STAR WARS® RACER REVENGE™

Instruction Booklet

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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, including games played on the PlayStation 2 console, 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, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms 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 your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

GETTING STARTED...04

DEFAULT CONTROLS...05

PREPARING TO RACE...06

OPTIONS...08

DURING THE RACE...09

TOURNAMENT MODE:
WATTO'S GARAGE AND SCORING...12

PILOTS AND PODRACERS...14

HINTS AND TIPS...17

CREDITS...18

HOW TO CONTACT LUCASARTS...18

SOFTWARE LICENSE AND LIMITED WARRANTY...19

Introduction

Eight years after the unforgettable race where Anakin Skywalker beat Sebulba, Podracing is more popular than ever. The circuit, now spanning five worlds, has acquired countless fans and also a whole host of new participants, ready and willing to take the reins of two gigantic turbine engines tethered by a beam of energy.

Skimming a few feet above the ground at speeds of over 600 miles per hour, Podracing is fast-paced, requiring participants to swerve and veer through dangerous terrain. But the danger doesn't just come from the environment—competitors often use dirty combat tactics in an attempt to stop some Podracers from ever crossing the finish line.

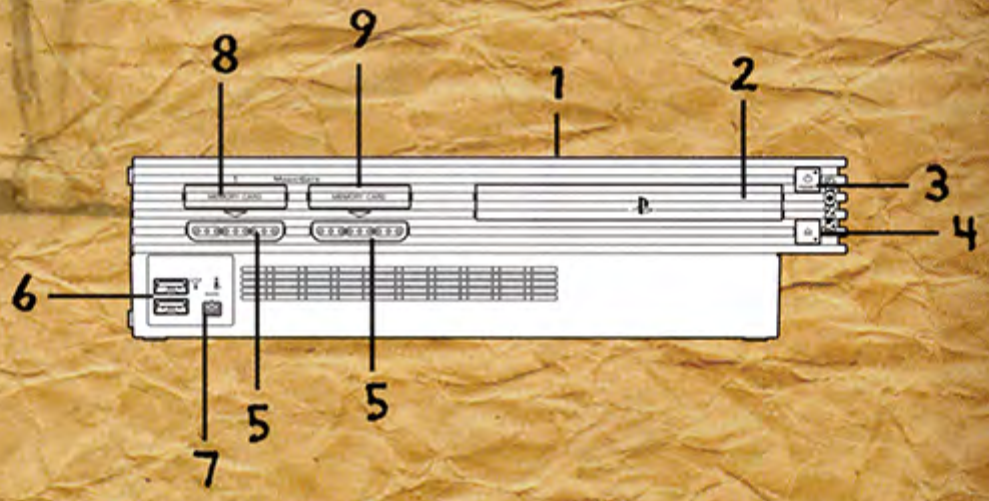
This year, the goal is making it to the Boonta Eve Classic on Tatooine, the final race in what promises to be another memorable season. So strap in, power up and hit the boost, because Dax Gazaway is about to announce the start of the race. But remember: This time, it's not just about finishing the race—it's also about finishing off your opponents.

May the Force be with you!

Getting Started

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

1. MAIN POWER switch (Located on the back of unit)
2. disc tray
3. RESET button
4. (OPEN) button
5. controller ports 1 & 2
6. USB connector
7. S400 i.LINK connector
8. MEMORY CARD slot 1
9. MEMORY CARD slot 2



***Star Wars*® Racer Revenge**™ supports the PlayStation®2 DUALSHOCK®2 analog controller and the Memory Card (8 MB) (for PlayStation®2) if you wish to save your progress.

NOTE: In order to experience the two-player Versus mode, you will need to have a second controller plugged into a controller port.

Set up the PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **standby/RESET** button. When the power indicator lights up, press the **open** button and the disc tray will open. Place the ***Star Wars* Racer Revenge** disc on the disc tray with the label side facing up. Press the **open** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software.

Default Controls

DUALSHOCK®2 Analog Controller Configurations

Steering Press left or right to turn Podracer. The left analog stick also steers your Podracer.

Gas Press and hold for acceleration.

Air Brake Press and hold to slow down.

Camera Cycle Toggle between camera modes.

Rear View Press and hold to switch camera to look back at opponents.

R2 **Boost** Press and hold for boost. Be careful, excessive boosting can overheat your engines!

R1 **Power Slide** Allows you to make sharp turns at high speeds.

L2 **Repair** Press and hold to repair. Speed drops while you are repairing.

L1 **Combat Camera** Press and hold to pull camera back for wider view. (Only applies if you are not already playing in the wide-view camera mode.)

SELECT **Reset** If you get stuck, press this button to bring your Podracer back onto the track.

START **Pause** Pause game.

NOTE: Other control setups including an advanced control scheme are available. The advanced control scheme lets you pilot a Podracer exactly as Anakin did in the movie. The two analog sticks are used to independently control each Podracer engine. For more information on these, please see the Controller Configuration section on the Options Menu, described on page 8.

Preparing to Race

Upon starting ***Star Wars*** **Racer Revenge**, you are presented with the Main Menu screen. However, if you do not have a memory card inserted in your PlayStation®2, the game will bring up a warning screen to indicate that your progress cannot be saved. While a memory card is not required to play the game, it is strongly recommended, especially if you plan to compete in Tournament mode.

MAIN MENU

Once at the Main Menu, you can scroll between options by pressing the ▲ and ▼ directional buttons. The options, which can be selected by pressing the × button, are as follows: Single Play, Versus mode (requires two controllers), Tournament Mode and Options.

NOTE: Most players will want to attempt the Tournament mode first, as this is the only way to unlock additional tracks and Podracers. While Single Play and Versus modes each have the same four tracks available with eight Podracers at the start, additional tracks and characters become available as they are unlocked in Tournament mode. See the Tournament mode description below for more information on unlocking characters and tracks.

Single Play

The Single Play mode is for one-time races against opponents, open-ended practice runs, and Time Trials, where you attempt to beat your best time on a track. Press the × button when this option is highlighted on the Main Menu to select it. You will then be brought to the Podracer Selection screen. (See Podracer Selection on page 7.)

Versus Mode

If two controllers are plugged into the PlayStation®2, you can select this option for head-to-head split-screen racing combat. Press the × button when this option is highlighted on the Main Menu to select it. You will then be brought to the Podracer Selection screen. (See page 7 for details.)

NOTE: You can toggle between horizontal and vertical split-screen play on the Options Menu (see page 8 for details).

Tournament

Star Wars **Racer Revenge** Tournament mode puts you up against the best Podracers in the galaxy with one goal in mind: win the Boonta Eve Classic. But before you can enter that race, you'll have to prove yourself an adept Podracer on three circuits against various opponents. You will have to place third or better in every race to keep progressing. Your final placement in each circuit will be determined in the last race of the circuit, which is a Title Race. If you want to improve your placement, you can re-race the final race.

By placing well in races you also earn valuable truguts that can be used to upgrade your Podracer. Truguts are also earned by knocking out (KOing) opponents while racing. (For more information on earning truguts and upgrading your Podracer, refer to the section on Watto's Garage and Scoring on Page 12.)

Tournament mode also allows you to unlock new tracks and Podracers that can be played in Single Player and Versus mode. Tracks are unlocked for Single Player and Versus play as you reach them in Tournament mode. Podracers are unlocked if you beat them or take them out on the course where they are identified as the Track Favorite. You begin with the four Track Favorites from the first circuit already unlocked as playable characters.

Initially you will be able to start a Tournament career with the first eight available Podracers. As you unlock additional Podracers, you can start their careers too, but you will begin their careers back at the first race. In other words, each Podracer in the game has a separate career; your Tournament progress with one character cannot be transferred over to another character. In order to finish the Tournament, you will have to play through every race with the same character. If you are interested in Tournament mode, highlight it and press the × button.

Podracer Selection

No matter which of the three game modes you select, you will eventually reach the Podracer Selection screen. When the game starts, there are eight available Podracers to select. This number will grow as you progress through Tournament mode and unlock additional characters. Pressing the ◀ and ▶ directional buttons scrolls through the available Podracers. For more information, see the Pilots and Podracers section on page 14. If playing in Tournament mode, the Podracer Selection screen also shows each Podracer's current career progress.

Once you have determined which Podracer to use, press the × button to select it. In Versus mode Player 1 will select a Podracer first, followed by Player 2.

PODRACER SELECTION SCREEN

Tournament Mode: Career Info

If you are playing in Tournament Mode, after selecting a Podracer, the Career Info screen will appear. This details your current Podracer statistics, available truguts to use for upgrades, and your progress in the Tournament. Press the □ button to enter Watto's Garage or press the × button to continue to track selection. The △ button will revert you back to the Change Career screen.

Track Selection

After selecting a Podracer you will be brought to the Track Selection screen. For Single Player and Versus modes, only the four Amateur Circuit tracks will be initially available. Players in Tournament mode will be limited to racing the first track on the Amateur Circuit, The Mos Espa Open. The next track is unlocked once you place third or better on the preceding track in Tournament mode.

If multiple tracks are available, press the ◀ or ▶ directional buttons to view the tracks. Tournament mode players should now press the ✕ button to begin the race.

If in Single Play or Versus mode, pressing the ▲ or ▼ directional buttons will let you move to additional options on the Track Selection screen: Event Type and Duration. These options do not appear in Tournament Mode. Pressing the ◀ or ▶ directional buttons will adjust the additional options when they are highlighted:

Select Event Type: This can be toggled between two modes in Versus and three modes in Single Player. Versus mode offers Single Event and Practice whereas Single Player mode adds a Time Trial option.

Select Duration: (For Single Event Type Only) This allows the player to determine how many laps are in a Single Event race.

Once you are happy with your selections, press the ✕ button to load the track.

Options

The Options menu allows you to adjust the game's features including the control scheme. If you are interested in changing these features, highlight this option on the Main Menu and press the ✕ button. At any point in the Options menu you can press the △ button to go back to the previous menu.

Once at the Options menu, select between the following options by pressing the ▲ and ▼ directional buttons and then pressing the ✕ button to confirm a selection:

Controller 1 and 2 Configuration: Press the ✕ button when the appropriate controller is highlighted to view the control schemes. The □ button will rotate the controller so you can see which features are assigned to the **L1**, **L2** and **R1**, **R2** buttons. Press the ✕ button to accept the preset or the △ button to cancel the selection.

Advanced Controls: Pressing the ○ button will switch the game to the advanced control scheme. In this mode the two analog sticks are used to independently control each Podracer engine, just like Anakin does in Episode I. If you select the advanced mode and want to switch back to the normal mode, press the ○ button again.

Game Options: Once on this menu, press the ▲ and ▼ directional buttons to choose between options and then press the ◀ and ▶ directional buttons to adjust the options. Pressing the □ button will reset the game to its default settings.

Auto Save/Load: Select whether the game automatically saves your progress.

Speaker: Toggle between the various sound options, including Stereo and Surround Sound.

Sound Volume: Adjust sound effects volume.

Music Volume: Adjust music volume.
Voice Volume: Adjust voice-over volume.
Announcer Volume: Adjust the announcer's volume.
Split Screen: Toggle between horizontal and vertical split-screen play for Versus mode.
Vibration: Alter the controller vibration function.

Hall of Fame: View a list of the top Podracers.

Save/Load Game: Select this option to load or save your game data. The □ button loads your game settings from a memory card. The ○ button saves the game data to a memory card.

Credits: View a list of the team behind the game.

During the Race

While the landscapes for each course may change dramatically, the onscreen interface remains the same, provided you have not adjusted its layout via the Pause Menu.

1. Lap/Time Indicators
2. Damage Indicator and Radar
3. Boost/Temperature Gauge and Speedometer
4. Map Display
5. Position Indicator
6. Knockout (KO) Indicator

HEADS-UP DISPLAY (HUD)

LAPS/TIME INDICATORS

This lists the current lap out of the total number of laps for the race, the current time in the race, and the time between you and the leader of the race. (If you are the leader, the display shows the time between you and the second-place opponent.)

DAMAGE INDICATOR

This indicator serves two purposes. The two horizontal displays show the health of your Podracer engines. They start the race filled in green, but as the race progresses they can decrease to turn yellow and eventually red. When the last red bar for either engine disappears, your Podracer will self-destruct and the race will be over. Read the Repairing Your Vehicle section on page 11 for information on maintaining the health of your engines.

RADAR

The semicircle display on the bottom is a radar system that can indicate if opponent Podracers are behind you. There is an array of nine possible red lights that illuminate when Podracers are behind you. The lights to the left show the Podracer behind you to the left, the ones in the center show Podracers directly behind you, and the ones on the right show Podracers preparing to pass you on the right. A faraway Podracer will illuminate the appropriate red light on the bottom of the display. If a Podracer is right on your tail, the appropriate red light closer to the center of the circle will be illuminated.

BOOST/TEMPERATURE GAUGE AND SPEEDOMETER

Your current speed is displayed along with the temperature of your engines. The Overheat icon turns yellow when you press the Boost button. When the Overheat icon flashes red, an alarm will sound notifying you that engines are overheating. See Using Speed Boost on page 11 for more information.

MAP AND POSITION INDICATORS

This shows your current position. Opponents on the map appear as red dots. You can often spot upcoming turns by looking at this overhead display of the course. Above the map is the Position Indicator that shows how many Podracers are in the race.

KNOCKOUT (KO) INDICATOR

Indicates number of opponents you've eliminated for the race. When KOs from the game are calculated in the Race Results screen, they will then be displayed as truguts, your payoff from Watto's Bribe. (See Combat with Opponents below.)

Combat with Opponents

Besides being concerned with finishing the race, you'll also want to engage in combat on the racetracks. Combat gives you an opportunity to take opponents out of the race and earn a bonus, known as Watto's Bribe, which can be spent in Watto's Garage. By hitting and swiping opponent Podracers, you can decrease their health and eventually knock them

out of the race. (See the Scoring section under Tournament Mode: Watto's Garage and Scoring on page 12 for more information.)

IMPORTANT NOTE: If you attack a Podracer, you do not suffer damage for that attack. However, a Podracer hitting you will most certainly cause damage to your Podracer.

As you pass by other Podracers on the track, a Damage meter will appear above those Podracers. This bar shows the Podracer's current health relative to its total potential health. A green bar indicates near-full health; yellow shows medium health; and red suggests a Podracer is in danger of crashing. This bar will be blue if a Podracer is repairing its engines. Another way to quickly spot Podracers in trouble is to look for those that have smoke coming out of their engines.

COMBAT

IMPORTANT NOTE: If your Podracer happens to lose all of its health, your vehicle will fall apart on the racecourse and crash. If this happens, you are automatically removed from the race and have to start over again from the beginning of that track. Avoid this by repairing.

Repairing Your Vehicle

If you find one or both of your Podracer's engines displaying yellow or red Health Bars, it would be a good idea to repair your Podracer by pressing down and holding the **L2** button. The Health Indicators on the bottom-left corner of the screen will turn blue to show that the vehicle is repairing, and your health will begin to increase. Note that your maximum speed will slow down as you repair and you cannot use the boost. You should repair your vehicle whenever your engines are in the red.

The number of blue bars that appear in the Health Indicator window shows the progress of the repair. Once you are done repairing the vehicle, release the **L2** button and continue racing. There is no limit to how long you can use the repair feature, but be aware that it does slow you down when in use. This feature can be upgraded at Watto's Garage.

Using Speed Boost

The speed boost helps you pull ahead of opponents in the game. Press and hold the **R2** button to activate the boost. The temperature of your Podracer's engines is indicated onscreen (in the lower-right corner). Make sure that the speed boost does not overheat your engines. When they are in jeopardy of overheating, the Thermometer will be full and the Overheat icon will flash, accompanied by a buzzing sound. Your vehicle will eventually overheat and disintegrate if you ignore these warnings and continue to use the boost. When the boost is not in use, the engines will slowly cool back down.

Pause Menu

Press the **START** button at any time during the race to bring up the Pause menu. From here you can move between options by pressing the ▲ and ▼ directional buttons. Press the ✕ button to select.

Continue: Return to the race.
Restart Race: Begin the race again.
Quit: Return to Track Selection screen.

For the following options you can switch between different settings by pressing the ◀ and ▶ directional buttons:

Left HUD: Toggles the left side of the Heads-Up Display on/off.
Right HUD: Toggles the right side of the Heads-Up Display on/off
Speedometer: Turn the digital speedometer on or off.
Sound FX Volume: Adjust volume of the sound.
Music Volume: Adjust music volume.
Voice Volume: Adjust voice volume.

Tournament Mode: Watto's Garage and Scoring

Tournament Mode Scoring

As you progress through the Tournament mode you will amass valuable truguts, currency that can be used at Watto's Garage to upgrade your Podracer. Each race has a purse that is awarded to the first-place racer. If you place second through seventh during the race, you will be awarded some points but not the maximum number. You can replay the race in order to collect additional points, but the maximum number of points available is limited to the total purse. For instance, if you place third the first time and then play the same race again and place first, you will only acquire the difference in points between third and first place. Therefore, if you place first in a race you have acquired the total purse and cannot acquire any more race points.

***Star Wars* Racer Revenge** also includes Watto's Bribe, a payoff that is awarded purely based on the number of opponents you eliminate (KO) during the race. Watto's Bribe adds a percentage onto your race winnings for every KO you achieve. The resulting total is the amount of truguts you can use to upgrade your Podracer in Watto's Garage. Before each race, the amount of Watto's Bribe is displayed on the Track Selection screen.

For each race, there is a Par number of KOs. As you progress through the tournament, if you manage to achieve Par, by the end of the tournament you will have a fully upgraded Podracer. Before each race, the Par number is displayed on the Track Selection screen. All of your point totals will be displayed at the end of a Tournament Race on the Statistics screen.

WATTO'S GARAGE: UPGRADES

Between each Tournament race you have the opportunity to upgrade your Podracer's attributes. Your winnings from the Race Purse and Watto's Bribe are displayed in truguts, the units of currency needed to purchase upgrades at Watto's Garage. Once in the Garage, you can spend these valuable truguts on upgrades. Note that you are not required to spend truguts at the end of a race.

Once inside Watto's Garage, press the ▲ and ▼ directional buttons to move between each statistic for the Podracer. Your total number of truguts available is displayed in the lower-left corner of the screen. Press the ◀ and ▶ directional buttons to increase or decrease an attribute once it is selected. The original attributes of your Podracer are displayed as blue squares; additional upgrades are indicated by yellow squares.

Note that you can remove upgrades too, although you will usually not receive a full refund for an upgrade if you remove it from your Podracer. Once you are done in the Garage, press the ✕ button to return to the Tournament mode. You can cancel at any time by pressing the △ button.

WATTO'S GARAGE

Pilots and Podracers

Eight pilots are available to select when you first play ***Star Wars* Racer Revenge.** Additional Podracers can be unlocked as you progress through Tournament mode and beat or take out these pilots on the courses where they are the track favorites.

Anakin Skywalker
Eight years after the events of Episode I, Anakin is looking to put Sebulba in his place once again.
Podracer: Modified Radon-Ulzer 1240C Racing Engines
Species: Human
Planet: Tatooine

Sebulba (Not initially available to play)
Losing the Boonta Eve Classic to a human–and a boy, at that–has been eating away at Sebulba for the past eight years. This time, he intends to settle the score and eliminate Anakin Skywalker once and for all.
Podracer: Collor Pondrat Plug-G Gargantua, Split-X Configured
Species: Dug
Planet: Malastare

Dud Bolt
Recently ousted as Sebulba's coveted body-guard, Dud is looking to show his old master who is really boss.
Podracer: Vulptereen RS 577
Species: Vulptereen
Planet: Vulpter

Ody Mandrell
Still fuming over a pit droid mishap that caused him to forfeit the Boonta Eve Classic eight years ago, Ody is hoping for better luck this time.
Podracer: Exelbrok XL 5115
Species: Er'Kit
Planet: Tatooine

Teemto Pagalies
Teemto has the dubious distinction of having had a relationship with Sebulba's former masseuse. Sebulba will surely have Teemto square in his sights this time around.
Podracer: The IPG-X1131 Longtail
Species: Veknoid
Planet: Moonus Mandel

Occo Ninebar
Exiled from his aquatic homeworld, Occo must race in a water-filled bubble. He knows he can only return home if he becomes a champion.
Podracer: Enser Flay 254
Species: Neelabi
Planet: Neelabi

Shrivel Braittrand
A former Podracer mechanic, Shrivel is now on his own and has a brand new and highly maneuverable vehicle.
Podracer: Kulless Squall
Species: Kulless
Planet: Gerres Gule

Ben Quadinaros
Hailing from Toong, Ben Quadinaros is known for not being particularly aggressive, but his Podracer's instability makes him dangerous to pass.
Podracer: Balta-Trabaat BT310
Species: Toong
Planet: Tund system

Aldar Beedo
Recently instated as Sebulba's bodyguard, look for him to always be near his boss…
Podracer: Manta RamAir Mark IV Flat-Twin Turbojet
Species: Glymphid
Planet: Ploo II

Hints and Tips

While you will no doubt develop your own strategies and techniques to win races, here are a few hints and tips to help you stay ahead of the pack:

1. It's absolutely vital that you repair your Podracer during the races. Press and hold down the **L2** button to repair. It's very difficult to make it through the Tournament if you don't learn when to repair your Podracer.
2. If you see an opponent Podracer with smoke coming out of its engines, or if its Health meter is in the red, go after and knock the opponent out of the race.
3. If you are having problems on a track, try it in Practice or Time Trial modes to find the shortcuts and alternative paths to improve your time.
4. Boost off the starting line to get a jump on your opponents. Also consider boosting out of turns.
5. In Tournament mode, it's best to upgrade your Podracer's weakest attributes first.
6. Use powerslide to negotiate especially tight turns.
7. Think about forcing opponents into walls and obstacles as they try to pass you. Remember, you won't damage your Podracer if you initiate an attack on an opponent.
8. When you're heading for the finish line, give it everything you've got—boost even if your Podracer is about to explode.

Credits

Rainbow Studios

Game Designers
Brian Coonce
Jordan Itkowitz

Technology Lead
Mark De Simone

Lead Programmer
Travis Hilterbrand

Game Programming Team
Anthony Silva
Michelle McDonald
Tim McGraw
Patrick Aikens
James Comstock
Jeff Ehrman

Technology Programming Team
Mike Chow
Rick Baltman
Doug McNabb
Houman Meshkin
Jared Harp
Adam Kraver
Mike Bruce
Eric Patrick

Tools Programming
Dennis Booth

Additional Programming
Tom Shepherd
Mike Morace
Jason Bucher

Lead Artist
Brian Coonce

Game Art Team
Kevin Riley
Josh Spradling
Shaun Bell
Jose Fontanez
Scott Whitworth
Jack Joseph
Jim Panzer

Additional Artists
Dave Dwire
Brad Ruminer
Eric Clark
Wil Paras
Roman Stepanov
Panya Inversin
Bret Church
Jami Becker
Todd Sue

Animators
Bruce Hall
Tony Stutterheim
Dave Dwire
Paul DeNigris
Brad Doan
Stanley Fuka
Michael Klucher

Concept Art Director
Andre Kirk

Lead Concept Artist
Carlos Sanchez

Concept Artist
Brian Grabinski

Audio and Sound Design
Dan Gallagher
Dave Lowmiller
Jim McAllister

Production Management
Scott Novis
Rob Baumsteiger
Nick Koziupa

System Support
Dave Favier
Brad Carpenter

Business Affairs
Earl Jarred
Jack Patton
Jeff Padden
Jim Barrons

Administration and Support
Sandy Jarred
Scott Gilbert
Marji Lent
Jessica Hanson
Jamie Vallee
Cecelia Merrill
Christine Bryan

Special Thanks
Robb Rinar
Mark Mahler
Peter Choi

LucasArts Producer
Dale Geist

Lead Tester
Johnny Szary

Assistant Lead Tester
Jim Diaz

Testers
James Barton
Patrick Bratton
Bryan Finoki
James Marsala
Roger Romero
David Silverstein
Sean Thomson
Eric Brummel
Dave Chapman

International Lead Tester
Erik Ellicock

Voice Director
Darragh O'Farrell

Voice Editor
Cindy Wong

Voice Credits
Nick Jameson
Jake Lloyd
Scott Lawrence
Dominic Armato
Jess Harnell
Tom Kane
David Jeremiah
Bob Bergen
Clint Bajakian
Roger L. Jackson
Jim Ward
Michael Sorich
Lewis Macleod
Gregg Berger
Andrew Secombe

Music Director
Mark Griskey

Sound Design
Dave Levison
Michael Frayne

Original *Star Wars* Music Composed and Conducted by
John Williams ℗ and © Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. Published by Bantha Music (BMI). Administered by and/or copublished with Warner-Tamerlane Music Publishing Corp.

Original *Star Wars* Sound Effects
Ben Burtt

Director of Product Marketing
Tom Byron

Manual Writer
Geoff Keighley

Manual Editor
Mollie Boero

Manual Design
Cassia Dominguez
Logan Parr

Package Design
Foote, Cone and Belding

Public Relations
Tom Sarris
Heather Twist Phillips
Alexis Mervin

Internet Marketing
Jim Passalacqua
Tony Deweese
Patty Hill

Very Special Thanks
George Lucas

How to Contact LucasArts

LucasArts has a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

Hint Line

U. S. If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m. (Pacific Standard Time). Monday-Friday. (Average call length is three minutes.)

Canada Our Hint Line is also available to our Canadian customers. This service costs $1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. Hint line operators are available 8:30 a.m. to 5:00 p.m., Monday-Friday (Pacific Standard Time). (Average call length is three minutes.)

Where To Find Us Online Visit the LucasArts Technical Support Web site at **support.lucasarts.com**. From there, you can receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

Yoda's Help Desk We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at **support.lucasarts.com**. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you can send an e-mail message to an online representative.

Technical Support Phone Number *This number is for technical assistance only. Hints will not be given out over the Technical Support line.* You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday-Thursday 8:45 a.m.-5:30 p.m. and on Friday 8:45 a.m.-4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.-1:00 p.m.

Technical Support Fax For your convenience, we also offer the option of faxing us with your technical questions at: **1-415-507-0300**. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

Technical Support Mailing Address LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912, Attn.: Product Support

LucasArts Company Store Safe, quick, convenient shopping is just a click away. Visit our secure online store at **companystore.lucasarts.com** for great deals on games and unique items you won't find anywhere else—hats, T-shirts and so much more. Place your order online or call us toll-free at **1-888-LEC-GAMES**. *(Technical support is not available on this line.)*

Software License and Limited Warranty

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE, DELETE THE SOFTWARE AND ALL RELATED FILES FROM YOUR COMPUTER, AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND.

The computer software, artwork, music, and other components included in this product (collectively referred to as the "Software") are the copyrighted property of LucasArts Entertainment Company LLC and its licensors (collectively referred to as "LEC"). The Software is licensed (not sold) to you, and LEC owns all copyright, trade secret, patent and other proprietary rights in the Software. You may use the Software only in connection with a Sony PlayStation 2 computer entertainment system. You may not: (1) copy (other than once for back-up purposes), distribute, rent, lease or sublicense all or any portion of the Software; (2) modify or prepare derivative works of the Software; (3) transmit the Software over a network, by telephone, or electronically using any means, except in the course of your network multiplayer play of the Software over authorized networks; (4) engage in matchmaking for multiplayer play over unauthorized networks; (5) design or distribute unauthorized levels; or (6) reverse engineer, decompile or disassemble the Software. You may transfer the Software, but only if the recipient agrees to accept the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation and erase any copies residing on the game console and/or computer equipment. Your license is automatically terminated if you transfer the Software.

LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this product proves to be defective, and provided that the original consumer purchaser returns the media to LEC in accordance with the instructions in this paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) for a fee of $15.00 per Compact Disc ("CD"), if the media proves to be defective after the expiration of the ninety (90) day warranty period. To obtain a replacement CD, please return the CD only, postage prepaid, to LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for $15.00 made payable to LucasArts Entertainment Company LLC per CD if after expiration of the warranty period. LEC will mail a replacement to you.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LEC EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LEC DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU AND YOU (AND NOT LEC) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE SHALL LEC, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC OR AN LEC AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

If the Software is acquired under agreement with the U.S. government or any contractor therewith, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks, and the Human Figure Design logo is a trademark of Lucasfilm Ltd.

This is 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 Entertainment Company LLC
P.O. Box 10307
San Rafael, CA 94912

STAR WARS
JOIN THE OFFICIAL FAN CLUB
SWFAN.WIZARDS.COM
1-800-TRUE-FAN

PROOF OF PURCHASE

STAR WARS RACER REVENGE
0-23272-65735-2

starwars.com
racer-revenge.com

LucasArts Entertainment Company LLC P.O. Box 10307 San Rafael, CA 94912

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

6573502