WARNING: PLEASE READ BEFORE INSTALLING OR USING THE SOFTWARE

PHOTOSENSITIVE SEIZURES
A very small percentage of people may possibly experience a seizure when exposed to certain light patterns, flashing lights or other visual images that appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game. Reported seizures may have a variety of symptoms; including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR. Parents or guardians should watch for or ask their children if they are having any of the above symptoms - children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

INTERNET CONNECTION AND SYSTEM REQUIREMENTS FOR ONLINE PLAY
NOTICE: You will need to obtain an Internet connection (through a computer meeting the minimum system requirements) in order to play this game online. If you do not use an Internet connection, you cannot play the game online. Such Internet connection may require you to pay a separate fee.
INSTALLATION

To install Star Wars Battlefront™, insert the Install Disc into your CD-ROM drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button to install the game onto your computer. If your computer does not have Autorun enabled, open My Computer from your Windows desktop and double-click on the CD-ROM drive showing the Star Wars Battlefront icon. Double-click on the program icon to start installing the program. Once started, a series of onscreen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click Help on the game's launcher screen, and then click View Troubleshooting Guide. NOTE: We recommend turning off all background applications and virus scanners before beginning installation.

Some of the information in this manual may have changed prior to the game's release. If any information you are looking for does not appear correct, please refer to the readme file by accessing it through the launcher.

CONTROLS

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Are you ready to step onto the battlefront? *Star Wars Battlefront™* puts you in the role of a soldier in some of the greatest battles in the history of the galaxy. Make tactical decisions and lead troops while fighting on the very frontline of both the Clone Wars and the Galactic Civil War. Capture key positions to expand your control of territory and utilize unique advantages from each planet to give your forces the edge in battle. Specialize your role, be it sniping, piloting vehicles, or scouting. Final victory will be decided not only by courage and skill, but also by tactics and teamwork. Employ every weapon you have or become a statistic in the galactic database.
Main Menu

OPTIONS

GAME OPTIONS

VIEWPOINT
Allows you to choose between 1st or 3rd person viewpoint when playing as infantry.

FRIENDLY FIRE
Turn this ON or OFF to determine whether units on the same team can damage each other.

INSTANT ACTION HEROES
Turning this option ON or OFF determines if computer-controlled Heroes will be in Instant Action battles.

DIFFICULTY
Choose between Easy, Medium, and Hard. This affects all game types. In Online Multiplayer, the difficulty setting is determined by the Session Host, and will override your setting.

Tool Tips
This option allows you to toggle the in-game tips to Auto, On, or Off.

AUDIO OPTIONS
Here you can adjust the sound, music, and speech volumes in the game. You can also choose between various speaker settings.

CONTROLS
Here you can completely customize the controls, invert the Y-axis for aiming, and adjust the aiming sensitivity. You can create separate control schemes for Infantry, Vehicle, and Starfighter configurations.

UNLOCKABLES
Here you can see what bonus items you have unlocked through successful combat.

Creating a Profile

When you first attempt to play a game, you will be prompted to create a profile. This profile will be used to save single player games and to save your option settings. Once you have created a profile you can then add more profiles, and delete or edit existing ones.

Fighting Across the Battlefront

Star Wars Battlefront offers multiple gameplay modes, each one centered around raging battles throughout the galaxy. On each planet the objective is to gain control of key areas called Command Posts (for more information on Command Posts, see page 12). Before entering the battle as a frontline troop or reinforcement, the player selects a character from several available classes, each with their own specialties. Once on the battlefield, you must help advance your army by defeating enemy units and taking their Command Posts, which in turn reduces their ability to field reinforcements. Each mission will have its own requirements for victory, but the key to gaining the advantage is tactical control of the map's Command Posts.
Press ESC to pause the game. Here you can access several options:

**RESUME GAME**
Select this to return to the action.

**OPTIONS**
Allows access to the same options available from the Main Menu.

**RESTART MISSION**
Starts the mission from the beginning.

**QUIT**
Return to the current game mode's menu.

**MAP**
This displays your location relative to the environment. The large white arrow designates your position and facing, while green arrows indicate friendly units and red arrows indicate enemies. Yellow arrows represent native species, which may or may not be hostile depending on your faction. The arrows representing units will flash if they are taking damage. Command Posts appear as ringed dots, colored green for friendly, red for enemy, yellow for native, and white for neutral. Objects that can be used as cover appear light blue. Turrets appear as white dots with a line indicating facing. Unoccupied vehicles appear as white silhouettes; occupied vehicles are silhouettes with the appropriate color.
between green and red until one side is driven off. You cannot capture a Command Post if you’re in a vehicle.

Some Command Posts belong to one team only and cannot be captured by the opposing team. However, they can be destroyed by weapons fire; these destructible Command Posts can only be repaired by human players. Destructible Command Posts appear on the map as diamonds instead of circles.

Certain vehicles, such as the Imperial AT-AT, are Mobile Command Posts. Mobile Command Posts deploy reinforcements just like stationary Command Posts; the only difference is that they can bring troops to any point on the battlefront. Mobile Command Posts cannot be captured by the enemy team but they can be destroyed. If destroyed, they will reappear after a set amount of time.

**COMMAND POSTS**

Each battlefield contains tactical positions placed in key locations across the map. These areas of control are called Command Posts and they are vital because:

- Reinforcements are deployed at Command Posts. Whenever a player dies, he rejoins the battle by choosing a friendly Command Post to deploy. Therefore, if a team has no Command Posts under its control, it cannot deploy any reinforcements until it recaptures a Command Post.
- If a team controls the majority of the Command Posts on a map, the opposing team will start to lose reinforcements automatically. If a team controls all of the Command Posts on a map, a victory timer will start counting down.

**COMMAND POST OWNERSHIP**

Command Posts with a green symbol always belong to your team; Command Posts with red symbols belong to the enemy and Command Posts with yellow symbols belong to native units. Command Posts with a white column are neutral and belong to no one.

To capture an enemy or neutral command post, you must stand within its capture radius. You will know you are close enough if the capture icon appears on the screen. If there are no enemy units nearby, the capture icon will slowly change color from red to white to green. When the capture icon is completely green, the Command Post will now belong to your team.

The rate of capture will increase if you have additional friendly units nearby. If there are enemy units nearby, the capture icon will alternate...
When a unit dies, it takes one point off its team's reinforcement total. Even if there is only one reinforcement point left, any number of units can still deploy to valid Command Posts. However, if one faction's Reinforcement Points reaches zero, then they lose the battle.

Reinforcements are deployed according to a reinforcement timer. For single player games, there is no timer and you can deploy immediately after dying. For multiplayer games, the reinforcement timer varies with the map. The reinforcement timer counts down from ten to fifteen seconds; when it reaches zero, reinforcements are deployed for both teams. In other words, if you die in a multiplayer game, you will have to wait between one to fifteen seconds before you redeploy at a friendly Command Post.

When the number of reinforcements for a team matches the number of units it has on the field, that team will no longer lose reinforcements automatically. This is true even if that team has two or less Command Posts in its possession. This is done to make sure that victory is earned by defeating all enemy units in combat or by capturing and holding all the Command Posts on a map. In addition, AI units will no longer respawn when killed at this stage of the game. This rule provides human players with the most opportunities to affect the outcome of the game.

**Units**

**REBEL ALLIANCE**

**REBEL SOLDIER**
The Rebel soldier is effective against infantry, especially when they employ squad-based tactics. Equipment: blaster rifle, blaster pistol, thermal detonators, and concussion grenades.

**REBEL VANGUARD**
Vanguard units are called upon to punch holes in an Imperial vehicle brigade. The heavy weapons they carry provide the means to take down menacing enemy air and ground vehicles. Equipment: missile launcher, blaster pistol, thermal detonators, and concussion grenades.

**SHOCK TROOPER**
The shock trooper offers powerful support to the blaster-based troops by carrying a small portable missile launcher. This weapon fires explosive charges that are highly effective against vehicles or tight formations of infantry. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

**IMPERIAL PILOT**
Imperial pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: mortar launcher, blaster pistol, fusion cutter, and health/ammo dispenser.

**WOOKIEE SMUGGLER**
Whenever there is a need to slip past an Imperial fleet undetected, just look for a smuggler. For a fee, the smuggler is willing to take the risk of running contraband right under the Emperor's nose. Equipment: bowcaster, grenade launcher, and time bombs.

**REBEL PILOT**
Rebel pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: blaster cannon, blaster pistol, fusion cutter, and health/ammo dispenser.

**STORMTROOPER**
The iron will of the Emperor is personified in the stark white armor of the feared stormtrooper. They are highly disciplined and fanatically loyal to the Emperor, making them an excellent front line assault force. Equipment: blaster rifle, blaster pistol, thermal detonators, and concussion grenades.

**SCOUT TROOPER**
Scout troopers use concealment, probe droids and patience to target faraway enemies and eliminate them with their high-powered sniper rifles. Their recon droids can call down orbital strikes from the mighty Imperial fleet. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon droid.

**GALACTIC EMPIRE**

**DARK TROOPER**
Dark troopers use their jetpacks to "jump" to their targets. Once in position, they will attempt to do as much damage as possible. Equipment: blast cannon, blaster pistol, and thermal detonator.
CLONE TROOPER
Perfect genetic creations, the clone troopers are the backbone of the Republic Army. They are most effective against infantry units when they can attack in large, coordinated numbers. Equipment: blaster rifle, blaster pistol, EMP grenades, and concussion grenades.

ARC TROOPER
The Advanced Recon Commando, or ARC trooper, handles the anti-vehicle battlefield duties of the Republic Army. To this end, the ARC trooper carries a powerful missile launcher. This specialization leaves the trooper with fewer options in close combat, so he relies on his brethren to protect him. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

CLONE PILOT
Clone pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: DN bolt caster, blaster pistol, fusion cutter, and health/ammo dispenser.

CLONE SHARPSHOOTER
On the battlefield, the clone sharpshooter is responsible for one task: disrupting enemy infantry. His recon drone is also capable of calling down devastating orbital strikes on the enemy. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon drone.

JET TROOPER
Capitalizing on the "genetic memory" of Jango Fett, the jet trooper utilizes a limited-flight jetpack to cover great distances very quickly. The agility of the flying jet trooper makes him very hard to hit, and his EMP launcher is a deadly weapon against the droid armies. Equipment: EMP launcher, commando pistol, and thermal detonators.

SUPER BATTLE DROID
After the debacle at the Battle of Naboo, the Trade Federation ordered a stronger, more independent battle droid, officially designated the B2. Resembling hulked, reinforced battle droids, super battle droids are far superior to their skeletal-looking counterparts. Equipment: wrist blaster, tri shot, and wrist rocket.

ASSAULT DROID
Under the control of the Separatists, assault droids serve as a cheap yet effective solution to the fast-moving threat of Republic vehicles. Essentially mobile missile launchers, these droids allow the Separatists to handle tough situations. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

DROIDEKA (DESTROYER DROID)
Even feared by Jedi Knights, the crab-like droideka is equipped with a personal shield and two powerful repeating blasters instead of arms. The droideka transforms into a wheel in order to cruise rapidly around the battlefield. Equipment: repeating blasters and shield emitter.

PILOT DROID
Pilot droids automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: radiation launcher, blaster pistol, fusion cutter, and health/ammo dispenser.

DROID SNIPER
Recon droids are specifically programmed and designed with advanced targeting capabilities that allow them to take down targets at extreme range. Their recon droids can also bring down orbital strikes on Republic troops. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon drone.
Vehicles

There are several distinct classes of vehicles that can be piloted, ranging from fast speeder bikes to fearsome AT-AT walkers.

Scattered throughout the map are Vehicle Repair Droids. Just approach one of these to have your armor repaired and ammo refilled automatically.

Types of Vehicles

Scout Vehicles
This type of ground vehicle is fast and light. They can zip across the battlefield at great speed and are not meant for heavy combat. They are armed and armored, but only lightly to give some minimal protection. This type includes the 74-Z speeder bike and the STAP.

Medium Assault Vehicles
These vehicles have heavier weapons and armor, and are slower than the Scout craft, but they pack more power and durability. This type includes the Rebel combat landspeeder, TX-130S fighter tank, AAT, and halflife droid.

Heavy Assault Vehicles
These vehicles are even more heavily armed and armored, and are used at the front of most assaults. This type includes the spider droid and AT-ST.

Heavy Assault Transport
These lumbering behemoths can unload devastating amounts of firepower on a target, as well as serving as mobile Command Posts. This type includes the AT-TE, AT-AT, and MTT.

Starfighters
These craft are fast, maneuverable starfighters. They have forward firing blasters and a small complement of missiles. Their primary purpose is to provide cover for enemy troops on the field below and keep the skies clear of enemy craft. This type includes the Jedi starfighter, droid starfighter, X-wing, TIE fighter, Y-wing, TIE bomber, and Geonosian starfighter.

Attack Transport Flyers
This type acts as attack craft and troop transports in battle. They also provide some limited anti-air support, but are outmaneuvered by the smaller starfighters. This type includes the Republic Gunship and MAF.

Singleplayer

Historical Campaign
The Historical Campaign allows you to experience battles from either the Clone Wars or the Galactic Civil War. You begin by choosing which era, and then work your way through missions in chronological order. This mode also unlocks bonus items as you progress through it.

Galactic Conquest
In this mode the player uses strategy to take control of planets and dominate an area of the galaxy. First you choose a map configuration based on conflicts from both eras of Star Wars® history. Some maps start both sides evenly and some favor one faction. Then you choose which faction you would like to play.

The game is played in turns, with the player starting with initiative. When you have initiative you are able to choose which planet to attack. The battle then takes place in the same manner as the other game modes. If you are victorious, you maintain initiative and may select another planet to attack. If your enemy wins a battle, it will then be able to choose where to attack until you again win a battle.
Once you have gained complete control of a planet by winning a battle there, you then gain the ability to use the planet’s bonus. Each planet provides its own unique bonus, so choose your attacks wisely. After attaining access to one or more of these bonuses, you may select one bonus from the planets you control, which will then apply during the current battle.

If one side manages to win four battles (not necessarily in a row), they gain access to their faction’s Secret Base bonus. The Secret Base bonuses are very powerful and change the course of a game. They can be used on any enemy planet except for the enemy’s Secret Base.

The game is completed when one faction controls all of the planets on the map.

**INSTANT ACTION**

This mode allows you to jump right into a battle of your choice. You can also customize a list of battles that will then be played through in the order you designate.

**Multiplayer**

This mode allows you to compete against other players on a LAN (Local Area Network) or over the Internet. A Broadband Internet connection is necessary for this mode of play.

When selecting the multiplayer option, you will first need to select a network connection. Once you choose your connection, you can then choose from two different ways to connect to a multiplayer game. If you have a firewall active and are having difficulty connecting, please visit [www.gamespy.com](http://www.gamespy.com) for information.

**NOTE:** If you choose to host a multiplayer game yourself, you will have a choice of dedicated or non-dedicated mode. Hosting in dedicated mode means that your PC will be able to provide a more stable multiplayer environment; however you cannot use it to play in the game it is hosting. Hosting in non-dedicated mode allows you to play while hosting, but the game may not perform as well. Performance and stability are also affected by bandwidth and the number of AI characters in a game. It is recommended that you reduce the number of players and AI characters if you are not running in dedicated mode and/or do not have high bandwidth. For information on running a PC as a dedicated server, please visit [www.starwarsbattlefront.com](http://www.starwarsbattlefront.com).

**LAN**

Select this option if you want to connect to a game on your Local Area Network. From here you will be presented with several different choices:

When you select this option, the game will take a few moments to bring up the list of available multiplayer games. This generally should take no longer than 30 seconds. Check to make sure there are no connection problems if it takes longer.

In the game list there are several categories to describe each game:

**IN/MAX:** Shows the number of players currently in the game, and the total possible players

**GAME NAME:** Shows the name of the game, has set by the host

**SERVER:** Shows the server type (dedicated, PC dedicated, or non dedicated). Dedicated servers will generally run better than non dedicated. Next to the server type are colored bars indicating the server’s ping. Faster ping results in faster response times between the player’s actions and when they occur in game. A server with fast ping will show green bars, while slower ping will indicate yellow or red bars. If a server is password locked, a padlock icon will appear next to the ping indicator.

When highlighting a particular game, the game options set by the host will be displayed in the window below the game list.

**HOST:** When choosing to host a game, you first must enter a name for it. The default name is based upon your profile name. You will then be prompted to select a map or series of maps. Finally, you may set the game options:

- **Max Players:** Allows you to set the maximum number of players allowed in the game.
- **AI Units Per Team:** Allows you to set the number of AI-controlled units fighting for each team.
- **Team Damage:** Toggles the ability for players to cause damage to teammates.
SAVING THE GAME

The game will automatically save your game when completing a mission in the Historical Campaign or Galactic Conquest modes. Upon returning to a Historical Campaign game, there is no need to load the save; instead all unlocked battles will be available automatically when choosing your era. In Galactic Conquest, you are able to select a new game or load a save from a previous map.

AWARDS

Along with being able to review the number of kills, deaths, and Command Posts captured for each player after a battle, awards are also given to players who make certain achievements. They include the following:

TANK BUSTER: This honor is bestowed upon the player with most vehicle kills.
DEAD EYE: This award is given for the most accurate player.
CAMPER: Denotes the player that staked out a location the most during a game.
BANTHA FODDER: The title of the player that was killed the most in the session.
PUBLIC ENEMY: Awards the most kills by a player in one lifetime.
KILLING SPREE: Won by the person who had the most kills within a five second window.
SURVIVALIST: The player who got down to less than 10% health and was healed back to full.
TRAITOR: Declares the infamous person who killed the most teammates during a game.
BAIT: Denotes the player that you personally killed the most during play.
NEMESIS: This stat declares the opponent that killed you the most during a game.
Credits

Developed by Panoptic Studio in association with LucasArts

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ORIGINAL STAR WARS SOUND EFFECTS
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Empire Senators
Red Guard
Gungan Senator
Cato Neo Onik
Normal Alien
Gonek
Moff Kender
"Moff" Kender
Cantina Bouncer
Kaminoan

SAMPLING AND PROGRAMMING
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Steve V الاخر
"Moff" Kender
Cantina Bouncer
Kaminoan

COOKS
Eddie Rojas
Ricky Monge
Kevie Kine

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Tippy Bushkin
Tom Warner
Ben Burtt
Haden Blackman
Emily Duval
Mike Maguire
George Lucas

GLOBAL CUSTOMER SUPPORT

CUSTOMER AND TECHNICAL SUPPORT IN NORTH AMERICA
LucasArts has set up a variety of services to provide you with information regarding our programs, hints, gameplay assistance, and technical support.

WHERE TO FIND US ONLINE
You can 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. The Support section of the LucasArts Web site also features community-based Technical Support Forums where you can find the latest game support information, discuss technical issues and obtain assistance from other users.

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.

TECHNICAL SUPPORT
When contacting Technical Support via e-mail, please have the following information available: computer brand and model, processor type and speed, video card, sound card, CD-ROM/DVD-ROM drive brand and model, and amount of RAM. Also, make sure to include the title and version of the game, and a detailed description of the problem.

TECHNICAL SUPPORT MAILING ADDRESS
LucasArts, a division of Lucasfilm Ltd.
P.O. Box 29908
San Francisco, CA 94129
Attn.: Product Support

LUCASARTS COMPANY STORE
You can also visit our secure online store at http://store.lucasarts.com. The Company Store offers a complete selection of LucasArts games, hint books and logo gear.

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE
Online Services with Activision Forums, E-Mail and File Library Support
We advise for cost efficiency that you use our online web support.

WEB SUPPORT
http://www.activision.com/support
Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for any solutions that you require. This service is available 24 hours a day, 7 days a week and offers a fully comprehensive list of known issues as well as providing the latest updates/patches.

EMAIL SUPPORT
If you require email support on a specific issue not covered by our website, please contact: support@activision.co.uk
NOTE: Internet/e-mail support is handled in English only.

PHONE SUPPORT
For any other issues not covered by our web or email support, you can contact Activision’s phone support in the UK on +44 (0)870 241 2148 between the hours of 8.00am and 7.00pm (UK time) Monday to Friday with the exception of holidays. Local rates apply. Your calls may be monitored.
NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.
CUSTOMER AND TECHNICAL SUPPORT IN AUSTRALIA

CUSTOMER AND TECHNICAL SUPPORT
Online Services with Activision Forums, E-Mail and File Library Support
We advise for cost efficiency that you use our online web support.

WEB SUPPORT
http://www.activision.com/support
Our support section of the web has the most up-to-date information available.
We update the support pages daily so please check here first for any solutions that you require. This service is available 24 hours a day, 7 days a week and offers a fully comprehensive list of known issues as well as providing the latest updates/patches. For all other issues not listed at:
http://www.activision.com/support
Please email lucasarts@activision.com.au

TECHNICAL SUPPORT IN AUSTRALIA
In Australia, for Technical Support, Hints and Tips, please call 1902 263 555. Calls are charged at $2.48 (inc.GST) per minute. In NZ for Technical Support, please call 0800 160 110.

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