

STAR WARS

THE FORCE

UNLEASHED



KROME
STUDIOS



LUCASARTS™

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

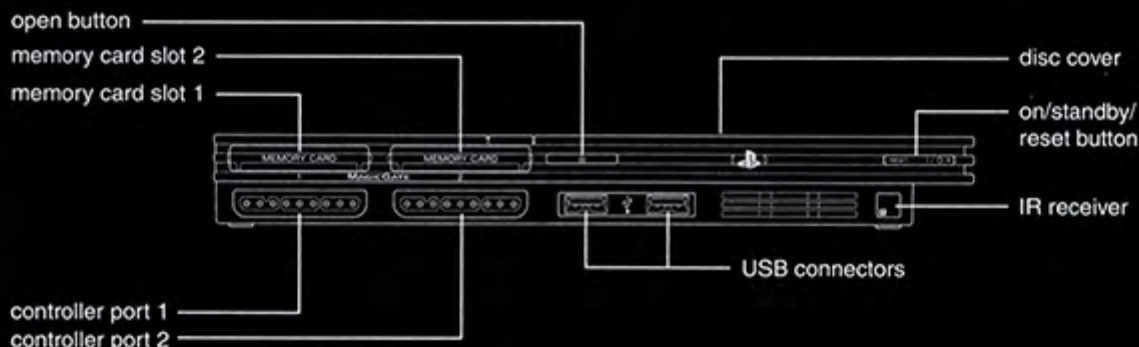
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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	2
STARTING UP	3
INTRODUCTION	4
MAIN MENU	5
PAUSE MENU	6
STARTING A NEW GAME	7
LOADING A SAVED GAME	7
SAVING THE GAME	7
PREPARING FOR BATTLE.....	8
ON A MISSION	11
ROGUE SHADOW	13
HOW TO CONTACT LUCASARTS.....	14
CREDITS.....	15
SOFTWARE LICENSE AND LIMITED WARRANTY	20

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Check that the system is turned on (the on/standby indicator is green). Insert the **Star Wars®: The Force Unleashed™** disc in the system with the label side facing up. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

MENU CONTROLS

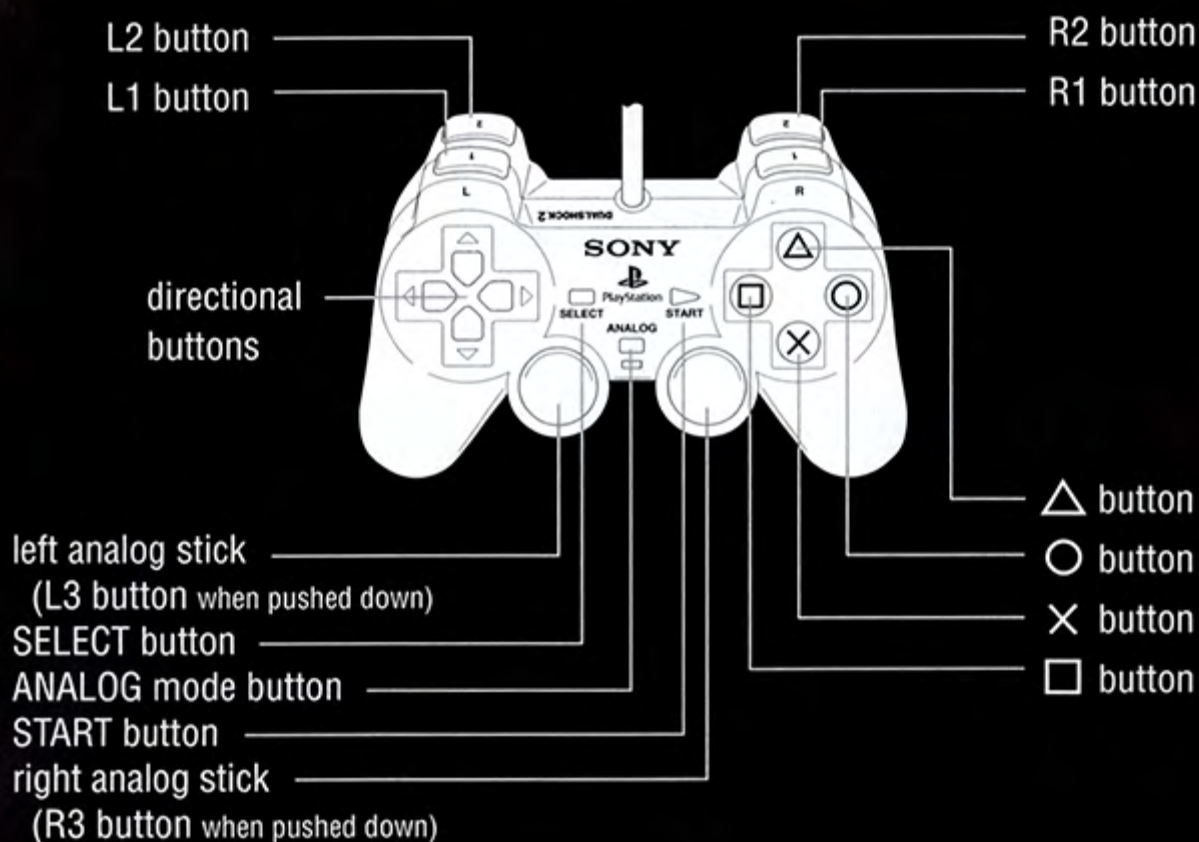
Access Main Menu	START
Select Menu Options	Directional Pad or Left Analog Stick
Confirm Selection	⊗ Button
Return to Previous Screen	△ Button

GAME CONTROLS

Move Character	Left Analog Stick
First Person View	(R3) Button (hold) + Left Analog Stick
Rotate Camera Angle	Right Analog Stick
Block	□ Button or [L2] Button
Use Lock-on Camera	[R2] Button
Dash	[R1] Button while running / jumping
Jump	⊗ Button
Double Jump	⊗ Button, ⊗ Button
Use Lightsaber	□ Button
Use Force Powers	○ Button, △ Button
Pause game/Open Pause Menu	START
Skip Cinematic	○ Button

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



A long time ago in a galaxy far far, away...

The galaxy is on the brink of total darkness. The evil GALACTIC EMPIRE has overthrown the Old Republic and now holds countless worlds in the grip of fear. The Jedi Knights have been all but destroyed. Only a handful of Jedi have escaped Imperial forces, disappearing into hiding across the galaxy.

The Emperor's spies have located a Jedi Knight on the Wookiee homeworld of Kashyyyk. The Sith Lord DARTH VADER has been dispatched to destroy him....



MAIN MENU



The Main Menu will appear when you first load the game. You have the option of starting a new game, continuing a previous game, or viewing game options.

CONTINUE GAME

Selecting this allows you to continue a previously saved campaign.

START GAME

This icon will direct you to the Single Player Menu. From here you can start a new game. You will be prompted to save into a new file or overwrite another. You can also play the game without creating a saved file.

OPTIONS

This icon will lead you into the Options screen, where you can change the settings for Sound, Screen, Controls, and Camera as well as view Credits.

SOUND: Adjust the volume of the game's Music, Sound Effects, and Dialogue.

SCREEN: Activate widescreen ON/OFF, Progressive Scan ON/OFF, the levels of Brightness and the levels of Contrast.

GAME: Adjust Controller Vibration ON/OFF. Subtitles ON/OFF, Tutorial Tips ON/OFF.

CAMERA: Activate Rotational Direction NORMAL/INVERT, Camera Move Speed SLOW/MEDIUM/FAST.

CREDITS: Displays the Credits for the game.



PAUSE MENU



Press START while playing *Star Wars®: The Force Unleashed* to pause the game and open the Pause Menu. Use the Directional Pad or the Left Analog Stick to select an option and confirm your choices.

OPTIONS

Adjust Sound, Screen, Game, and Camera options.

FORCE POWERS

Spend acquired Force Points to level up Force Powers. You can choose to upgrade your current Force Powers or purchase some that you have yet to learn. As you progress through the game, more powers will be revealed in this menu.

SAVE GAME

Saves your game to the PlayStation®2 Memory Card.

CUSTOMIZE SABER

Use crystals to customize the setup of your lightsaber, from changing colors to enhancing different combat powers.

OBJECTIVES

Lists your goal(s) for the current stage.

EXIT GAME

Quit your game and return to the Main Menu.

RETURN TO ROGUE SHADOW

Return to the bridge of the Rogue Shadow. Any unsaved progress in the level will be lost upon return.

THE FORCE UNLEASHED



STARTING A NEW GAME

Press **START GAME** from the Main Menu to begin your journey into the Dark Side of the Force. Select any of the three available slots marked **EMPTY** with your Left Analog Stick or Directional Pad and press the **X** Button to confirm your choice. The player can choose to save a new game to one of these empty spots, overwrite the previously saved game or continue without saving.

LOADING A SAVED GAME

As you progress through *Star Wars®: The Force Unleashed* your game will periodically save at Checkpoints placed throughout your journey. To load a saved game, enter the Title Menu, select **CONTINUE GAME**, and then choose your saved data. You will start in the Rogue Shadow even if you last saved within a level but all Holocrons, saber crystals, and Force Points you acquired within the level will be retained.

SAVING THE GAME

Star Wars®: The Force Unleashed autosaves at Checkpoints, both at the beginning of missions and periodically throughout the levels. If you are defeated, you will return to the most recent Checkpoint. If you choose to end your playing session, enter the Pause Menu by pressing **START** and select **SAVE GAME**, then choose which game slot to save the game data on.

PREPARING FOR BATTLE



GAME SCREEN

1. HEALTH AND FORCE ENERGY BAR:

These bars display your Health and Force status. The red bar on the bottom is your Health. Once the bar runs out, you are defeated. The blue bar above is your Force Energy. This bar depletes as you use your Force Powers and Advance Force Powers. The Force Energy bar will replenish over time, but the Health bar can only be replenished by collecting

Health Canisters spread throughout the level.

2. MAP: The map shows your position in the level, as well as guides you to the final destination of the stage or the locations of the mission objectives.

3. ENEMY HEALTH BAR: If you are confronting a Force-wielding opponent or a large group of enemies, their Health is displayed at the bottom of the screen. Their Health will deplete as he or she is successfully attacked.

4. STATUS BOX: This box keeps track of a few different statistics during the game. The number on the upper left portion displays your Force Point multiplier. The number underneath it displays your current Force Point total. Points are earned for any number of things, such as enemies killed or successful use of a new Force Power. Points are deducted when you die and you must replay that area.



Force Powers


Force Powers allow you to attack from afar, leap unimaginable distances, and manipulate the Force to damage your opponents. As you defeat enemies and progress through the game you earn Force Points, which you can use to upgrade your Force Powers. There are multiple levels of Force



Power upgrades, and each has a different price in Force Points. Upgrading your Force Powers results in more efficient or stronger attacks, and you may also use Force Points to purchase Advanced Force Powers. Upgrading can give you the ability to Force Push enemies farther, improve the power and range of your Repulse attack, or damage more enemies at the same time with Force Lightning.


Note: You also encounter lightsaber crystals in the world that can be equipped to improve your powers. Note that not every Force Power is upgradeable, such as Jump for example.


PREPARING FOR BATTLE (continued)


CORE POWERS


LIGHTSABER: As a Sith you are trained in the art of lightsaber combat and can strike with multi-hit combo chains. (Tap the  Button)



GRIP AND THROW: Lifts an enemy or object into the air, allowing you to move it around using the left analog stick. You will lift the object/enemy targeted in blue highlight. (Press and hold the  Button to Grip, use the left analog stick to move the object/enemy, and release the  Button to throw in the direction you are pressing the left analog stick)

LIGHTNING: This vicious power sends a blast of Force lightning at an enemy, dealing damage and stunning them briefly. (Press and hold the  Button to fire lightning)

FORCE PUSH: A wave of Force energy sends the enemies you are facing flying through the air, smashing into objects and taking moderate damage. Enemies hit by this blast are also stunned for a short period of time. You will also encounter doors and obstacles that can be destroyed by holding down the  Button to charge up your attack.

DASH AND EVADE: This Force Power allows you to quickly get out of harm's way by rapidly dashing forward. You may also dash while in midair, and take evasive action by dashing to the sides or backwards. (Tap the  Button while moving with the left analog stick in each direction)

SABER DEFLECT: You are able to defend yourself with a lightsaber and can even deflect blaster bolts, sending the bolt back at its shooter. (Hold the  Button)

SABER THROW: Throws your saber at a target with unerring accuracy, causing damage to any object or enemy with which it connects. Once it hits, the lightsaber will return to your hand. (Hold the  Button then press the  Button)

Advanced Force Powers

Force Powers can be combined to create Advanced Force Powers. These attacks can be multi-staged, extra-powerful, or special in other ways. These are just four of the Advance Force Powers that are available in the game. As you progress through the story and gain new abilities, new Advance Force Powers will be unlocked.

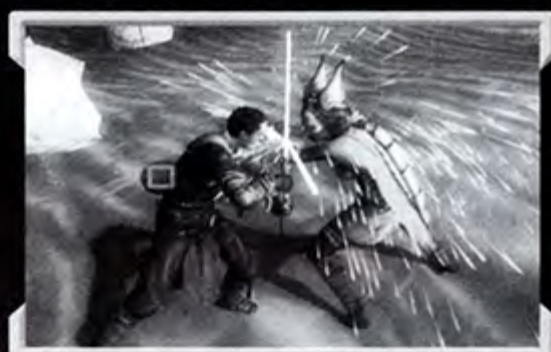
AERIAL SHOCK: Jump and send out a two-pronged lightning blast to deliver a strong attack on your enemies. (Press the **X** Button then the **O** Button)

AERIAL ASSAULT: Jump and blast an extra powerful Push attack – sending enemies flying back in a strong burst of energy. (Press the **X** Button then the **△** Button)

REPULSE: Releases a shockwave of Force Energy in a circle around you, pushing back any enemies in its path and causing minor damage. (Hold the **L1** Button then press the **△** Button)

SABER IMPALE: Throw your lightsaber and impale an enemy with the power of the Force. (Hold the **△** Button to activate Grab and Lift, then release the **△** Button and press the **L1** Button + the **□** Button at the same time)

Combat Actions



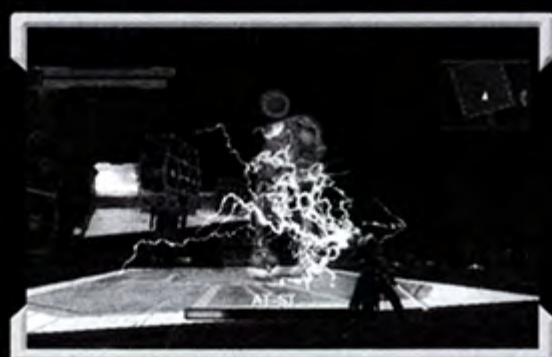
SABER LOCK

Saber Locks occur when your lightsaber collides with your opponent's lightsaber. The goal of a Saber Lock is to overpower your enemy before they overpower you. Repeatedly tap the Button that appears on screen as quickly as possible to gain the advantage in this deadly lightsaber battle. Pay attention because some locks will switch buttons in the middle of the lock. Once the Saber Lock ends, the loser will temporarily be stunned, take damage, and be vulnerable to enemy attacks.



FORCE LOCK

Force Locks occur when your Force Powers connect with the opposing Force Powers of your foe, forcing each Jedi or Sith into a battle of the mind. The goal is to overpower your enemy before they overpower you. Repeatedly tap the **O** Button or the **△** Button (depending on which Force Power was being used) as quickly as possible to gain the advantage in the Force Battle. Once the Force Lock ends, the loser will be stunned, take damage, and be vulnerable for several seconds.



FINISHING MOVES

Some enemies are stronger than others. Once you have depleted their health to a certain level, you will be prompted to begin a Finishing Move. In order to complete it, you must press specific buttons on your controller as they flash on-screen. Failing to press the buttons in time or pressing the wrong button will result in the enemy regaining health. Successfully completing the Force Finisher will defeat the enemy.



ON A MISSION

COMBAT

Combat is an integral part of your quest through the galaxy. Defeating the enemies who would dare to stand against you is one of the duties of a Sith, not to mention a loyal servant of Lord Vader. Using your Force Powers and lightsaber skills in concert is the only way to make it through your mission alive.



TARGETING AURAS

In certain cases, objects / enemies will glow blue or red. When standing near these objects, you can use Force Grip to pick up and move, throw or slam them into the ground. Occasionally, large barriers that obstruct your path will initiate an on-screen prompt to destroy them. Press the  Button (hold) until the prompt begins flashing, then release the  Button. You can break open bulk-head doors and perform a number of other actions.



FORCE POINTS

Enemies will release blue orbs when they are defeated. These orbs will automatically float toward you, at which point they are absorbed and added into your pool of Force Points.

COMBAT (CONTINUED)



JEDI HOLOCRON

Hidden throughout the various missions are items called Jedi Holocrons. Collecting holocrons unlocks new concept art which can be viewed in the Rogue Shadow.



FORCE HOLOCRON

Hidden throughout the various missions are items called Force Holocrons. Each time you find a Force Holocron, your total amount of Force power will be increased.



HEALTH HOLOCRON

Hidden throughout the various missions are items called Health Holocrons. Each time you find a Health Holocron, your total amount of health will be increased.



ROGUE SHADOW

The Rogue Shadow is your base of operations in-between missions. You can converse with crewmembers, get information on missions, customize your costume and lightsaber, and launch your next mission from the bridge of the Rogue Shadow.

NAVIGATION COMPUTER

The Navigation Computer allows you to choose the destination for your next mission. When you have finished customizing and adjusting, select the Navi Computer and press the \times Button to select your destination or \triangle Button to check your objectives.

CUSTOMIZE COSTUMES

PROXY can assist you in altering your gear. You will unlock various costumes during the course of the game by successfully completing missions, and can alter your appearance in this menu by pressing [left] or [right] on the Left Analog Stick or Directional Pad.

CUSTOMIZE LIGHTSABER

In addition to altering your appearance, you can adjust your lightsaber color and powers here. As you progress through the campaign, you will discover lightsaber crystals that can be used to alter the color of your lightsaber, as well as enhancing different combat powers. You will also acquire various lightsaber hilts throughout the game, allowing you to create a truly unique weapon.

FORCE POWERS

In addition to the Pause Menu, the Rogue Shadow allows you to upgrade your Force Powers. Spend points here to upgrade Force Powers.

EXTRAS

The Extras option found on the right side of the control panel allows you to view the Data-bank containing a wealth of information about everything and everybody you come across in your adventure. You can review concept art that has been unlocked by discovering Jedi Holocrons, and even enter Cheat Codes that drastically alter gameplay. Now just what might these codes be?



HOW TO CONTACT LUCASARTS

Where to Find Us Online

Visit the LucasArts Web site at www.lucasarts.com. From there you can access the Support area where you will have the option to 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 Support section of the LucasArts Web site at <http://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 will be given the option to submit an e-mail message to an online representative.

Product Support Mailing Address

LucasArts
P.O. Box 29908
San Francisco, CA 94129
ATTN: Product Support

Lucasfilm - LucasArts Store
Product Order
P.O. Box 29901
San Francisco, CA 94129

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Lucasfilm Ltd.
Attn: RETURNS
20100 S. Vermont Ave.
Torrance, CA 90502-1475

Credits

KROME STUDIOS

Directed by
Steve Stamatidis

Chief Executive Officer
Robert Walsh

Executive Producer
Andy Green

Senior Producer
Lindsay Parmenter

Producer
David Knott
Mark Coombes

Design
James Baird
Kim Forrest

Lead Level Designer
Jason Poots

**Lead Level Designer
(Adelaide)**
Karl Cizakowsky

Lead Programmer
Matthew Peers

Programming Lead (Adelaide)
Dr Mike Cooper

**Programming Lead
(Melbourne)**
Trevor Powell

Lead Artist
Tony Parmenter

Art Lead (Brisbane)
Al Kang
Geordie Moffatt
Lloyd Bradbury
Mark Douglas
Tim Berry

Art Lead (Adelaide)
David Todd
Filip Kemp

Art Lead (Melbourne)
Marcus Mestrov

Cutscene Director
Clinton Skene

Lead Engine Programmer
Glenn Watson
Dave Pevreal

Lead Tools Programmers
Rowan Hamilton
Jared Allen

Lead Sound Designer
George Stamatidis

QA Manager
Scott Savage

QA Lead
Peter Williams
Ryan Davidson (Adelaide)

QA Supervisors
Timothy Dansie
Robert Lever

Assistant Producer
Romi Jade Olive

Production Assistant
Heidi Stapleton

**Assistant Producer
(Melbourne)**
Andrew Goulding

Level Design
Adam Bailey
Adam Graham
Adam Hollinshead
Dan Betts
Daniel Enright
Joe Edson
Paul Harvey
Robin Mather
Sam Howie
Geoff Field
Leigh Miller
Sud Abbas

Programming
Andrew Scott
Andrew Stunell
Brad Jackson
Bradey Smith
Brian Liddell
Chris Fowler
Dan Silk
David Flower
Derek Long
Ethan Watson
Fabian Mathews
Gerard van der Linden
Jason Foo
Keir Meikle
Liam Routt
Nick London
Perry Hart
Philip Mayes
Pippa Buchanan
Russell Bartley
Theron Miles
James Podesta

Art
Adam Dowley
Adam Nicholls
Alex Perry
Andrew Cook
Andrew Finlayson
Ben Trotter
Ben Ward
Benjamin Darling
Chris Rentoul
Darren Randall
Darryl Mills
Dean Walshe
Garth Midgley
Gavin Youl
Iain Danvers
Ian Bright
Jamie Evans
Jason Taylor
Jody Kruger
Joel Duncan
Justin Greenaway
Karl Lodge
Keith LeClezio
Kieran O'Sullivan
Lloyd Young
Manoli Papanikolas
Michael FitzHywel
Michael Hook
Morgan Read
Neale Murray
Ralph Daniels
Raymond Yang
Richard Lyons
Ryan Ellis
Shannon Thaller
Simon Haynes
Sue Wang
Tamarind Taylor

Additional Art
Andrei Coval
Brian Riordan
Bronson Mathews
Francois-Xavier Melard
Garen Krumins
Glen Harris
Ian Lovell
Jacob Tai
Jared Pullen
John Aitchison
Joshua Bowman
Lisa Thomas
Ludovic Le Camus
Tom Noone

Sound Programmer
Ben Caudle

Sound Designers
Anne-Marie Weber
Cedar Jones
Jamie Campbell
Peter Wayne

Additional Script Writing
Matt Emery

Cutscene Designers
Andrew Bergmann
Bart Freebairn
Jane Franken
Jason Harwell
Kristi Connolly
Matthew Higgins
Shandor Fahrenfort
Stuart Bahlin
Yuka Ueda

Cutscene Co-ordinator
Tina Hicks
Daniel Dahl

QA
Adir Imroni
Adrian Parker
Ariel Shaw
Ben Pearce
Brendon Vince
Cade Franklin
Clifford Chiew
Clinton Evans
Craig Hughes
Daniel Boase
David Burns
David Higgins
David Payne
Felix Kin On Wai
Glen van den Bergen
Glenn Cottrell
Iain Dalrymple
Jason Heiney
John Adamson
John Stavropoulos
Joshua Davey
Joshua Holland
Julian Cram
Justin Roberts-Thomson
Kahl Piotrowski
Kelly Krenn
Khuong Le
Mark Riley
Michael Tornabene
Peter Meiklejohn
Peter Miller
Robert Littler
Rohan McAlinden
Ryan Carmody
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Shayne Johnson
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Stephen Jude
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Tyson Pelz
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Wade Higgins
William Tran
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David Levy
Lawrence Ritchie
Mikhail Raspaskovski
Peter Jastrzebski
Sam Webb
Steve Adamson
Todd Hutchinson
Dave Crook
Jorge Lay
Neil Carroll
Ryan Langley

Engine Programmers

Anthony Wigan
Barry Jones
Damian Stewart
Daniel Stephens
Darren Bremner
David Ely
David Shea
Duncan Murray
Jason Bright
Jonathan Lawrence
Manu Evans
Peter Litwiniuk
Steve Thirlwall
Tony Ball

Technical Director (Melbourne)

Iain Cartwright

Melbourne Engine Lead

Myles Abbott

Tools Programmers

Glenn A Watson
Gregorios Leach
Ronan Hayes
Triston O'Connor
Zac Congo
Tristan Lewis

Engine QA

Jason Cross
Raymond Lam

Technical Artist

Robert Butterworth

HR Manager

Gillian Statham

HR

Emma Scrimshaw
Natasha Oar
Sarah Jordan

PR

ONE PR Studios
Heather Potter

Technical Manager

Jason Muir

Tech support

Andrew McDonald
Barry Tee
Daniel Rogers
Geoffrey Despott
Jane Subat
Lance Sloane
Luke Bennett
Rori Steel
Spyro Polymiadis

Office Manager

Marcia Watson

Office Admin

Catherine Chapman
Charley Le
David Peck
Lisa Bromilow
Melissa Gork

Media Designer

Elizabeth Ballantyne

Personal Assistant to Steve

Stamatiadis

KT Doyle

Special Thanks

John Whiston
Alessandra Sainy
Christian Ronquillo
Dahn Nhan
David Rosenbaum
Jeremy Love
Kevin Burfitt
Kylie Downs
Leah Emery
Lucas Easton
Matt Tamsett
Nic Wechter
Richard Foster
Roderick Wong

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All our Partners

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Elias Trotter
Ginger Savage
Jasmine Darling
Jasmine Todd
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Owen J Pevreal
Sam Stunell
William Jack Fowler
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Zuri Hollinshead

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Project Lead

Haden Blackman

Producer

Dan Wasson

Associate Producers

Matt Vella
Ed Tucker

Assistant Producer

Dave Jimenez

External Executive Producer

Darren Atherton

Art Director

Matt Omernick

**Additional Art and Animation
Direction**

Amy Beth Christenson
Matt Ornstein
Dave Smith

Additional Design Direction

Rich Davis
John Stafford
Matt Tateishi

Administrative Assistant

Jessica Galloway

**Vice President of Product
Development**

Peter Hirschmann

**Assistant to the V.P. of Product
Development**

Lynda Benoit

Executive Assistant to the President

Erin Haver

Director of Developer Relations

Harry Kinney

International Team

International Executive Producer

Joey MacArthur

Senior Localization Producer

Hiroki Okamoto

Localization Producer

Marianne Monaghan

International Production Assistants

Gabriel Bootz
John Stratford

Sound

Director of Audio

Darragh O'Farrell

Audio Lead

David W. Collins

Sound Design

Brian Tibbetts
Tom Bible
Erik Foreman

Sound Assistant

Jason Clark

Music

Music Supervisor

Jesse Harlin

Composer
Mark Griskey

Orchestrator and Conductor
Jeff Marsh

Recording Engineer
John Kurfander

Pro Tools Operator
Andre Zweers

Orchestra Contractor
Janet Ketchum

Score Preparation
Robert Puff

Music Recorded and Mixed At:
Skywalker Sound

Mixing Engineer
Leslie Ann Jones

Assistant Engineers
Judy Kirschner
Robert Gatley

Music Editor
Aaron Brown

Original *Star Wars*® Sound Effects
Ben Burtt

**Original *Star Wars*® music
composed by**
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**"The Force Unleashed" Theme
Composed by**
Jesse Harlin

***Voice and Motion Capture
Performance***

Talent Directors
Darragh O'Farrell
David W. Collins

Audio Department Coordinator
Meg Crowel

Lead Voice Editor
Cindy Wong

Voice Editors
Harrison Deutsch
GW Childs
Jason Clark

Session Engineers
Jason Clark
Angie Yesson
Jim Diaz

Casting Directors
Darragh O'Farrell
Kate Saxon

Cast

Darth Vader's Secret Apprentice
Sam Witwer

Juno Eclipse
Nathalie Cox

General Kota
Cully Fredericksen

PROXY
David W. Collins

The Voice of Darth Vader
Matt Sloan

Maris Brood
Adrienne Wilkinson

Bail Organa
Jimmy Smits

Shaak Ti
Susan Eisenberg

Princess Leia
Catherine Taber

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Stormtrooper Commander**
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Emperor Palpatine
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Chopaa
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Asajj Ventress, Civilian Female
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Kleef**
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Proto Rebel
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Shaak Ti
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Princess Leia
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Young Apprentice
Zeb Drees

Quality Assurance

QA Leads
John "Alex" Mack
Christopher Gross

QA Assistant Leads
Hugh Moore
Zak Huntwork

Testers
Ben Stoddard
Benjamin Martinez
John Lansberry
Greg Lee
Jason Pimentel
Alvin Dizon
Will Thomas
Daniel Botello
Matt Boland

QA Senior Lead
Jesse Woodward

QA Manager
Toby Mast

Compliance

Compliance Manager
David Chapman

Compliance Lead
Matt Tomczek

Compliance Assistant Lead

Wilfredo Dimas
Don Berger

Compliance Testers

Brett Bates
Michael Castillo
Jesse Tavizon
Travis Fillmore
Sean Haebberman
Kamel Perez

Production Services Operations**Production Services Operations Manager**

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Senior Mastering Lab Technicians

John Carsey
Scott Taylor

Mastering Lab Technician

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Product Support Senior Lead

Jason Smith

Console Resource Coordinator

Eric Knudson
Marketing

Director of Global Marketing

Kevin Kurtz
Marketing Services

Director of Marketing Services

Ken Epstein

Integrated Marketing Manager

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Creative Services Manager

Stephen Ervin

Marketing Services Coordinators

Heather Wagner
Rebecca Aghakhan-Mooshiabad

Manual Writer

Greg Off

Manual Copy

Off Base Productions

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Sr. Public Relations Manager

Adam Kahn

Public Relations Managers

Hadley Fitzgerald Mickel
Chris Norris

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Global Sales Planning Manager

Arnold Lee

International Sales Manager

Christopher D'Avanzo

Channel Marketing Manager

Sandee Ferrara

Sales Account Coordinator

Arielle McKee

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Director of Business Development

Ada Duan

Director of Financial Planning and Analysis

Bill Liu

Studio Analyst

Genevieve Buckmiller

Senior Financial Analyst

Malachi Boyle

Financial Analyst

Angie Mendoza

Controllers

Nahyion Kim

Payroll Supervisor

Michelle Lessley

Assistant Controller

Lise Bauer

Accounting Manager

Lori Ann Tretasco

International Accounting Supervisor

Cristina Sava

Royalty Accountant

Jason Vincenti

Accounting Supervisor

Kelly Garretson

Accounts Payable Clerk

Russell Anderson

G/L Accountant

Mabel Vista

Finance and Ops Assistant

Kim Reininger

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Global Materials & Manufacturing Manager

Evelyne Bolling

Materials Planners

Myra Villadolid
John Abinsay

Inventory Specialist

Carlos Bustillo

Sales Operations Manager

Jason Periera

Sales Operations Specialists

Chris Dirige
Helen Dear

Billing A/R Support

Phillip He

Credit Analysts

Edgardo Bitonio
Raul Varguez

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Studio Coordinator

Elyse Regan

Production Services Coordinator

Eva Holman

Vice President of Production Operations

Atsuko Matsumoto

Director of Project Management

Toby Northcote-Smith

Internal Project Manager

Larry Nilsen

Resource Manager

Diana Smit

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Chris Machiran

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Business Affairs

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Douglas Reilly
Carole Vandermeide

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Internet Production and Design manager

Nicole Love

Internet Production and Design Team

Craig Drake

Mike Young

Dennis VonGalle

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John von Eichhorn

Chad Williams

Brian Wong

Dylan Coates

Greg Millies

Randy Severson

Daryll Jacobson

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Robert Jordan

Dinesh Katariya

Fisher Key

Wes Anderson

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Lee Mehelis

Melanie Jacobson

Brendan Lloyd

Rich Murillo

Lucas Licensing

Howard Roffman

Paul Southern

Stacy Cheregotis

Chris Gollaher

Leland Chee

Ashley Matheson

Additional Testing by Babel Media Ltd.**Operations Director**

Alberto Schiannini

QA Manager

Paul Magor

Project Managers

Kris Young

Youmna Saikali

QA Coordinators

Mathieu Fortin

Edward Kardos

Peter Reid

Lead Testers

Xavier Chénier-Charrette

Steven Gentile

Clinton Munn

Diane Ng

Testers

Andrew Aaltonen

Marco Anania

Francisco Ballesteros

Gabriel Bartha

Ryan Bridgman

Marc-Antoine Brossard

Bryan Callaghan

Christian Cholette

Brice Dansereau-Olivier

Alexander Dods

Dara Ferland

Joseph Garque

Jamieson Gillespie

Kane Hale

Jean-Philippe Harvey-Tremblay

Ryan Harvison

Olivier Iverson

Matthew Johns

Tina Kha

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Danny Labrie

Dominic Lavigne

Arno Le Blanc

Didier Leroy

Alexander Maynard

Benjamin Nettleship

Juan Nino

Scott Nissen

Gabriel Omassi

Edward Petrenko

Maxime Pruneau

Luc Roy

Louis Russo

Joseph Serrao

Adam Shapiro

Howard Shinder

Michael Slack

David St Georges

Jonathan Widell

Danny Yan

Jacob Young

Special Thanks

Matt Fillbrandt, Franklin Alioto,

Isa Stamos, Brett Rector, Julio

Torres, Justin McLeod, Devin Hitch,

Pat Kallusch, Christy Roberto,

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Jake Neri, Paul Armatta, Jon

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Baird, EJ, Matt Puls, Dale Cieslak,

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Chaput, Sonya Beach, Melissa

Galicia, Sean Denny, Jonathan

Williams, Kevin Kebodeaux,

John Garrett, Seth Steinberg,

KB, EDub, Mollie B, Bay Area

Sound, Inc., Side UK, Margarita

Mix Hollywood, Skywalker Sound,

Savina Ciaramella, The American

Federation of Musicians, Chris

Clanin, Van Kahn Nguyen, Richard

and Linda Lee, Judy Yee, Claire

Andrew, Raquel Evan and Tegan

Mack, William "Bill" Ferny &

Yukejang, Julie Dizon, Connie

Jimenez, Alyssa Jimenez, Corina

Jimenez, Juliana Jimenez.

Lighting and Run-Cycle Consultant

Jim Ward

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George Lucas

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