

# STAR THE CLONE WARS

THE COMPLETE FIRST SEASON

## SPECIAL FEATURES

- 22 episodes including 7 director's cut episodes
- 22 behind-the-scenes featurettes
- Sneak peek of Season 2
- Exclusive production journal with original artwork and artist notes

LOOK FOR IT  
ON DVD!



TM & © 2009 Lucasfilm Ltd. All Rights Reserved. Used Under Authorization.



Star Wars® The Clone Wars™: Republic Heroes™ key code

3381802

Windows, the Windows Vista Start button and Xbox 360 are trademarks of the Microsoft group of companies, and 'Games for Windows' and the Windows Vista Start button logo are used under license from Microsoft.



Games for Windows  
LIVE

# STAR WARS THE CLONE WARS

## REPUBLIC HEROES™



LUCASARTS™

## Important Health Warning About Playing Video Games

### 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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play 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.

### ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org)

## TABLE OF CONTENTS

CONTROLS	2
GAMES FOR WINDOWS - LIVE	2
GETTING STARTED	4
MINIMUM SYSTEM REQUIREMENTS	4
LIBERATION ON RYLOTH	5
MAIN MENU	6
MULTIPLAYER	7
ON-SCREEN INFORMATION	7
JEDI	8
CLONES	9
ACTION ICONS	10
REWARDS	10
SHOP	11
SAVING YOUR GAME	11
CUSTOMER SUPPORT	11
WARRANTY	12





# CONTROLS

2

3

# CONTROLS

## Games for Windows – LIVE

Play online for free! With Games for Windows – LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows – LIVE games. Plus, you can download game content from Games for Windows – LIVE Marketplace. Get connected and join the PC gaming revolution!

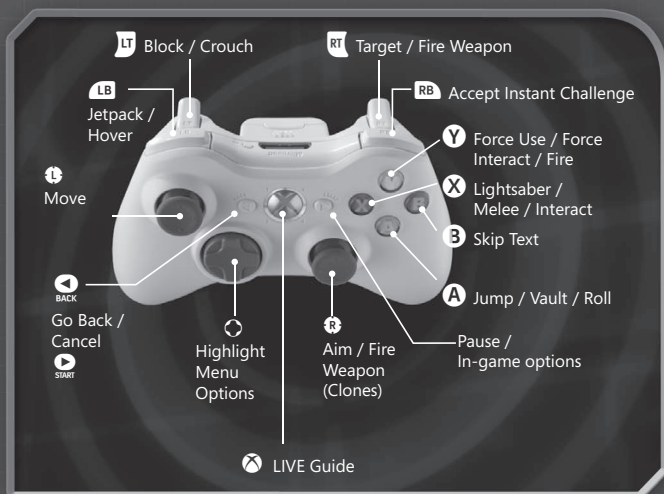
## Connecting to LIVE

To connect to Games for Windows – LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows – LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to [www.gamesforwindows.com/live](http://www.gamesforwindows.com/live).

## Family Settings

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

## Xbox 360® Controller for Windows



## Jedi

	PLAYER 1	PLAYER 2	360 CONTROLLER
MOVE LEFT	A	LEFT	LEFT STICK LEFT
MOVE RIGHT	D	RIGHT	LEFT STICK RIGHT
MOVE UP	W	UP	LEFT STICK UP
MOVE DOWN	S	DOWN	LEFT STICK DOWN
LIGHTSABER / INTERACT	J	NUM PAD 4	X BUTTON OR HOLD X BUTTON
JUMP	SPACE	NUM PAD 0	A BUTTON
DOUBLE JUMP	SPACE, SPACE	NUM PAD 0, 0	A BUTTON, THEN A BUTTON (WHILE IN THE AIR)
FORCE USE / FORCE INTERACT	L	NUM PAD 6	Y BUTTON

## Clones

MOVE LEFT	A	LEFT	LEFT STICK LEFT
MOVE RIGHT	D	RIGHT	LEFT STICK RIGHT
MOVE UP	W	UP	LEFT STICK UP
MOVE DOWN	S	DOWN	LEFT STICK DOWN
AIM LEFT	J	NUM PAD 4	RIGHT STICK LEFT
AIM RIGHT	L	NUM PAD 6	RIGHT STICK RIGHT
AIM UP	H	NUM PAD 8	RIGHT STICK UP
AIM DOWN	K	NUM PAD 5	RIGHT STICK DOWN
FIRE WEAPON	H	NUM PAD 2	RT BUTTON
MELEE	N	NUM PAD 1	X BUTTON
VAULT	SPACE	NUM PAD 0	A BUTTON
ROLL	LEFT SHIFT (WHILE MOVING)	RIGHT CONTROL (WHILE MOVING)	A BUTTON
FIRE GRENADE / ROCKETS	U	NUM PAD 7	Y BUTTON, AIM, THEN RELEASE
FIRE MINI-GUN	U	NUM PAD 7	HOLD Y BUTTON
JETPACK / HOVER (IF AVAILABLE)	SPACE (HOLD)	NUM PAD 0 (HOLD)	RT BUTTON
CROUCH	LEFT SHIFT (STANDING STILL)	RIGHT CONTROL (STANDING STILL)	LT BUTTON
USE COMPUTER PANELS	N	NUM PAD 1	X BUTTON

## Universal Controls

CHALLENGE	I	NUM PAD 8	X BUTTON
PAUSE / IN-GAME OPTIONS	ESC	PAUSE / BREAK	START BUTTON
HIGHLIGHT MENU OPTION	UP, DOWN	UP, DOWN	LEFT STICK OR DIRECTIONAL BUTTONS
ACCEPT	ENTER	ENTER	X BUTTON (IN MENU SCREEN)
GO BACK / CANCEL	ESC	BACKSPACE	BACK BUTTON (IN MENU SCREEN)

## INSTALLATION

To Install Star Wars® The Clone Wars™: Republic Heroes™, insert the DVD into your computer's DVD-ROM Drive. If you have Autorun enabled, installation will begin. If you do not have Autorun enabled on your computer, open My Computer from either your desktop or the START Menu and double-click on the DVD-ROM drive showing the Star Wars® The Clone Wars™: Republic Heroes™ icon.

Double-click the program icon to start installation. Once started, a series of on screen instructions will guide you through the rest of the installation process. If you experience problems with the installation, read the Troubleshooting Guide on the Disc.

Note: We recommend closing all background applications and turning off any virus scanning software 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.

## MINIMUM SYSTEM REQUIREMENTS

### Operating System:

Windows XP or Windows Vista®

### Computer:

100% DirectX 9.0c compatible computer

### CPU:

Intel P4 3.0GHz or AMD XP 3000+ or higher

### Memory:

1GB RAM, 2GB RAM required for Windows Vista

### Graphics Card:

NVIDIA 7300 GS or better\*

ATI X1600 or better\*

\*Requirement of 256MB or more video memory

### Sound Card:

100% DirectX 9.0c compatible Audio Device

### Optical Device:

DVD-ROM

### Input Device:

Keyboard and mouse

### DirectX:

Microsoft DirectX 9.0c (November 2008) is included on this disc

Note: DirectX may require the "latest" updates for your operating system. This may also include the latest drivers for your motherboard, sound, and video hardware.

## The Clone Wars rage on!

As a sign of good faith toward the Republic, crime lord Jabba the Hutt agrees to share information about Separatist smuggling activity in his territory with the Jedi. Rumors of war spread everywhere, and Obi-Wan Kenobi sets out for Naboo to discuss reports of enemy activity in the system with Senator Padmé Amidala.

Meanwhile, Anakin Skywalker and his Padawan, Ahsoka Tano, take charge of the operation to rid the recently liberated planet Ryloth of the remaining Droid Army presence....



## MAIN MENU



Press the "Enter" key button at the Title Screen to access the Main Menu. Inside, there are three selectable options: New Campaign, Databank, and Options. Continue and Replay will be added to the Main Menu once you have completed a mission.

### New Campaign

Start a new campaign.

### Databank

Visit the databank to learn more about all your favorite characters, vehicles, and items found in the Clone Wars.

### Options

Adjust Game Options, including Display, Sound, Controls and Language.

### Continue

Continue your saved progress through the game in either single player mode or two player co-op.

### Replay

Choose any Jedi or Clone character and revisit any mission you've unlocked, and continue to collect remaining artifacts and Gold Droids. In addition, you can play with any upgrades or gear you've purchased from the Shop (located in the Pause Menu).



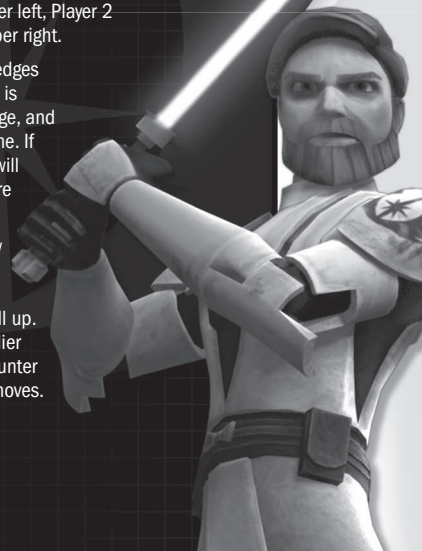
## ON-SCREEN INFORMATION

### MULTIPLAYER

To have a second player join in the action press the "Backspace" key.



- 1. Character Icon:** Your character's face appears at the top of the screen. Player 1 appears in the upper left, Player 2 (or your AI companion) appears in the upper right.
- 2. Shield:** Displayed as eight blue circular wedges surrounding the character icon. The Shield is depleted when your character takes damage, and refills if you haven't been hit for a short time. If you run out of shield, your character icon will flash red, and you can only take a few more hits before you collapse.
- 3. Combo Counter (as Jedi Only):** The yellow meter located immediately beneath the Character Icon. When your character deals damage, the combo meter will gradually fill up. When it fills, it increases your point multiplier for each droid you defeat. A full combo counter also allows you to perform some special moves.







## JEDI

### Walking and Running

Use the "A", "D", "W", and "S" keys to move your Jedi through the environment.

### Jumping and Double-Jumping

Press the "Space" key to make your Jedi jump. You can direct your jumps with the directional keys. Press the "Space" key a second time when jumping to perform a double jump. Double jumping makes it easier to cross wide gaps or land precisely on narrow platforms or beams.

### Lightsaber Attacks

Press the "J" key for a quick attack. Press the "J" key several times to string together multiple attacks. Hold the "J" key to charge heavier attacks. Some attacks are automatically upgraded when your combo bar is full.

### Ledge Grab and Shimmy

Run off edges to automatically flip around and grab the edge. You can shimmy along some edges by moving left or right with the directional keys. Press the Up directional key or press the "Space" Key to jump back up. Press the Down directional key when you jump to jump back off the ledge. When hanging from a ledge, you can start sliding down the wall by pressing the "G" key.

### Wall Jump, Wall Stab, and Super Jump

Jedi can use their acrobatic skills to jump off walls. If they are between two walls, they can repeatedly jump back and forth between two walls to gain extra height. If a Jedi jumps towards a wall and doesn't jump, they will stab the wall with the lightsaber to slowly slide down the wall. Press the "Space" key after jumping off a wall to perform a Super Jump, and press the "J" Key to make the Jedi slam into the ground and deal damage to all enemies nearby.

### Droid-Jak

Jedi can control droids for a short time by double-jumping on top of them. Once on top of the droid, you can press the "J" key to take over the droid. Most droids require you to hold the "J" key before releasing it, and aim their attack with the left stick movement keys. If your combo bar is full, you can also press the "H" key and your Jedi will perform a finishing move which also knocks back nearby enemies. You can upgrade your Droid-Jak moves from the Shop in the Pause Menu.



### Force Moves

Press the "H" key for a quick push that stuns droids. Hold down the "H" key to build up the Force to blast back waves of droids. You can also use the Force to open doors, charge up generators, and solve other puzzles.

### Power Ups

Power ups are scattered about your environment - Collect them to unlock extra abilities, though they'll only last a short time.

**Invincibility (White)** - Prevents you from taking any damage. Clones can use this too.

**Double Damage (Red)** - Deal twice as much damage as normal with your attacks. Clones can use this too.

**Combo (Yellow)** - Keeps your combo bar full, unlocking more powerful attacks.

**Force Blast (Dark Blue)** - Increases the power and radius of your Force Push.

**Points Multiplier (Light Blue)** - Increases the number of points you acquire.



## CLONES

### Walking and Running

Use the "A", "D", "W", and "S" keys to move your Clone through the environment.

### Combat

Aim with the "J", "L", "I", and "K" keys to fire your Clone's primary rifle or pistols. To use an alternate weapon like the EMP grenade, hold the "U" key. Use the "A", "D", "W", and "S" keys to aim the reticule, then release the key to fire. To attack droids when up close, press the "N" key.

### Vaulting, Crouching and Rolling

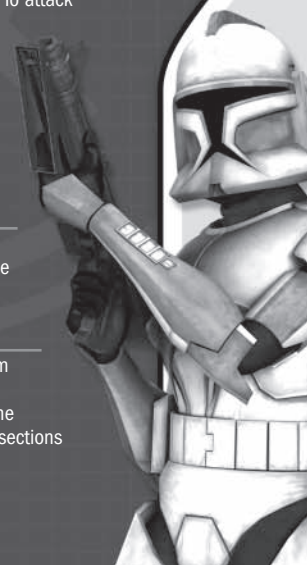
To vault over a low wall or on to a box, move against it and press the "Space Bar". To crouch behind a wall, stand next to it and press "Left Shift". If you are running when you press the "Left Shift" key, your Clone will dive and roll.

### Jetpacks

Clones use jetpacks to fly across large gaps or get to high areas. If your Clone has a jetpack, press and hold the "Space Bar" to hover for a short time.

### Hacking Computer Consoles

Clones can hack into computer consoles. Stand next to them and press the "N" key. Use the directional keys to rotate the selected ring and change your selection with "Space Bar". The console interface will appear. Continue to line up the green sections to transfer power to the locking mechanism.



## CLONES (CONTINUED)

### Alternate Weapons

Clones start with standard issue EMP grenades to stun droids, but other weapons are available to the prepared trooper.

**Thermal Detonator** – This compact and powerful grenade can deal lethal damage to a group of droids, or be used to bypass blocked pathways.

**Merr-Sonn RPS-6 Rocket Launcher** – This shoulder weapon fires a powerful rocket that can take out droids, vehicles, and buildings.

**Z-6 Rotary Blaster Cannon** – This heavy infantry weapon can lay down a blistering amount of fire, but takes a while to start up.

### ACTION ICONS

Throughout the game, Yoda uses Action Icons to illustrate character moves. The Action Icons are mapped in the Options menu as well under Controls

#### Jedi



Jump



Force



Attack



Block

#### Clones



Primary Fire



Alternate Fire



Vault/Jetpack



Roll/Crouch

## REWARDS

### Artifacts

Artifacts can be found throughout the galaxy. Collect them to unlock Extras.

### Force Crystals

Destroy these Force Crystals to receive a large point award. Points can be used to unlock masks and upgrades in the Shop.

### Gold Droids

The Separatists have seeded their troops with prototype Gold Droids. Find and destroy them for a large point bonus.

## SHOP

Access the Shop from the Pause Menu to purchase a variety of novelty costumes, combat upgrades and cheats. Some items have to be selected again after purchase, to actually equip them.

## SAVING YOUR GAME

Star Wars® The Clone Wars™: Republic Heroes™ has an auto-save feature that will automatically save your game at the end of each mission

## HOW TO CONTACT LUCASARTS

### Where to Find Us Online

Visit the LucasArts Web site at [www.lucasarts.com](http://www.lucasarts.com). From there you can access the Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

### Yoda's Help Desk

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

### Product Support Mailing Address

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

### LucasArts Company Store

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.

You can also reach us by mail at:  
Lucasfilm - LucasArts Store  
Product Order  
P.O. Box 29901  
San Francisco, CA 94129

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



## SOFTWARE LICENSE AND LIMITED WARRANTY

12

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR OTHERWISE USING THE SOFTWARE. BY INSTALLING OR OTHERWISE 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 OR EXCHANGE SUBJECT TO THE RETURN POLICY OF THE RETAILER.

The computer program, artwork, music, printed materials, on-line or electronic documentation, and other components included in this product and all copies of such materials as such as may be modified or updated (collectively referred to as the "Software"), are the copyrighted property of LucasArts, a division of Lucasfilm Entertainment Company Ltd. and/or its affiliated entities or divisions, and its licensors (collectively referred to as "LucasArts"). The Software is not exclusively licensed (not sold) to you, and LucasArts owns and/or controls all copyright, trade secret, patent and other proprietary rights in the Software. LucasArts may make improvements or updates to the Software at any time and with or without notice to you, which may be made available to you as LucasArts may determine. Such updates or improvements may change the game play associated with the Software.

Subject to the terms and conditions of this Agreement, you may use the Software, solely for your personal use, by installing the Software on a single computer and using the Software in accordance with its documentation. You may not circumvent or attempt to circumvent any technological measures in the Software or the media designed to prevent copying or unauthorized access.

All rights not specifically granted under this Agreement are reserved by LucasArts and, as applicable, their licensors. You may not: (1) except in connection with the installation of and game play associated with the Software, copy the Software in its entirety onto a hard drive or other storage device and you must run the Software from the included Compact Disc ("CD") or 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 LucasArts 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 LucasArts (which it may or may not issue in its sole discretion) for such use, and LucasArts 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 and erase any copies residing on computer equipment. Your rights in and to this license are automatically terminated if and when you transfer the Software.

LucasArts warrants to the original consumer purchaser only that the media furnished in this Software 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 Software proves to be defective, and provided that the original consumer purchaser returns the media to LucasArts in accordance with the instructions in this paragraph, LucasArts will replace the defective media: (a) free of charge to the original consumer purchaser if the media proves to be defective within the ninety (90) day period following the date of purchase, or (b) for a fee of \$5.00 per CD or DVD (all references herein are to United States dollars) if the media proves to be defective after the expiration of the ninety (90) day warranty period, provided that the request is made within a reasonable time from purchase, and LucasArts continues to distribute the CD or DVD commercially. To obtain a replacement CD or DVD, please return the defective item, postage prepaid, to LucasArts, a division of Lucasfilm Entertainment Company Ltd., P.O. Box 29908, San Francisco, CA 94129, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$5.00 per CD or DVD made payable to LucasArts if after expiration of the warranty period. LucasArts will mail a replacement to you. In the event that the Software is no longer available, LucasArts retains the right to substitute a similar product of equal or greater value. This warranty is not applicable and shall be void if the defect has arisen through abuse, mistreatment, neglect, or from normal wear and tear. LucasArts has no obligation to provide support, maintenance, upgrades, modifications or new releases under this Agreement.

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. LUCASARTS EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LUCASARTS 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. LUCASARTS SHALL ALSO NOT BE LIABLE FOR ANY DELAYS, SYSTEM FAILURES OR SYSTEM OUTAGES WHICH MAY AFFECT ONLINE GAME PLAY OR ACCESS THERETO. LUCASARTS RESERVES THE RIGHT TO DISCONTINUE MAKING THE SERVER AVAILABLE (AND YOUR ABILITY TO PLAY THE GAME) AT ANY TIME AND FOR ANY REASON. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU, AND YOU (AND NOT LUCASARTS) 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 LUCASARTS, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSEES, LICENSEES 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 LUCASARTS OR A LUCASARTS 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.

13

YOU AGREE THAT THE LIABILITY OF LUCASARTS 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. YOU AGREE TO WAIVE ANY RIGHT TO EQUITABLE RELIEF INCLUDING, WITHOUT LIMITATION, ANY INJUNCTIVE RELIEF TO ENFORCE THE TERMS HEREOF. THE PARTIES ACKNOWLEDGE THAT THE LIMITATIONS OF LIABILITY IN THIS AND OTHER PROVISIONS OF THIS AGREEMENT AND THE ALLOCATION OF RISK HEREIN ARE AN ESSENTIAL ELEMENT OF THE BARGAIN BETWEEN THE PARTIES, WITHOUT WHICH LUCASARTS WOULD NOT HAVE ENTERED INTO THIS AGREEMENT. LUCASARTS' PRICING REFLECTS THIS ALLOCATION OF RISK AND THE LIMITATION OF LIABILITY SPECIFIED HEREIN.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents, and you hereby consent to personal jurisdiction in California. This Agreement will not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. You and LucasArts each agree that any claim or controversy arising out of this Agreement or the Software shall be settled by expedited binding arbitration in accordance with the rules of the American Arbitration Association. Such arbitration shall take place in Marin County, California, and you waive any claim that such forum is inconvenient. Any such claim or controversy shall be arbitrated solely on an individual basis and shall not be consolidated with a claim of any other party. The arbitrator may not change the terms of this Agreement. The arbitrator may award injunctive or other equitable relief to enforce the terms hereof; provided, however, that no injunctive or equitable relief may be awarded that would enjoin or impair LucasArts' rights or ability to distribute or otherwise market, advertise, promote or exploit the Software. If it is judicially determined that any claim or controversy arising out of or related to this Agreement or the Software cannot be settled by expedited binding arbitration as noted above, then you agree that any such claims or controversies shall be brought and maintained in the state courts located within the County of Marin, State of California or the federal courts of the Northern District of California, and you waive any claim that either such forum is inconvenient. The foregoing shall not preclude LucasArts from seeking any injunctive or other relief for protection of LucasArts' intellectual property rights or similar rights in any court of competent jurisdiction. Because LucasArts will be preparately damaged if the terms of this Agreement were not specifically enforced, you agree that LucasArts shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as LucasArts may otherwise have under applicable laws. The prevailing party in any action to enforce this Agreement shall be entitled to recover costs and expenses including, without limitation, reasonable attorney's fees. LucasArts shall have the right, but not the obligation, to defend or settle, at its option, any action or proceeding arising from a claim that your permitted use of the Software infringes or misappropriates any patent, copyright, or other ownership of a third party. You agree to provide LucasArts with written notice of any such claim within ten (10) business days of your first knowledge thereof and to provide reasonable assistance in the defense of such claim. LucasArts shall have sole discretion and control over the defense or settlement of such claim, unless it declines to defend or settle such claim, in which case you are free to pursue such course of action as you reasonably determine. LucasArts is under no obligation hereunder to indemnify or hold you harmless with respect to any actions, proceedings or claims. In the event of such a claim, or if LucasArts believes such a claim is likely, LucasArts may: (i) procure for you the right to continue using the Software; (ii) modify the Software so that it becomes non-infringing; or, (iii) terminate this Agreement. You agree to comply with any court judgment or other conditions imposed on you or LucasArts as a result of an allegation of patent or copyright infringement (whether by court order, agreement or otherwise), whether or not such judgment or conditions contradict the conditions of this Agreement, including without limitation, ceasing use of the Software.

If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the validity and enforceability of the remainder of this Agreement shall in no way be affected or impaired thereby and such provision shall be enforced to the maximum extent possible so as to effect the intent of the parties and shall be reformed without further action by the parties to the extent necessary to make such provision valid and enforceable. LucasArts' failure to act with respect to a breach by you or others does not waive LucasArts' right to act with respect to subsequent or similar breaches, nor will any single or partial exercise of any right hereunder preclude further exercise of any other right hereunder. This Agreement sets forth the entire understanding and agreement between you and LucasArts with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties; provided, however, that LucasArts has the right, without notice and/or without a writing signed by both parties, to amend this Agreement in connection with any modifications or updates to the Software.

The license term shall commence as of the date you install or otherwise use the Software. You may terminate this license by disposing of the Software and erasing any components residing on computer equipment. Without prejudice to any other rights of LucasArts, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all its component parts. Your disposal or destruction of the Software and any component parts must be done in accordance with applicable law. Except for the license granted herein and as expressly provided herein, the terms of this Agreement will survive termination.

If the Software is acquired under agreement with the U.S. government or any agency or instrumentality thereof, 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.

LucasArts, the LucasArts logo, STAR WARS and related properties are trademarks in the United States and/or in other countries of Lucasfilm Ltd. and/or its affiliates. © 2008-2009 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. All rights reserved.

This game and manual are each a work of fiction. All of the characters, events, locations, logos, and entities portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

Online play subject to online terms of use and privacy policy as may be available online at [www.lucasarts.com](http://www.lucasarts.com).

Uses Bink Video Technology. Copyright © 1997-2008 by RAD Game Tools, Inc.

LucasArts, a division of  
Lucasfilm Entertainment Company Ltd.  
P.O. Box 29908  
San Francisco, CA 94129

Sept 09