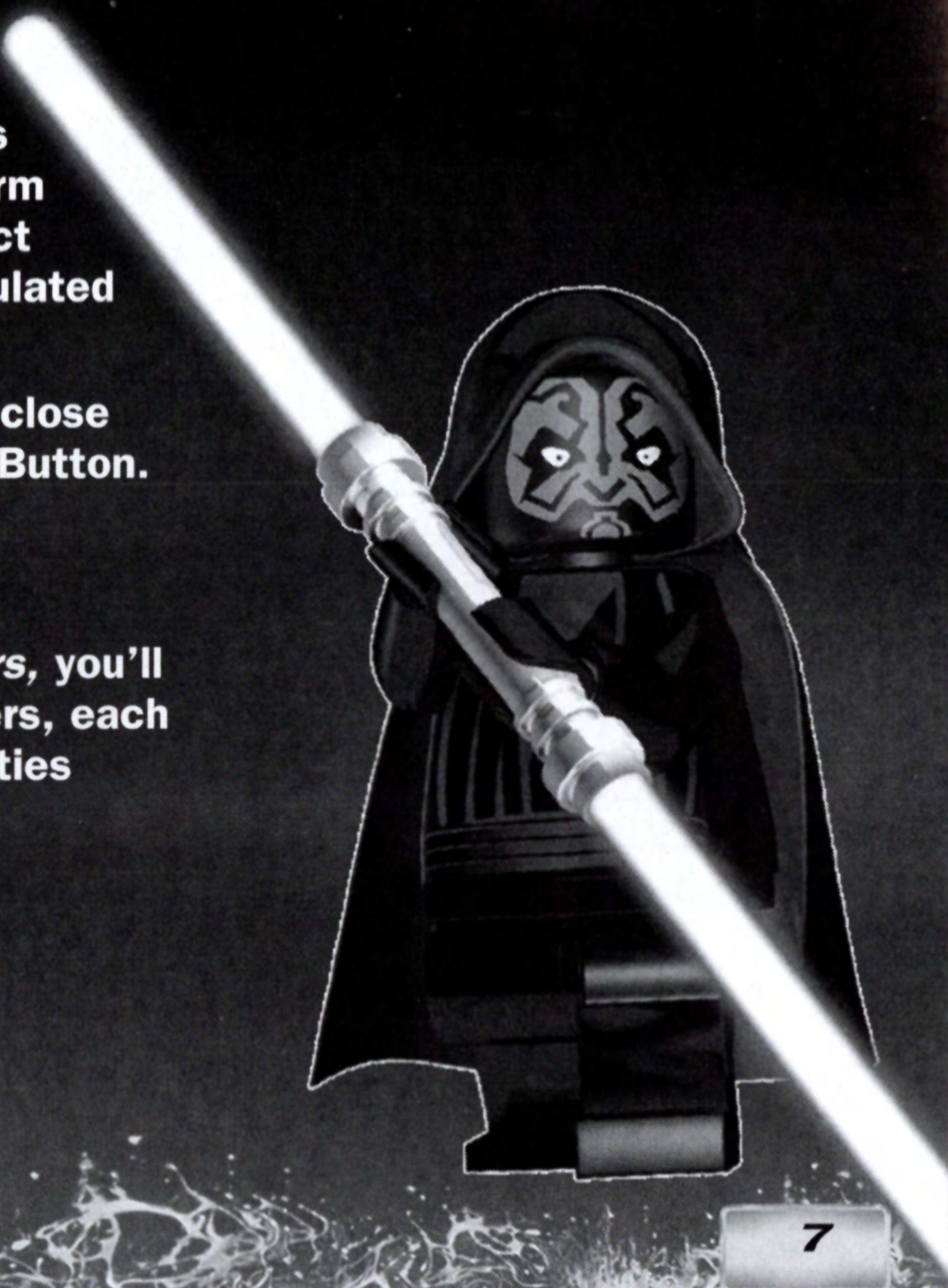
LIGHTSABERS — Jedi Knights and Sith Lords defend themselves with powerful lightsabers.

Tap the B Button to wield your lightsaber against an enemy or to counter an attack. Time your attacks in sequence to execute powerful combo moves.

Hold down the B Button to take up a defensive stance; but beware, holding a defensive stance consumes Stamina.

When fighting with a Boss such as Darth Maul or the evil Count Dooku, you'll occasionally lock into an intense lightsaber clash. When that happens, tap the B Button repeatedly as fast as possible. Use your strength to break away and score a hit.

BLASTERS — When in control of a character equipped with a blaster, tap the B Button to fire a blaster bolt.

Hold down the B Button to charge up a more powerful shot, then release the B Button to fire.

GUNGAN GRENADES — Jar Jar Binks can throw these blue balls of energy, which disrupt the electrical systems of enemy droids.

Tap the B Button to throw a Gungan grenade.

PROTON MINES — These explosive mines are planted on the ground by astromech droids when you press the B Button. They cause damage to the surrounding area when stepped on. After a certain amount of time they'll detonate automatically. You can take the matter into your own hands and detonate them remotely by pressing the L Button.

Only two proton mines can be active at once.

PROTON GRENADES — When these are equipped, tap the B Button to lob a proton grenade at an enemy. Proton grenades cause damage to an area around their point of impact.

SPECIAL ABILITIES

Different characters all have their own Special Abilities which can be activated by pressing the R Button. See page 12 to learn more about the abilities of each character.

Using a Special Ability costs Stamina. As soon as the power is activated, a burst of Stamina will be expended, as shown in the Stamina Bar at the top left of the screen (see page 5). Stamina regenerates over time.

Note: This is different from a Jedi Knight's use of the Force, which can be used freely and infinitely to manipulate objects in the environment.

FORCE PUSH — A ranged maneuver that knocks back enemies, destroying weaker ones. Obi-Wan is proficient in this ability and it is rumored that some Sith Lords are as well....

JEDI MIND TRICK — With intense concentration, Qui-Gon Jinn can confuse the minds of those around him, making them less likely to notice his presence and attack. This move is also effective on the electronic brains of droids.

GUNGAN PANIC ATTACK — Jar Jar Binks will panic under pressure. When you activate this ability, he rushes forward wildly, damaging anyone he comes into contact with.

COMPUTER HACK — Astromech droids can use their probes to open doors, deactivate force fields, and even take over stationary turrets!

LIGHTSABER THROW — With this move, Anakin throws his lightsaber, guiding it towards an enemy by the Force, then using the Force to will it back into his hand.

CONTAINMENT FIELD — A defensive maneuver, this field surrounds an enemy unit and renders it unable to attack. It can also be used on allies to shield them from damage. However, even the most powerful Jedi, such as Yoda, cannot sustain this effect for very long, and it will disappear after a short time.

WOOKIEE PUMMEL ATTACK — Chewbacca, with the huge strength of a Wookiee, lashes out with his arms to damage nearby enemies.

ROCKET — The bounty-hunter Jango Fett is equipped with a deadly arsenal including a rocket-firing backpack.

DARK FORCE LIGHTNING — This Sith lightning attack deals intense damage.

CHARACTERS

Name	Affiliation	Natural Ability	Weapon	Special Ability
OBI-WAN KENOBI	Jedi		Lightsaber	Force Push
QUI-GON JINN	Jedi		Lightsaber	Jedi Mind Trick
PADMÉ AMIDALA			Blaster	Proton Grenade
R2-D2		Hover	Proton Mine	Computer Hack
JAR JAR BINKS		High Jump	Gungan Grenades	Panic Attack
DARTH MAUL	Sith	High Jump	Double Lightsaber	Force Push
R4-P17		Hover	Proton Mine	Computer Hack
JANGO FETT		Hover	Blaster	Rocket
ANAKIN SKYWALKER	Jedi		Lightsaber	Lightsaber Throw
TUSKEN RAIDER			Blaster	Blaster Smash
COUNT DOOKU	Sith		Lightsaber	Force Lightning
YODA	Jedi		Lightsaber	Containment Field
CLONE TROOPER			Blaster	Proton Grenade
CHEWBACCA			Blaster	Wookiee Pummel Attack
DARTH VADER	Sith		Lightsaber	Lightsaber Throw

In addition to their Special Abilities, certain characters have additional natural abilities:

JAR JAR'S HIGH JUMP — Jar Jar Binks can jump higher than all other characters. Hold down the A Button to execute his high jump and find areas inaccessible to most other characters.

R2-D2'S HOVER — The astromech droid R2-D2 is equipped with anti-gravity thrusters. Hold down the A Button, then move around using the Control Pad to make use of his hover ability. This move consumes Stamina.

In some cases a Thruster Booster can be purchased from Jawas enabling R2 to hover extra high. This extra boost of power is temporary, so get the most out of it while you can!

JANGO FETT'S ROCKET HOVER — Jango Fett can use the rocket thrusters in his backpack to lift himself off the ground and move around in the air. Press and hold the A Button to jump and hover, then move around using the Control Pad. This move consumes Stamina.
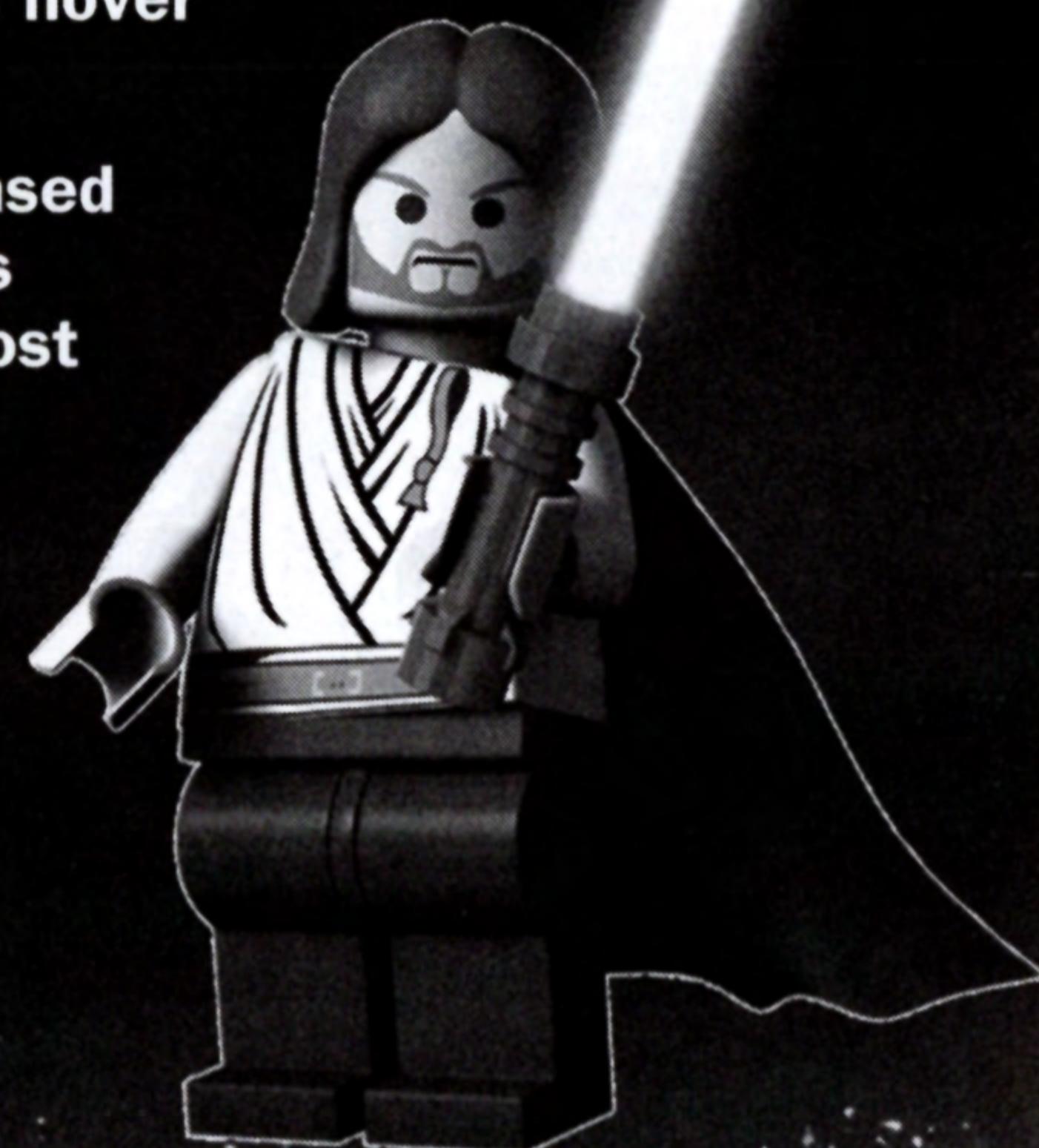
CHARACTER SELECTION

Different scenes feature different characters, with their own distinct abilities. You'll need to make use of every character's individual capabilities to overcome the challenges ahead of you.

When you play any level for the first time, you'll have a predefined pool of playable characters in your group. Some early levels have only one character — but more characters are added soon, eventually giving you up to three characters in the playable party.

Tapping SELECT enables you to switch between the characters in your party. Tap SELECT repeatedly or use the Control Pad to choose a character from the group. Leaving your selection in place for a time, or pressing the A Button, will initiate a switch to your selected character.

Once you have successfully completed a level, you can explore it in Free Play Mode. In this mode you can choose to bring along one additional character from your collection, giving you up to four characters in your party. You can then use the Special Abilities of the new character to reach new areas and collect hidden bonuses. See pages 21-22 for more details.

COLLECTIBLES

LEGO STUDS

You can collect LEGO Studs throughout the game by defeating enemies, exploring, and using the Force to manipulate objects. Walking over LEGO Studs adds them to your pool. Studs that appear during play will blink and then disappear if not picked up.

Different-colored Studs add different amounts to your Stud total:

SILVER = 1   *BLUE* = 5   *GOLD* = 10

Any Studs you collect are immediately added to your overall total. However, the local count shown on the HUD, which is used to determine your bonus award at the end of a scene, resets whenever your character falls apart or you begin a new scene.

You can use LEGO Studs within a scene to purchase power-ups and special items from Jawas. Use LEGO Studs stored in your account to buy extra characters for Free Play exploration. You can see the number of Studs in your account on the Pause Menu while in a scene, or on the Status screen at the end of a scene. There are lots of bonus characters available. You can even take control of dark side enemies! See pages 21-22 for more details.

DEATH STAR PLANS

The Geonosians are designing the ultimate weapon: a space station capable of destroying an entire planet. If there's to be any hope for the future of the galaxy, you must somehow piece together the plans for this "Death Star." Perhaps you can identify some kind of weakness in the design....

Five pieces of the Death Star plans are hidden in each scene of LEGO *Star Wars.* Walk over one of these pieces to pick it up. A holographic representation of the plans will be activated, so you can see clearly which pieces you've already found when you're exploring a level in Free Play.

If you can collect all five plan pieces in a scene, you'll receive a huge LEGO Stud reward at the end-of-level Status screen. Sometimes the completed Death Star plans reveal secrets.... Collect all the plans from all of the levels for a secret bonus.

You can see how many Death Star plan pieces are still to be collected in each level in the Free Play Level Select Menu, on the in-game Pause Menu, and at the end-of-level Status screen.

PICKUPS AND POWER-UPS

Various gameplay pickups and power-ups can be found through exploring, using the Force on objects, and defeating enemies:

HEART	Refills one heart on your Health Meter.
MEGA HEART	Entirely refills your Health Meter.
MIDI-CHLORIAN	Adds Stamina to your Stamina Bar.
MIDI-CHLORIAN CLUSTER	Entirely refills your Stamina Bar.
4X DAMAGE	For a limited time, hero characters deal four times their usual damage in combat with every hit.
MULTI SHOT	For a limited time, all blaster-equipped characters fire powered-up Blaster Shots with every press of the B Button.

JAWAS

The scavenging and resourceful Jawas trade throughout the levels of LEGO *Star Wars*. They sell single-use items and power-ups in exchange for LEGO Studs. Every Jawa you encounter will have an icon over its head showing which power-up it is offering for sale, along with its price. Jawas sell the following items:

HEART UPGRADE	Permanently increases your Health Meter capacity by one heart and immediately refills the entire Health Meter.
MIDI-CHLORIAN UPGRADE	Permanently increases the maximum length of your Stamina Bar and immediately refills the entire Stamina Meter.
4X DAMAGE	For a limited time, hero characters deal four times their usual damage in combat with every hit.
MULTI SHOT	For a limited time, all blaster-equipped characters fire powered-up Blaster Shots with every press of the B Button.
MAINTENANCE DROID	This engineering robot will reconstruct a character who falls apart in battle. You can only equip one of these at a time.
HYPER THRUSTERS	For a limited time, Jango Fett's rocket thrusters or an astromech's anti-gravity thrusters will lift the character up to five times the usual distance.
DEATH STAR PLAN PIECE	Occasionally, a fragment of the Death Star plan will be put up for sale by a Jawa.

STATUS SCREEN

At the end of each level, play transitions to a Scoring screen. The Studs you collected during the level are added to your game account, and further bonuses are awarded based on your performance in the following categories:

- *JEDI RANKING*

- *SHOTS REFLECTED*

- *STUDS COLLECTED*

- *DEATH STAR PLAN PIECES*

- *ENEMIES DESTROYED*

JEDI RANKINGS

For each level, you'll also receive a Jedi Ranking, showing an overall skill ranking in the level. To achieve a ranking, you must achieve high-tier scores in a number of the scoring categories.

- *MASTER* ranking is awarded for collecting 500 Studs (including Bonus Studs).

- *KNIGHT* ranking is awarded for collecting 250 Studs (including Bonus Studs).

- *PADAWAN* ranking is awarded for collecting 100 Studs (including Bonus Studs).

Your Jedi Ranking and the achievement totals in each scoring category are visible next to the level on the Level Select Menu. On replay, you will be awarded a new ranking only if it supersedes your previously achieved rank.

CHEATS

High scores on the Status Screen may unlock secret cheats. These will usually be communicated as a special combination of button presses, which can be entered at any time during gameplay within a level.

STORY MODE

Select *Story Mode* from the Start Menu to experience all the action from the three *Star Wars* movies — *Star Wars:* Episode I *The Phantom Menace, Star Wars:* Episode II *Attack of the Clones* and *Star Wars:* Episode III *Revenge of the Sith.*

Each level you complete successfully unlocks the next scene in the story. Any LEGO Studs you collect are added to your account to allow purchase of additional playable characters in Free Play Mode. You can switch between the three movies whenever you like and still keep your place in each story.

FREE PLAY

Any level that you successfully complete in Story Mode becomes available in Free Play Mode. In Free Play, you can add an additional character to the party — then switch control between characters just as you do in Story Mode. Using the Special Abilities of the new character you selected enables you to find extra secrets and bonuses within the level that were inaccessible in Story Mode.

To play a level in Free Play, select *Free Play* from the Start Menu. Choose whether you want to explore a scene from Episode I, Episode II or Episode III. Remember: only levels you have already completed in Story Mode will be available for Free Play.

Once you've chosen a scene, you are invited to choose your companions. Characters who have been unlocked through successful play in Story Mode are displayed as portrait icons, and are available for purchase. Those yet to be unlocked are shown only as question marks. (Determining the identity of the hidden characters and unlocking them for use in Free Play is one of your objectives in the game.)

Use the Control Pad to highlight the character you want to bring into the level, and press the A Button to confirm your selection.

You'll still need the original characters from the scene to help you complete the level's objectives. Those characters are already highlighted in the selection boxes at the top, and grayed out from the selection area below.

When your selection is complete, press the A Button to start the level. Use SELECT to switch characters in the same way as in Story Mode.

SAVE/LOAD/RESUME

SAVE GAME

The game features three save file slots enabling you to maintain up to three separate game files on the cartridge. When you start a new game you will be prompted to select a slot to save your game file in. You can choose any of the three slots to store your game file. If you decide to save your game file in a slot that already contains a game file, the existing game file will be overwritten.

Your progress is saved automatically at important times in the game such as the end of levels in Story and Free Play Modes and when purchasing new characters. Alternatively you can save the game in mid level by selecting *Save and Quit* on the Pause Menu. A message will be displayed to notify you when the game is being saved. Never remove the Game Pak while the game is being saved.

LOAD GAME

To load a previously saved game, choose *Load Game* on the Start Menu and then select a game file to load.

RESUME GAME

When resuming a saved game, you start at the beginning of the section of the scene where you last left off. The Stud count on your HUD is reset, but your banked Stud balance and any unlocked or purchased characters remain unchanged.

PAUSE MENU

At any time during gameplay you can pause the game by pressing START. This displays the Pause Menu from which you can save and quit the game, navigate to the Options Menu to adjust certain game settings, or view important information about your current game such as your overall Stud balance and the number of Death Star plans found in the level so far.
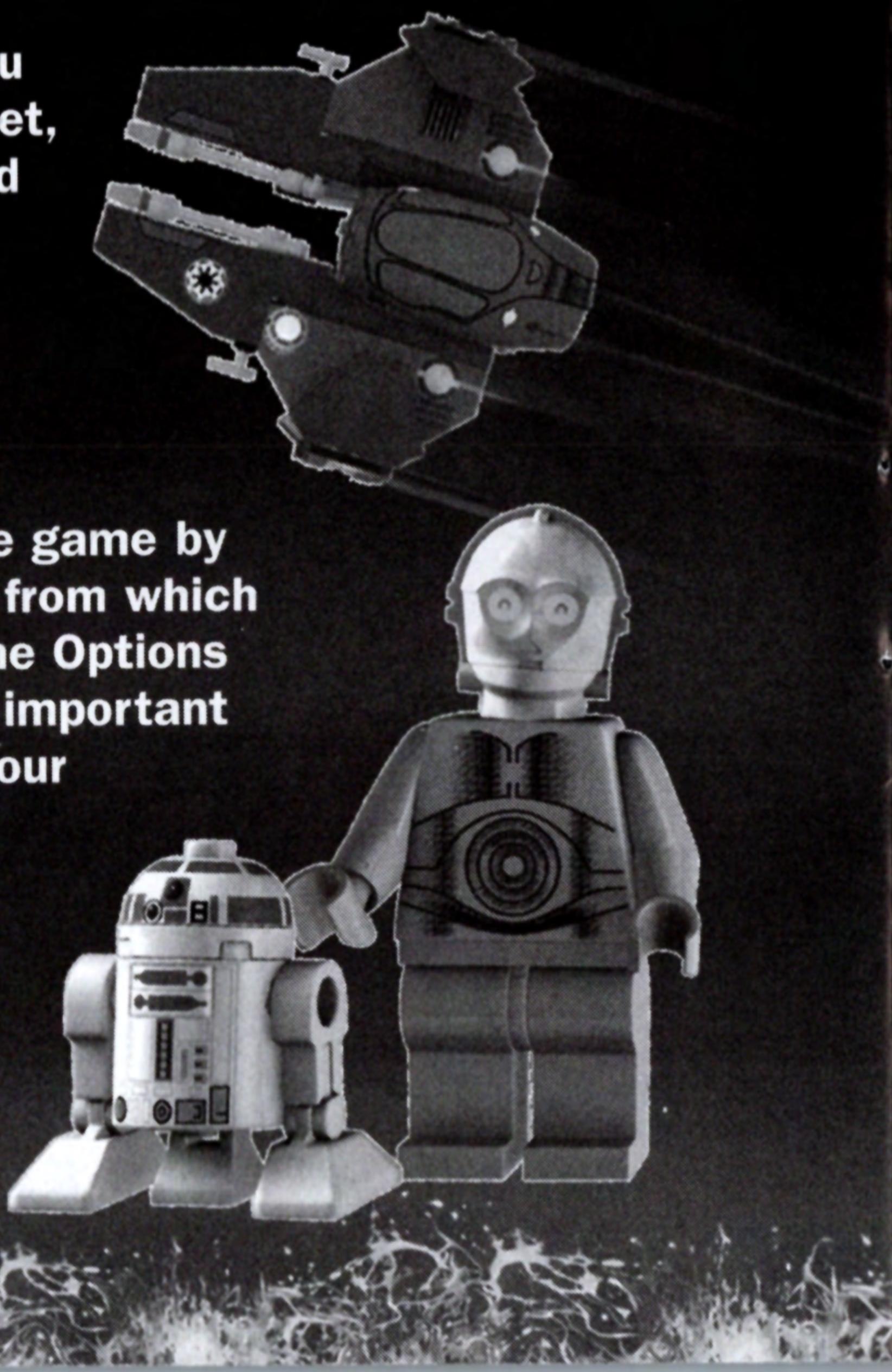
OPTIONS

You can adjust the following game settings on the Options Menu:

- *MUSIC/SOUND EFFECTS* — Highlight either option and press the Control Pad left or right to decrease or increase the volume.

- *GAMMA* — You can increase the game's apparent brightness by setting this option to *Bright*. Highlight the option and press the Control Pad left or right to toggle the setting.

- *ISOMETRIC CONTROL* — Highlight this option and toggle the setting to *ON* to align the direction control of your character with the perspective of the in-game environments.

- *CREDITS* — Highlight this option and press the A Button to view a list of the people who contributed to the making of LEGO *Star Wars.*

CREDITS

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Thanks
Jens Kronvold Frederiksen,
Mikael Denhardt Nielsen,
Jay Bruns, Jenny Robertson,

Jill Wilfert, Henrik Poulsen,
Mads Ryder and everyone
at LEGO Company,

Alex Camilleri, Tim Green,
Nic Doucet, Ian Johnson,
David Ratcliffe,
Carol Paul and the former
LEGO Interactive,

Tom Marx, Dave Rose,
Jonathan Kemp, Mike
McGarvey and everyone
at Eidos,

everyone at LucasArts
and LFL,

Jeremy Pardon, James
Cunliffe and the entire team
at Traveller's Tales

Special Thanks
Toby, Sam, George, Harry,
William, Rose and Ella,
Graeme Chilton
and all our testers

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Dan Llewellyn

Executive Producer
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Lisbeth Valther Pallesen

VERY SPECIAL THANKS

George Lucas

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PRODUCT RETURN PROCEDURE

In the event our support agents determine that your Game Pak 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.

Your postage-paid package should be sent to the following address:

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

WWW.LEGOSTARWARSTHEVIDEOGAME.COM
WWW.LEGO.COM

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651 Brannan St.
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