

INSTRUCTION BOOKLET

STAR WARS®

EPISODE I

BATTLE
for NAABOO™



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



Thank you for selecting the **Star Wars®: Episode I: Battle for Naboo™** Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

This game is compatible with the N64® Expansion Pak™. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Only N64® Game Paks displaying the N64 Expansion Pak icon will take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially designed games.

© 2000 LucasArts Entertainment Company LLC.
© 2000 Lucasfilm Ltd. & TM or ® where indicated.
All rights reserved. Used under authorization.
LucasArts and the LucasArts logo are
registered trademarks of LucasFilm Ltd.
The Factor 5 logo is a trademark of Factor 5, LLC

LICENSED BY



NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996, 1999 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

Overview	1
Your Nintendo 64® Controller	2
Accessories	3
Controller Settings	3
Getting Started	4
Craft Controls	6
Scoring	8
Characters	8
Flying Tips	8
How to Contact LucasArts	9
Credits	10
Software License/Service Information	12

STOP THE INVASION!

The dark shadow of the Trade Federation has fallen over Naboo. In the capital city of Theed, an invasion force has landed. Fearing for her planet, Queen Amidala plans to escape Theed in order to plead Naboo's case before the Galactic Senate on Coruscant. But while she is away, Naboo is in grave danger and must be protected. As Lt. Gavyn Sykes of Naboo's Royal Security Forces, you must navigate the treacherous streets of occupied Theed in order to escape and form a resistance movement.

Flee into the remote reaches of Naboo to discover the stormy swamps, snow-covered mountains, secluded bayous, and ancient ruins that lie beyond the populated cities. Dogfight in narrow ravines in a Naboo starfighter, navigate mine-laden rivers in a stolen Trade Federation gunboat, and chase droid forces across the fields of Naboo in a heavy STAP. Do whatever it takes, just find your allies—smugglers, pilots, fellow Royal Security officers—and end the oppression of the Trade Federation.

The people of Naboo are dying! You must do something quickly!

YOUR NINTENDO® 64 CONTROLLER

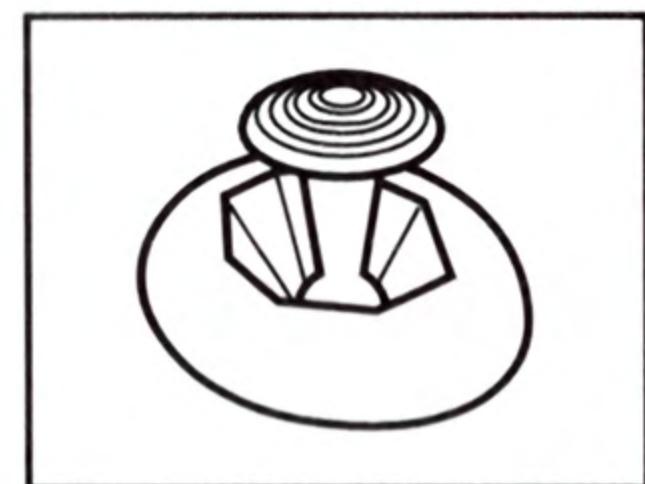
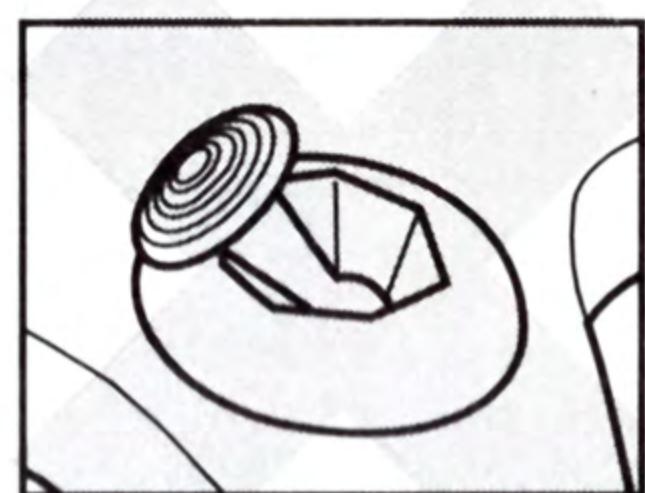
Control Stick Function

The Nintendo® 64 Controller contains a Control Stick that uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the Controller.

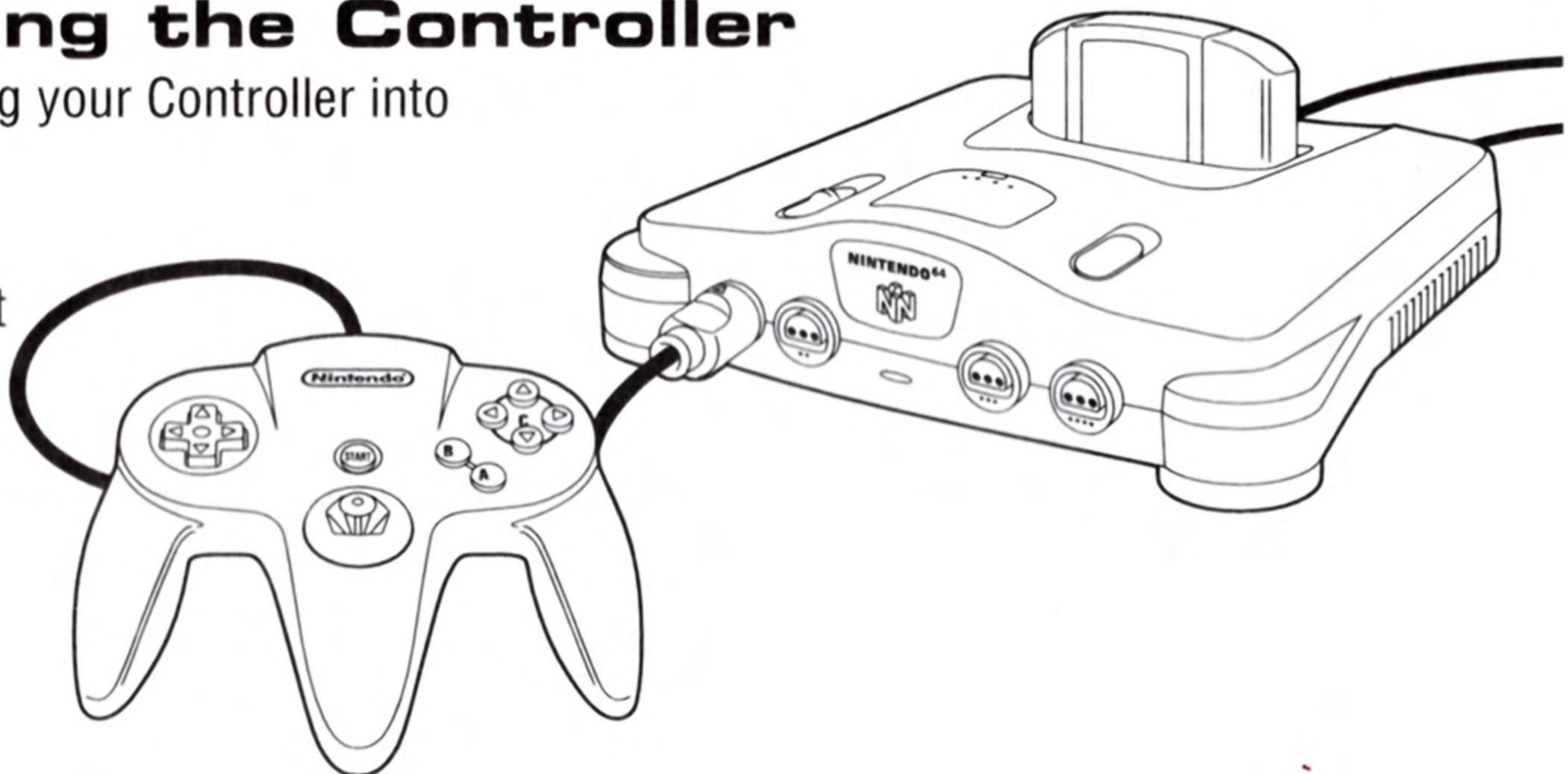
If the Control Stick is held at an angled position (as shown in the picture on the right), when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right) then press **START** while holding the **L** and **R** Buttons. The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.



Connecting the Controller

Before playing, plug your Controller into the first Controller socket on the far-left side in front of the Control Deck.



Holding the Controller

When playing *Star Wars®: Episode I: Battle for Naboo™*, we recommend that you hold the Controller in the position shown at right. This lets you operate the Control Stick with your thumb, to control the flight of your craft. You can also easily reach the **A**, **B**, and **C** Buttons with your right thumb, and reach the **Z** Button with your left index finger.



Accessories

This game is compatible with the Rumble Pak™ and N64 Expansion Pak™ accessories. Before using the accessories, please read the Rumble Pak™ and N64 Expansion Pak™ instruction booklets carefully. Do not pull out the Rumble Pak™ at any time during gameplay. Make sure that the Control Deck is turned OFF when inserting accessories.

CONTROLLER SETTINGS

DEFAULT

L Button
Switch View
Press to change the current camera view. Press repeatedly to cycle through all available camera views.

START
Pause game at any time.

B Button
Fire Blasters
Fires blaster cannons. Hold button down to fire continuously.

R Button
Tight Turn
Press and hold this button while using the Control Stick to make a tight turn.

C Buttons
C↑ Not Used
C↓ Roll
C← **Fire Secondary**
Fires secondary weapon for each craft. Certain craft have secondary weapons that can be charged for greater impact. Press and hold the button to charge the weapon, and release it to fire.

C→ Not Used

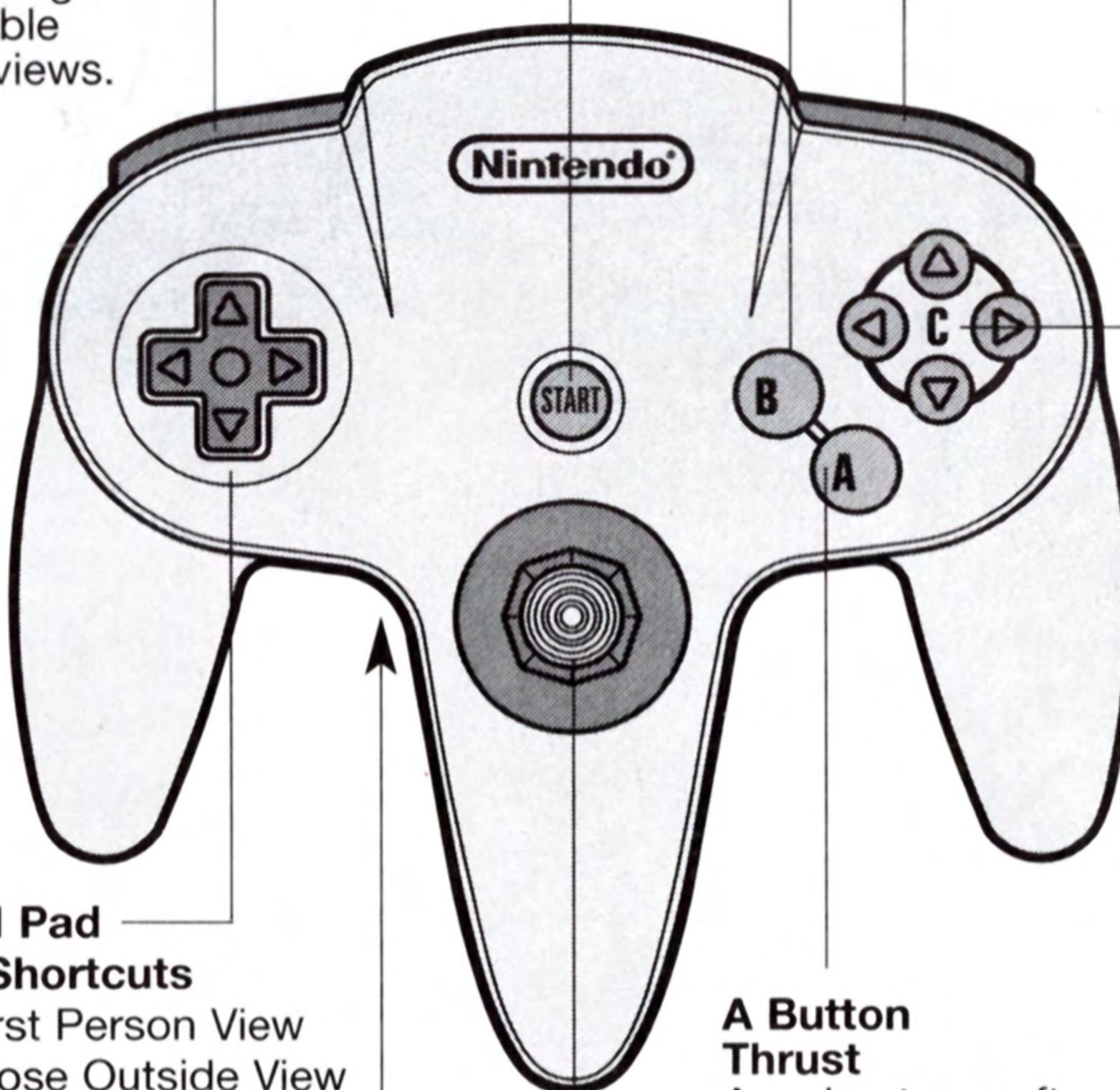
+ Control Pad
Camera Shortcuts
Up First Person View
Right Close Outside View
Down Standard View
Left Not Used

Z Button (on back)
Brakes

Tap button to slow down.
Press and hold to stop.

A Button
Thrust
Accelerates craft.
Tap button to speed up in short bursts.
Hold button down for continuous acceleration.

Control Stick
Craft Movement
Controls the craft's direction.



GETTING STARTED

To play **Battle for Naboo™**, first make sure that your Nintendo® 64 Control Deck is turned OFF. Insert the Game Pak (and N64 Expansion Pak™ if applicable) into the Control Deck. If you have a Rumble Pak™, insert it in the Controller. Slide the Power switch to ON. This will take you to the Title Screen, where you'll see START and OPTIONS.

Use your Control Stick to highlight START, then press the **A** Button. This sends you to the Select Game Screen. (See "Game Options" on page 5 for information.)

Selecting or Creating a Game

At the Select Game Screen, you'll see three slots for saved games. If there is a previously saved game in a slot, a picture of your highest level completed, and the number of medals earned will be displayed. If the slot is empty, press

START or the **A** Button, and a row of letters will appear. Move the Control Stick left or right to select different letters to create a name for your game. Press the **A** Button to enter letters, and use the **B** Button to delete them. A message will appear, asking if you're sure you want to save this new game. Move the Control Stick left or right to choose between YES or NO. To play a game, move the Control Stick left or right to move the picture of the game you want to play to the center part of the screen. When the game is highlighted, select it by pressing either **START** or the **A** Button.



Title Screen



Select Game Screen

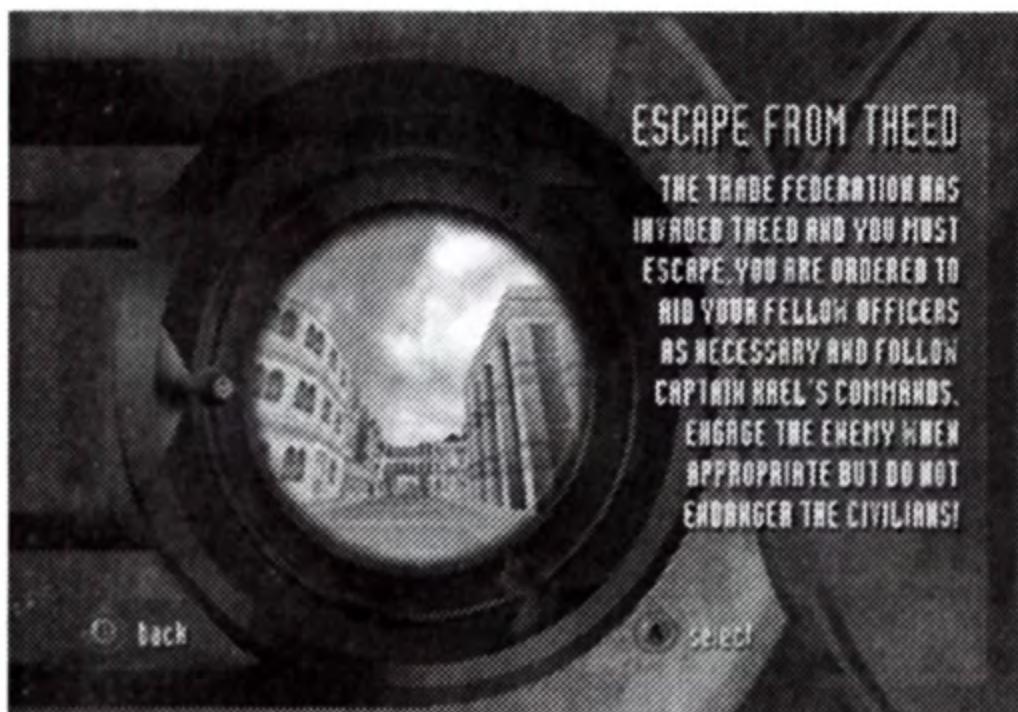
Erasing a Saved Game

To erase a game at the Select Game Screen, move the Control Stick left or right to move the game you want to erase to the center part of the screen. Move the Control Stick up or down until ERASE GAME is highlighted. Press either **START** or the **A** Button to erase the game.

Select Level Screen

You will choose a mission level here. The first mission is "Escape from Theed." You will need to complete this mission before you can move to higher levels. To select a mission, press the **A** Button.

Once you've completed a mission successfully, you will be automatically moved up to the next level; however, you can still re-fly earlier levels you have completed and try for a better medal. And if you're given an "unlocked" craft to fly at a later level, you can go back and fly earlier levels with it. To scroll through missions you have completed, move the Control Stick to the right or left.



Select Level Screen

SELECT CRAFT



Craft Selection Screen

Craft Selection

In the Craft Selection Screen, you'll be able to choose from different craft for the selected mission. Move the Control Stick left or right to cycle through the available craft. The primary and secondary weapon for the craft will be shown, as well as any special information.

To choose a craft, press the **A** Button.

Game Options

At the Title Screen, you can choose between START, to begin a new mission, or OPTIONS, which lets you adjust game settings and gives you other information about the game. Selecting OPTIONS will bring up these choices:

Elite Officers Displays rank and medals earned.

Passcodes If you acquire a passcode, enter it here.

Move Control Stick left or right to select a letter. Press the **A** Button to enter the letter. Press the **B** Button to delete letters. When the code is completed, move the Control Stick down to highlight ENTER PASSCODE and press the **A** Button. **A high pitched chirping means the correct code is entered.** You can enter additional codes as well.

Game Settings This brings up the following submenu:

Auto Roll and Auto Level

These two options affect the pitch and roll of your craft. Auto Level controls the pitch, which means the direction the craft's nose is pointing, up or down. Auto Roll determines the craft's rolling, or side-to-side motion. Leave these settings on the default if you want to automatically right your craft if you get disoriented while flying. Right your craft by letting go of the Control Stick. Advanced players may want to turn one or both options off. Highlight each option and press the **A** Button to toggle between ON/OFF.

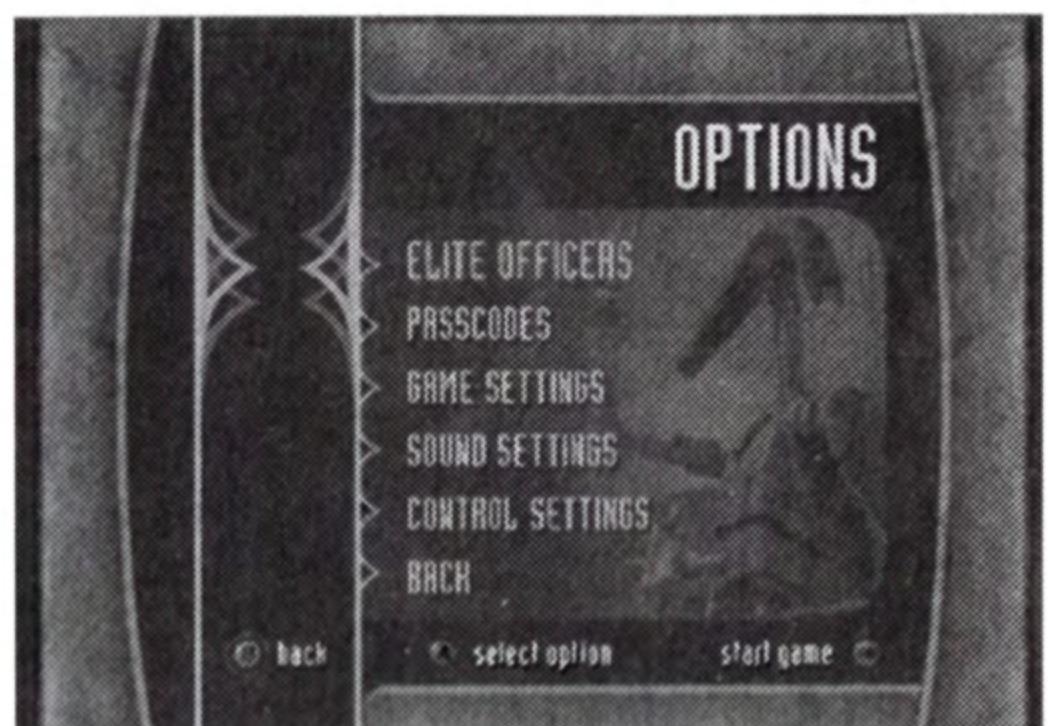
Free Camera Toggles the orientation of the cameras between your craft and the ground. If turned on, the camera's roll will follow your craft. If turned off, the camera's roll will be fixed to the ground.

Cross Hairs Turns cross hairs on or off.

Restore Default Settings Undo any custom settings and return to the default settings.

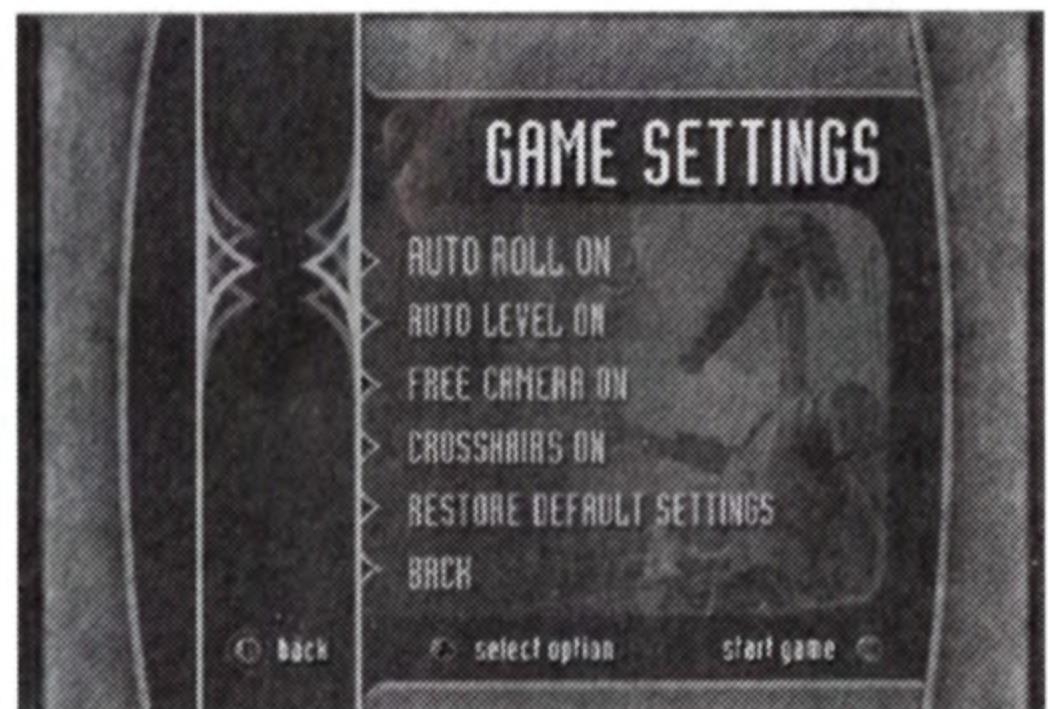
Pressing the B Button will return you to the Options Menu.

OPTIONS



Main Options Screen

GAME SETTINGS



Game Settings Screen

Sound Settings Press the **A** Button to select or toggle between ON/OFF. Use the Control Stick to adjust the volumes. Options available are:

Music Volume Adjusts the background music.

Sound FX Volume Adjusts the game sound effects, such as explosions.

Speech Volume Adjusts all voices.

Stereo Toggle between Stereo and Mono.

Restore Default Settings Undo custom settings.

Back Returns you to the Options Screen.

Controller Settings There are four Controller configurations. Choose the one most comfortable for your piloting style. To select a configuration, move the Control Stick left or right, then press **START** or the **A** Button. Press the **B** Button to go back to the previous screen.

CRAFT CONTROLS

How to Maneuver

To turn your craft left or right, move your Control Stick left or right. Keep in mind that different craft handle differently. To go faster, press and hold the Thrust Button. You can also tap this button repeatedly to increase your thrust in small amounts. To slow down, press the Brake Button. Experiment with the Thrust and Brake, since each craft works differently.

Camera Views The Switch View Button (**L** Button) lets you change camera positions. Press repeatedly to cycle views.

First Person View This camera gives you a pilot's eye view of the battlefield. The HUD is still visible in this view.

Close View Provides a close-range view behind your craft that is fixed to the craft's movement.

Standard View The default camera position follows your craft from a medium-range view.

Damage Indicator

In the upper left-hand corner of your screen you'll see a small icon of your craft. If it's in perfect condition, this icon will be green. As your craft takes damage, this icon will change color from green to yellow to orange to a pulsing pale red. When it turns red, your craft is about to be destroyed. The number on the Damage Indicator shows how many ships you have remaining.

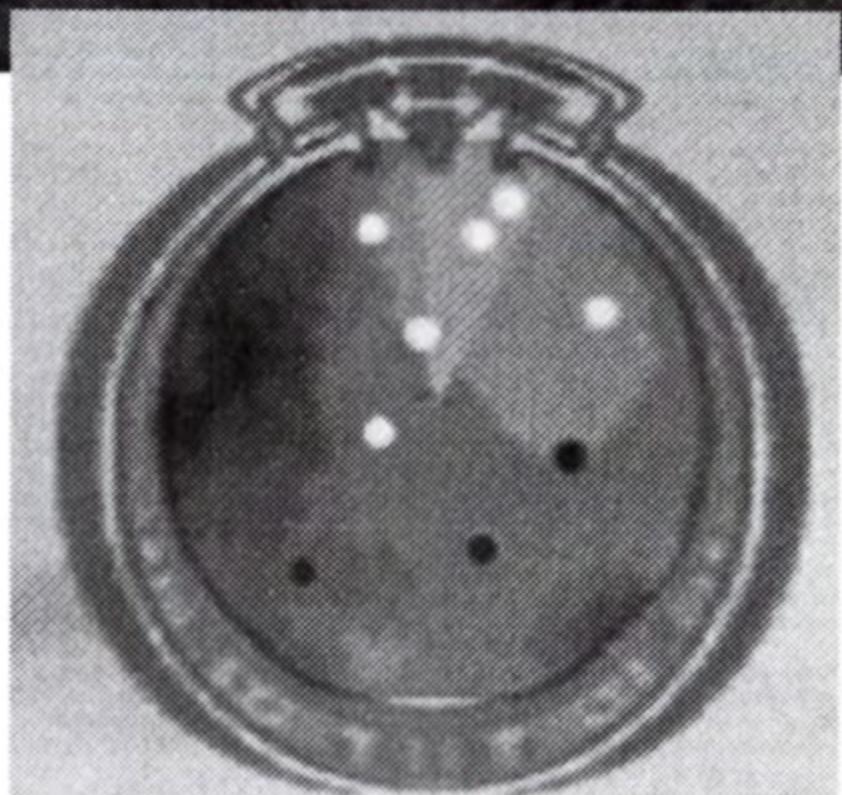


Damage Indicator Icon at Top Left of Screen

Radar Screen

The round overlay in the upper right-hand corner helps you locate enemy targets and friendly forces. The radar looks down over the terrain, with your craft in the center represented by a green dot. The high, mountainous areas are shaded dark, while the low-lying areas are shaded light.

- GREEN DOTS Show friendly forces.
- RED DOTS Indicate enemy craft and weapons.

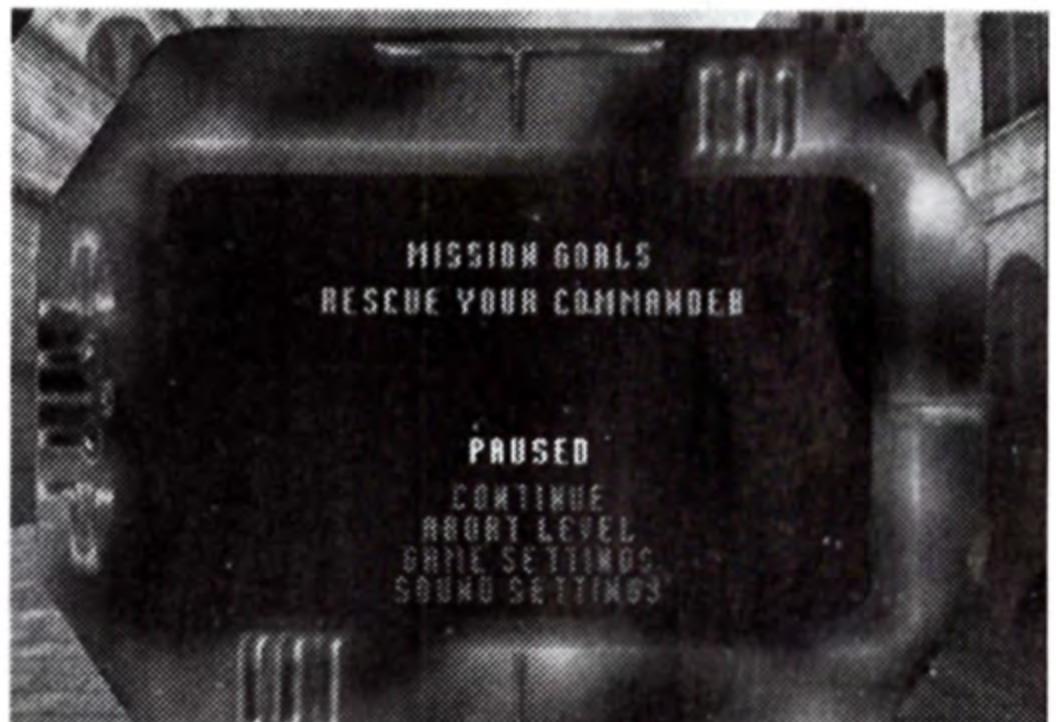


Radar Screen

Objective Finder When you begin your mission, you'll see a colored, pie-wedge-shaped area on your radar screen. This wedge will point you toward your mission objectives. Move your craft so that this wedge is in the upper (or twelve o'clock) position, and keep flying in that direction. As you get closer to your mission destination, the wedge will widen, and will disappear when you've reached your objective. If you fly away from this objective, the wedge will reappear.

Pausing and Ending Your Game

You can pause the game anytime during your mission by pressing **START**. This brings up the Pause Screen with a list of the mission goals you need to accomplish, along with the choices below. Move the Control Stick up or down and press the **A** Button to make your selection. Press **START** or the **B** Button to return to the Pause Screen. Press **START** again to resume your mission.



Pause Screen

Continue Returns you to the point in the game where you left off.

Abort Level Stops your current game, and returns you to the Level Selection Screen. If you abort the mission, the mission fails.

Game Settings This brings up a list of game settings, many of which you've seen in the earlier Options Menu. (See page 5 for details.) The additional option is:

Displays Turn off to hide all icons on screen.

Sound Settings Displays available sound options. (See page 6 for details.)

What If You Go Down During a Mission?

You start the game with three ships. If your ship is destroyed, one ship is deducted, and you'll reenter your mission near the point where you were downed. When all your ships are lost, you'll be returned to the Level Selection Screen, and will have to restart the mission or select a different one.

SCORING

At the end of the mission you will come to the Tally Screen and see how well you performed. To advance in the game, fly the mission again until you are successful.

If you were successful meeting your mission objectives, you may be awarded a medal, depending on how well you performed. Performance will be judged based on the categories shown in the chart below. If you score high enough in these categories you will be awarded either a bronze, silver or gold medal.

COMPLETION TIME: How long it took to finish your mission. The quicker, the better.
ENEMIES DESTROYED: The number of Trade Federation forces and weapons you've knocked out of action.
ACCURACY: How many of your shots hit the intended target.
FRIENDLY SAVES: The number of friendly craft or structures that successfully completes or survives the mission.
BONUS COLLECTED: Whether or not you collected a powerup on the level.
LIVES LEFT: 3, 2, or 1

CHARACTERS

Lieutenant Gavyn Sykes

Idealistic and brave, Lt. Gavyn Sykes spent much of his youth flying local transports before joining the Royal Security Forces. Whether driving a Flash speeder or piloting a Naboo starfighter, Sykes is efficient and resourceful, ready to defend his commander and the citizens of Naboo.

Captain Kael

Possessing the clear characteristics of leadership, Captain Kael was quickly promoted to an officer position after joining the Royal Security Forces as a young man. Fond of his home planet Naboo, Kael seldom leaves it, choosing instead to spend time sharpening his survival skills in the swamps.

FLYING TIPS

- Know when to keep your distance and when to draw near. Turrets are best shot out from afar, while ships are very difficult to down unless you're right on their tails.
- Learn to appreciate the **R** Button tight turn. It will make it easier to maneuver through confined areas.
- Experiment with the control configurations. The default setting isn't always perfect for everyone. Find the setting that works best for your playing style.
- Pay close attention to your radar. It will often show you enemies that you can't see in your normal field of view.
- Be on the lookout for technology upgrade powerups. While they're not essential to finishing the game, they certainly make it easier to win medals.



Tally Screen

HOW TO CONTACT LUCASARTS

LucasArts has set up 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.

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 during regular business hours, 8:30 a.m. to 5:00 p.m. (PST) Monday–Friday. (Average call length is three minutes.)

WHERE TO FIND US ONLINE

Visit the LucasArts Web site at support.lucasarts.com to access the Technical Support area. 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 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 solve 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. (PST) and Friday, 8:45 a.m.–4:30 p.m. 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.)

CREDITS

Codesigned and Developed by LucasArts and Factor 5

LUCASARTS CREDITS

Project Leader

Brett Tosti

Lead Level Designer

Duncan Brown

Level Design and Scripting

Reed Derleth
Xiang Dong Zou
Geoff Jones
Don Sielke
Michael Licht
John Feil

Additional Level Design

Mike Wu
Mike Dillon
Joseph Chiang

Lead Artist

Lynne Gura

Artists

David Ryan Paul
Paul Murphy
Molly Mendoza
Mike Dacko
Ashot Melkumov
Marcia Thomas

Animator

Rebecca Perez

Storyboard Artists

Paul Topolos
James Zhang

Lead Technical Artist

Chris Doyle

Technical Artist

Jason Patnode

Additional Technical Art

Nicholas Harter

Interface Artist

Theresa Pridemore

Manager of Art

Matt White

Manager of Level Design

Mark Cartwright

Lead Tester

Chuck McFadden

Assistant Lead Tester

Bryan Erck

Testers

Jim Diaz
Chris Susen
Jeff Day
Alice Henderson

Production Manager

Dan Connors

Production Coordinator

Nate Schaumberg

Director of Production

Camela B. Martin

Voice Department Manager

Darragh O'Farrell

Voice Production Supervisor

Peggy Bartlett

Voice Director, Writer / Continuity Expert

Haden Blackman

Voice Editors

Hans Larson
Cindy Wong

Recording Engineer

Hans Christian
Reumschuessel

Special Thanks to

Tamlynn Niglio

CAST CREDITS

Gavyn Sykes

Matt Walters

Captain Kael

Bruce Robertson

Kol Kotha

Terry McGovern

Vedd Deviss

Peter Van Schaik

Rohan Wayside

Doug Boyd

RSF Officer 1

Roger L. Jackson

Neeka Tiss

Anni Long

Adela Tyché

Susan Zelinsky

Captain Panaka

Jeff Coopwood

Ric Olié

Clint Bajakian

Battle Droids

Matt Walters

Ivar Nitu

Jarion Monroe

Lutin Hollis

Steve McPartlin

Borvo the Hutt

Clint Bajakian

Narrator

Jeff Coopwood

RSF Officer 2

Samantha Paris

Ned Greeby

Jarion Monroe

Smeer Ze-Trios

Roger L. Jackson

Escapee

Matt Walters

Gungan

Jarion Monroe

Female Farmer

Susan Zelinsky

Male Farmer

Doug Boyd

Citizen 1

Peter Van Schaik

Citizen 2

Clint Bajakian

Citizen 3

Susan Zelinsky

Citizen 4

Samantha Paris

Trader 1

Terry McGovern

Trader 2

Anni Long

Voices Recorded at

LucasArts
Entertainment Co.
LLC, San Rafael,
California
ScreenMusic Studios,
Studio City, California

Lucasfilm Licensing

Howard Roffman
Stacy Cheregotis
Dan Rhia
Chris Gollaher

Product Marketing Manager Joel Dreskin	Director of Product Marketing Tom Byron	Package Art Clint Young	Package Design B.D. Fox & Friends
Director of Public Relations Tom Sarris	Director of Domestic Sales Meredith Cahill	Manual Writers Mike Gallo Alice Henderson	Vice President of Development Randy Breen
Public Relations Manager Heather Twist Phillips	Vice President of Worldwide Sales & Marketing Mary Bihr	Manual Editor Pamela Sullivan	Vice President of Finance Mike Nelson
		Manual Design Blind Mice Studio	President Simon Jeffrey

FACTOR 5 CREDITS

Lead Programmer Holger Schmidt	Level Design & Cut-Scene Post-Production Chris Klie	Original music composed by Chris Huelsbeck	Star Wars Theme and Incidental Music Composed by John Williams
Programmers Mike Keith Sigmund Vik	Additional Graphics & Animation Mario Wagner David Stripinis Bastian Hoppe	Additional music arrangements by Jake Jacobson	(p) and © 2000 Lucasfilm Ltd. & TM. Album music published by Bantha Music (BMI). All rights administered by Warner-Tamerlane Publishing Corp. All rights reserved.
Tool Programmers, Art Post-Production & Technical Liason Brian D. Krueger Dean Giberson	Sound Design, Voice Production & Cut-Scene Production Rudolf Stember	I.S. Department Rene F. Henke	Used by permission.
Additional Programming Florian Sauer Jens Petersam Thomas Engel	Original Star Wars sound effects by Ben Burtt	President & Producer Julian Eggebrecht	

VERY SPECIAL THANKS

George Lucas



SOFTWARE LICENSE, LIMITED WARRANTY AND SERVICE INFORMATION

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 Nintendo 64 game console. 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 \$30.00 per Game Pak, if the media proves to be defective after the expiration of the ninety (90) day warranty period. To obtain a replacement Game Pak, please return the Game Pak 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 \$30.00 made payable to LucasArts Entertainment Company LLC per Game Pak 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.

© 2000 LucasArts Entertainment Company LLC. © 2000 Lucasfilm Ltd. & TM or ® where indicated. All rights reserved. Used under authorization.

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



Official Star Wars Web Site:

www.starwars.com

DEVELOPED IN
CONJUNCTION WITH



www.lucasarts.com



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

PRINTED IN U.S.A.
6565902