

XBOX



LEGO STAR WARS

THE VIDEO GAME



EVERYONE
E
CONTENT RATED BY
ESRB

Clay
eidos

<http://www.replacementdocs.com>

CONTENTS

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set.

If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Controls	2	Collectibles	17
Help for Parents	4	True Jedi Status	18
Introduction	6	Status Screen	19
Dexter's Diner	7	Free Play	20
Playing the Game ...	10	Saving & Loading ...	21
Combat	12	Pause Menu	22
Special Abilities	13	Credits	23
Controlling Vehicles ..	16		



www.LEGOSTARWARS.THEVIDEOGAME.COM
www.LEGO.COM

CONTROLS



MENU CONTROLS

Highlight menu option	(directional pad) ↑ / ↓
Select highlighted option	A button
Change setting	(directional pad) ← / →
Go back/Cancel	B button

CHARACTER CONTROLS

Move character	(left) thumbstick
Jump/Hover (if available)	A button
Attack/Defend	X button
Use the Force/Special Ability	B button (hold down)
Tag friendly character	Face character and press Y
Pause game/In-game options	(START) button

VEHICLE CONTROLS

Move vehicle	(left) thumbstick
Fire weapon	X button
Speed up (podracer only)	X button
Pause game/In-game options	(START) button

FREE PLAY CHARACTER CONTROLS

Cycle character left/right	L / R (left/right) triggers
----------------------------	-----------------------------

HELP FOR PARENTS

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

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

- Jedi characters can use the Force to move or transform objects highlighted with a Force glow effect. Press and hold **B** to use this Special Ability.
- All LEGO objects can be played with. If you get stuck, look for LEGO objects to help you out in some way.
- Press **A** to jump. Press it again in the air to execute a double-jump that leaps you over high obstacles or up to high ledges.
- Press **X** to attack.
- You can tag certain characters to take control of them and use their Special Abilities. To do that, walk up to a friendly character and press **Y**.
- Sometimes you'll need the abilities of a specific character to progress, so be ready to tag nearby characters if you can't find a way forward.
- When you first start the game in Dexter's Diner, walk through the door marked "1" then through the door marked "1" to play the first scene from *Star Wars: Episode I The Phantom Menace*. All other scenes are locked at first.

- Once you complete this first scene, you'll be able to play in Episode II and Episode III as well — so even if you get stuck on one path, you'll still find a way to progress further through a different Episode door.
- A second player can join in the game at any time. Simply insert a second controller in controller port 2 and press **C** (START). The new player will take control of a nearby friendly character. (Kids: this is a good way to help out your parents if they get into trouble.)
- When you unlock Free Play Mode, you can switch between characters at will by using **L** and **R**. This is a unique feature of *LEGO Star Wars: The Video Game* that isn't in other games, and it's a lot of fun!
- All gamers can find more gameplay details and advanced techniques in the rest of this manual.

If you can just get them to pay attention to these simple concepts, then even adults who've never played a game before will be able share the *LEGO Star Wars: The Video Game* adventure!



INTRODUCTION

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

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

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

And the world of *LEGO Star Wars: The Video Game* is full of secrets!

As you build your collection of *LEGO Star Wars: The Video Game* characters, you'll use their special powers to discover more and more of the game. And as you collect more and more *LEGO Studs*, you'll be able to acquire further playable characters — even the most fearsome of your dark side adversaries! The fate of the galaxy is in your hands!

DEXTER'S DINER

Welcome to the world of *LEGO Star Wars: The Video Game*! Your adventure begins in Dexter's Diner on the planet Coruscant. Here in the capital of the Republic, heroes and villains mingle from all over the galaxy. And Dexter knows them all

When you first start the game, you'll be in control of Qui-Gon Jinn, an experienced Jedi Master. Also in the Diner you'll see Dexter behind the counter and Obi-Wan Kenobi. As your loyal Jedi Padawan, Obi-Wan will follow you wherever you go.

As you progress, new characters will join you here as they are added to your collection, and you'll be able to take them into Free Play Mode.

Directly in front of you are three doors, numbered "I," "II" and "III." These "Episode Doors" correspond to the three *Star Wars* movies *Episode I: The Phantom Menace*, *Episode II: Attack of the Clones* and *Episode III: Revenge of the Sith*.



To begin with, Episode Doors II and III are locked. They will unlock and become available for play once you have completed the first scene in Episode I, "Negotiations."

You'll then be able to play the three Episodes in parallel: you can move from one Episode to another through the Diner, without losing your progress in each adventure.

1. To start your game, move Qui-Gon through the Episode I door. In the next room, you'll see six new doors and an exit back to the main Diner area. Each door leads to a different scene in Episode I. Each scene you complete unlocks the next door in the story sequence.
2. Walk through the door marked "1," and you'll start playing the first scene of Episode I, "Negotiations."



DEXTER JETTSTER

The proprietor of Dexter's Diner, Dexter Jettster, stands behind the counter in the main Diner area. If you walk up to him you can browse the items he has for sale.

To begin with, you'll be able to see some game hints. Later, he'll also give you the opportunity to purchase special items, bonus characters and secret features in exchange for LEGO Studs. (For more information about LEGO Studs, see page 17.)

You can select an item from Dexter's shelves by using **+** and pressing **A** to bring the item down onto the counter. Then you can see how much it costs and decide if you'd like to buy it (provided you have enough LEGO Studs). To buy the item, press **A**. To cancel purchase of the item, press **B**.

When you finish talking with Dexter, press **B** to return to the Diner.



THE PARKING LOT

Besides the three Episode Doors, you'll see another door in the Diner, leading to the Parking Lot. In the Parking Lot, watch your collection of LEGO Mini-kit Vehicles grow as you explore further through the game.

Each scene contains the pieces for one LEGO Mini-kit Vehicle hidden inside 10 LEGO Canisters. When you successfully build a complete vehicle, you'll get a big reward!

PLAYING THE GAME



Through your *LEGO Star Wars: The Video Game* adventure, you'll take control of a wide variety of different characters, all with their own individual moves and abilities. But your basic controls are always the same.

Not all moves are available to all characters. And from time to time, you'll need to use a specific character's ability in order to progress. See *Tagging* on page 11 for information on how to change characters in a scene.

TWO PLAYER DROP-IN/DROP-OUT

At any point in the action a second player can join in and you can play together. To do that, connect a second Xbox Controller and press **START**. The new player will take control of a nearby friendly character.

Either player can drop out at any time and leave his or her character to continue under computer control. Just press **START** and select *DROP OUT* from the Pause Menu.

HEARTS

Every time your character is injured, he, she or it loses a heart. When the last heart is lost, your character will fall apart, and you'll lose some of the LEGO Studs you've collected up to that point.

MOVING AROUND

Move your character using **STICK**. The farther you push the stick in the direction you want you go, the faster your character will move.

TAGGING

Different characters have different abilities. To take control of a friendly character, move up to that character and press **Y**.

Two players can swap control by moving close to each other and holding **Y** at the same time.

COMBAT

LIGHTSABER

- Press **X** to attack with your lightsaber.
- Press **A** to jump, then press **X** in mid-air for an attacking forward leap.
- Press **A** twice to double-jump, then press **X** in mid-air to launch a special slam attack.
- Time your attacks carefully in sequence to execute powerful combo moves.
- Press **X** when under attack to defend with your lightsaber.
- Hold down **X** to maintain a defensive stance.
- If you time your defensive move correctly, you can deflect blaster bolts back to your attackers.

BLASTER/BOWCASTER

- Press **X** to fire a blaster or bowcaster.

DEACTIVATE DROIDS

Astromech droids can use their probes to deactivate other droids for a short time.

- When standing next to another droid, press and hold **X** to use this ability.

SPECIAL ABILITIES

Jedi and Sith characters can use the Force to control the very building blocks of matter.

- When you control a Force-enabled character, look for Force-highlighted LEGO objects. Then press and hold **B** to use the Force to move or transform the highlighted object.



- Some dark-colored objects will only respond to the dark side powers of a Sith Lord.

FORCE PUSH

Jedi can harness the power of the Force against characters such as battle droids.

- When in range, press and hold **B** to send a Force-highlighted enemy flying.

DARK SIDE FORCE POWERS

It is said that the Sith have special Force powers of their own. But details are kept secret, hidden deep within the Jedi Archives. Interest in these abilities can lure even the strongest character to the dark side.

DOUBLE-JUMP

A number of characters can jump unusually high.

- To make use of this Special Ability, press and hold **A** to jump and then, while in the air, press and hold **A** once more.

HYPHER JUMP

Certain characters, including the gangly Gungan Jar Jar Binks, have a double-jump move that launches them even higher into the air — where they can reach platforms that might elude even Jedi.

HOVER

A variety of characters have the ability to hover above the ground. Some can even fly short distances, able to reach places inaccessible to other characters. Certain astromech droids, for example, are fitted with anti-grav boosters.

- Press and hold **A**, then move around as normal to hover.

ASCENSION GUN

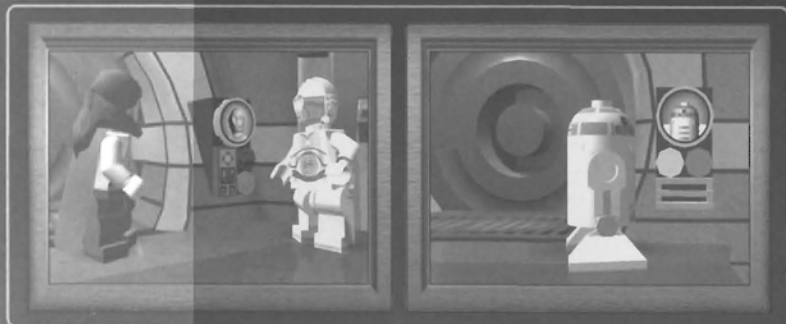
Characters equipped with blasters or bowcasters can use the Ascension Gun ability.

- Stand beneath a grapple hook point, then press and hold **X** to ascend.



ACTIVATING PANELS

Certain types of droids can interface with computer access panels. Move the droid so it faces the panel, then press and hold **B**.



Protocol droids such as C-3PO or TC-14 can activate Protocol Panels marked like this.

Astromech droids such as R2-D2 or R4-P17 can activate Astromech Panels marked like this.

BLEND IN

Battle droids have limited threat awareness, and will certainly never fire upon a fellow battle droid. In Free Play Mode, this can be the perfect way to catch them unawares.

CONTROLLING VEHICLES

In some scenes you take control of a starship or other vehicle.

- Move **L** to move your craft left, right, up or down.
- In a starship, fire your forward blasters by pressing **X**.
- In a podracer, speed up by pressing **X**.
- A second player can play in a vehicle scene just like in the rest of the game.



COLLECTIBLES

The LEGO Star Wars: The Video Game world is full of objects to pick up and collect. Explore and experiment!

Some objects will be out of reach when you first encounter them — but remember that different characters have different Special Abilities. In Free Play Mode, you can bring new characters into a scene and use their abilities to reach new places.

LEGO STUDS

Pick up LEGO Studs wherever you can. If you successfully complete a scene, the Studs you collected will be added to your banked total. You can then exchange them to unlock extra characters, bonuses and cheats in Dexter's Diner.

When two players are active, their LEGO Stud totals are added together in a shared bank account.

Using the transforming power of the Force, destroying objects and defeating enemies will all yield LEGO Studs.

Differently-colored studs have different values:

SILVER = 10

GOLD = 100

BLUE = 1000

If your character falls apart, you lose some of the LEGO Studs you collected up to that point in the scene.

HEARTS

If you've lost any hearts, try to pick up replacements.

LEGO CANISTERS

Hidden in each scene are the parts to build one special LEGO Mini-kit Vehicle — distributed in 10 special LEGO Canisters.

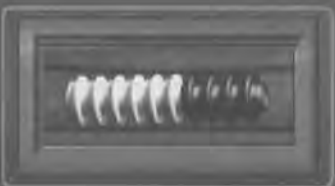
If you can collect all 10 LEGO Canisters and complete the craft, you'll be rewarded with a substantial LEGO Stud bonus.

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



TRUE JEDI STATUS

Those who play with the expertise and finesse of a true Jedi will be rewarded. As you progress through a scene, the LEGO Studs you collect will contribute to your True Jedi Status meter. If you can reach the True Jedi target for that scene, you'll be rewarded with a secret collectible.



- Attain True Jedi Status on every scene to reveal the game's ultimate secret.

STATUS SCREEN

When you successfully complete a scene, you'll be presented with a Status Screen showing all the rewards you've collected.

- LEGO Studs can be traded with Dexter in the Diner.
- New characters are added to your collection as you progress through the game. They are then available for selection in Free Play Mode.
- Each scene has 10 LEGO Canisters to collect, each containing one of the parts for a special LEGO Mini-kit Vehicle. Find all the LEGO Canisters and complete the vehicle for a LEGO Stud bonus. Be warned, some LEGO Canisters are hard to find. And some can only be reached with the special abilities of Free Play characters.



FREE PLAY

In Free Play, you can explore any unlocked scene with your choice of characters — and switch between them at will. By using the Special Abilities of new characters you'll be able to reach new areas, discover secrets and increase your collection of LEGO Studs and LEGO Canisters.

As you progress through the game, your collection of available Free Play characters will grow. Some you'll meet in the normal course of play, and some you'll need to purchase from Dexter. Characters from your collection will join you from time to time in Dexter's Diner. You can walk up to them and tag them if you like.

To play a scene in Free Play, walk through the level-select door as normal from the Diner and select **FREE PLAY** from the menu that appears.

The character or characters under your control at that time will be selected for Free Play. Press **A** to enter the scene with those characters. If you're in two-player mode, both players must press **A** in order to continue.

To change your primary characters from the ones currently under control, select an available character from the character display by moving the blue highlight over that character and pressing **A**. A second player can do the same with the green highlight.

Once you confirm your primary character selections, additional characters are automatically picked for you to play with (ensuring that you have as broad a range of abilities as possible at your command), and you enter the scene in Free Play Mode.

Pull **L** or **R** to cycle through your group of characters. This works in the same way for a second player.

SAVING & LOADING

SAVING YOUR PROGRESS

When you first complete a level or purchase an item from the shop in Dexter's Diner, you will be asked to select a save game slot. Select a slot by pressing **⊕** **←/→**, and press **A** to confirm.

You will be prompted to enable Autosave (recommended). If you do so, *LEGO Star Wars: The Video Game* will automatically save your progress into the selected save game slot at the end of each scene.

LOADING SAVED GAME DATA

FROM THE TITLE SCREEN

Press **⊕** **↑/↓** to select **LOAD GAME**, and press the **A**. Press **←/→** to select a save game slot, and press **A** to load the selected game.

IN MID GAME

To see your saved games from the Diner, press **⏏** (**START**) to pause the game and access the in-game Options Menu. Select **QUIT** to exit the game, and then choose **LOAD GAME** from the startup menu.



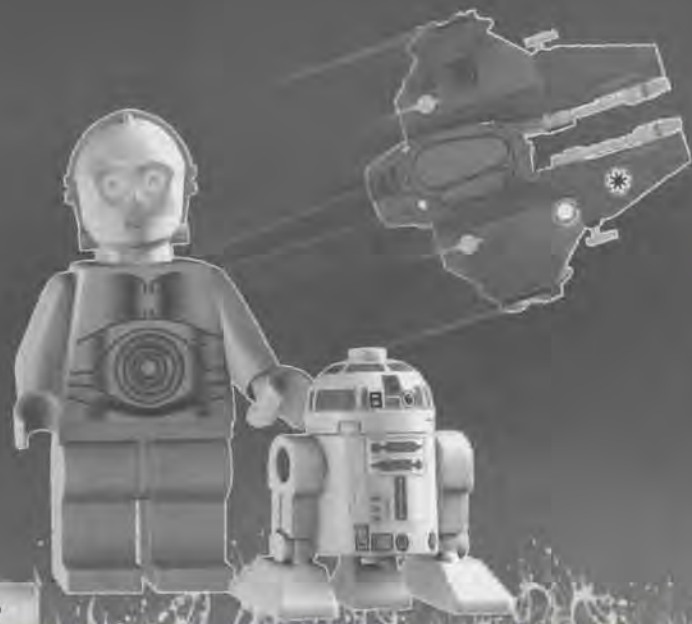
PAUSE MENU

Either player can press **(START)** during the action to pause the game and bring up the Pause Menu.

While the Pause Menu is displayed you can see how many LEGO Canisters you've collected and how close you are to attaining True Jedi Status for that scene.

From the Pause Menu, you can choose to:

- Resume the game from where you left off.
- Select **OPTIONS** to change in-game options such as the volume level of sound and music and turning Autosave on/off.
- Select **EXIT** to return to Dexter's Diner. The LEGO Studs and LEGO Canisters you collected up to that point in the scene will not be added to your collection.



CREDITS

TRAVELLER'S TALES

Managing Director
Jon Burton

Lead Programmer
John Hodskinson

Lead Artist
James Cunliffe

Lead Animator
Jeremy Pardon

Lead Engine Programmer
Alistair Crowe

Lead Tools Programmer
Roland Hougs

Design
Jon Burton
James Cunliffe
John Hodskinson
James Kay
Glyn Scragg

Game Programming
Ralph Fernyhough
John Hodskinson
Michael Jackson
Glyn Scragg
Chris Stanforth

Level Setup & Artwork

Neil Allen
Dave Burton
Bev Bush
Deborah Crook
James Cunliffe
Nicola Daly
Rhoda Daly
Alan Dooley
Paul McCormack

Level Layout
Neil Allen
James Cunliffe

Character Modelling
James Cunliffe
Jeremy Pardon
William Thompson

Character Animation
Jeremy Pardon

Cutscene Animation
Annika Barkhouse
Ross Norcross
Jeremy Pardon

Additional Cutscene Animation

Edward Cates
Richard Drumm
Bill Martin
Chris Dicker

Storyboard Art
William Thompson

Music & Sound Fx
David Whittaker

Conversions Team

Argiris Baltzis
Alistair Crowe
Kevin Edwards
Andy Holdroyd
Roland Hougs

Engine Programming

Alistair Crowe
Dave Dootson
Steve Monks
Glyn Scragg
Richard Taylor

Tools Programming

Alistair Crowe
Roland Hougs

Office Manager
Bev Deakin

Thanks

Fay Briscoe, Sam, Ben & Helen Burton, Dawn Burton, Phil, Chris & Bexie Bush, Francesca Charlesworth, Samantha Crowe, Jacob & Sarah Cunliffe, Sarah Ellen Daly, Leah Donohue, Amanda, Charlotte & Heather Edwards, Emma & George, Donna, Molly-Rose & Grace, Alison Scragg, Jayne Stephen, Rachel Thompson

GIANT

Managing Director
Tom Stone

Development Director
Jonathan Smith

Producer
Loz Doyle

Marketing Manager
Kristin Robinson

QA

Alistair Hutchison
Anthony Pepper
Ashley Webster
James Hargreaves
Scott Mackintosh
Kevin Watt

Thanks

Jens Kronvold Frederiksen, Mikael Denhardt Nielsen, Jay Bruns, Jenny Robertson, Jill Wilfert, Henrik Poulsen, Mads Ryder & everyone at LEGO Company

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

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

Everyone at LucasArts & LFL

Special Thanks

Toby, Sam, George, Harry, William, Rose, Ella, Grahame Chilton, Charlie & Andy Killbrev, & all our testers

SKYWALKER SOUND

Lead Sound Designer
Nick Peck

Sound Designer
Aren Downie

Foley Artists
Marnie Moore
Ellen Hauer

Foley Engineer
Frank Rinella

Foley Recordist
George Peterson

Special Thanks

Josh Lowden, Glen Klser, Jim Diaz, Ben Burt

EIDOS UK

Head of Development Operations

Flavia Timiani

Senior Producer

Greg Hounsom

International Brand Manager

Steven Greaves

Assistant Brand Manager

Alex Price

Head of Communications

Steve Starvis

PR Manager

Mark Allen

PR Assistant

Roxana Daneshmand

Creative

Andy Cockell

Gus Aliyu

Jodie Brock

Philippa Pratley

Group Localisation Manager

Caroline Simon

Localisation Coordinator

Monica Dalla Valle

QA Director

Chris Rowley

Head of Mastering & Compatibility

Jason Walker

Mastering & Compatibility

Scott Sutherland

Ray Mullen

Marc Webb

EIDOS US

Director of Development Operations

Jon Kromrey

Associate Project Manager

Clayton Palma

Associate Manager of Development Operations

Colby McCracken

Vice President of Marketing

Paul Baldwin

Vice President of Brand Management

Chip Blundell

Global Brand Manager

Jefferson Dong

Associate Brand Manager

Maly Ly

Director of Public Relations

Michelle Seebach Curran

Public Relations Coordinator

Loretta Stevens

Director of Channel & Interactive Marketing

Kim Pendleton

Channel Marketing Specialists

Iliana Budanitsky

Janty Sumimoto

Director of Marketing Communications

Stephanie Lipetzky

Creative Services Project Manager

Eileen Buenviaje

Media Specialist

Micheal Tran

Graphic Designer

James Song

Production Manager

Gregory Wu

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Hanshaw Ink & Image

Special Thanks

Seth Steinberg, Mary Bhr,

Peter Hirschmann, Matt

Shell, Sam Saliba,

Jim Ward

Original Star Wars music

composed by John Williams.

(P) & © Lucasfilm Ltd.

& TM. All rights reserved.

Published by Bantha Music

(BMI). Administered

by and/or co-published

with Warner-Tamerlane

Music Publishing Corp.

LUCAS LICENSING

Stacy Arnold-Strider

Stacy Cheregotis

Chris Golliaher

Darren Phillipson

Derek Stothard

Paula Reick

Kerry Phelan

Howard Roffman

THE LEGO® COMPANY

Commercial Marketing Manager

Pierre Dadd

Senior Producer

Dan Llewellyn

Executive Producer

Gary Moore

SVP, LEGO Interactive Experiences

Lisbeth Valther Pallesen

VERY SPECIAL THANKS

George Lucas

OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS, STRATEGIES OR CODES.

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:
Eidos, Inc. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

EIDOS, INC., LICENSE & LIMITED WARRANTY

The computer program, artwork, music, printed materials, online or electronic documentation, and other components included in this product and all copies of such materials as such may be modified or updated (collectively referred to as the "Software") are copyrighted properties. The Software is non-exclusively licensed (not sold) to you. You may use the Software, solely for your personal use and only in connection with the Xbox video game system. You may not circumvent or attempt to circumvent any technological measures in the Software or the media designed to prevent copying or unauthorized access. You may not: (1) copy the Software in its entirety onto a hard drive or other storage device and you must run the Software from the included Digital Versatile Disc ("DVD"); (2) distribute, rent, lease or sublicense all or any portion of the Software; (3) modify or prepare derivative works of the Software, except as otherwise may be allowed herein; (4) transmit the Software over a network, by telephone, or electronically using any means, or permit use of the Software, in a network, multi-user arrangement or remote access arrangement except in the course of your network multiplayer play of the Software over authorized networks in accordance with its documentation; (5) engage in matchmaking for multi-player play over unauthorized networks; (6) design or distribute unauthorized levels; (7) reverse engineer the Software, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Software by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified Eidos, Inc and its licensors in writing of your intended activities; (8) remove, disable, or circumvent any

proprietary notices or labels contained on or within the Software; (9) export or re-export the Software or any copy or adaptation thereof in violation of any applicable laws or regulations; or (10) commercially exploit the Software, specifically at any cyber café, computer gaming center or any other public site without first obtaining a separate license from Eidos, Inc. and/or its licensors (which it may or may not issue in its sole discretion) for such use, and Eidos, Inc. may charge a fee for any such separate license. You may transfer the Software, but only if the recipient agrees to accept and be bound by the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation. Your rights in and to this license are automatically terminated if and when you transfer the Software.

Eidos, Inc., warrants to you, the original purchaser of this disc, that for a period of ninety (90) days from the date of your purchase, this disc shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such disc, provided the disc is returned postage-paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from disc abuse, unreasonable use, mistreatment or neglect. This disc is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above. No other claims arising out of your purchase and use of this disc shall be binding on or obligate Eidos, Inc., and/or its licensors in any manner. Eidos, Inc., and/or its licensors will not be liable to you for any losses or damages incurred for any reason as a result of your use of this disc, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this disc. This license and limited warranty states the entire obligation of Eidos, Inc., and/or its licensors with respect to the purchase of your disc. If any part of this license and limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect. This game and manual are each a work of fiction. All of the characters, events, locations, logos, and entities portrayed or depicted are fictional. Any resemblance to real persons, living or dead, or actual events is purely coincidental.

Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. Eidos and the Eidos logo are registered trademarks of the Eidos Group of Companies. The rating icon is a registered trademark of the Entertainment Software Association.

Register Your Game at www.eidos.com

Your Power Builds...
With Every Brick!



STAR
WARS

www.lego.com/starwars
LEGO, the LEGO logo, STAR WARS, and related properties are trademarks in the United States and/or in other countries of LEGO Group Ltd. and/or its affiliates. ©2005 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. ® & © & TM as indicated. LEGO, the LEGO logo and the Minifigures are trademarks of The LEGO Group. © 2005 the LEGO Group.

732202/05/05