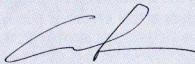


**WELCOME TO LUCAS LEARNING LTD.**

**A Message from George Lucas  
Creative Director of Lucas Learning Ltd.**

Many years ago as a filmmaker I developed an interest in interactive technologies. As I began to work with them, I realized that they had great potential for opening up new kinds of learning experiences for young people. They offered an alternative to some of the traditional approaches to education that did not work for me as a youth. As a result, for over 15 years I've been committed to finding ways to capture kids' natural interest in learning and engage them more actively and productively in the learning process. Lucas Learning reflects my own passion for learning as it creates products like this one. DROIDWORKS™ explores rich content in an immersive and entertaining environment as it engages the player in constructing droids and then trying them out in challenging environments. I hope you enjoy the experience and that it will contribute to your own lifetime of learning.



George Lucas

#8410005





# TABLE OF CONTENTS

<b>WELCOME TO LUCAS LEARNING LTD.</b>	
Lucas Learning's Philosophy .....	1
Online Registration .....	1
<b>INSTALLATION AND START-UP</b>	
Microsoft Windows 95/98 Users .....	2
Macintosh Users .....	3
<b>OVERVIEW</b>	
Getting Started .....	4
Quick Start .....	4
Tutorials .....	5
In-Game Help .....	6
Key Characters .....	6
Options .....	8
<b>DESIGNING DROIDS</b>	
Droid Construction .....	10
Droid Testing .....	11
The InDex .....	11
<b>COMPLETING MISSIONS</b>	
Mission Map .....	14
Holocam-E .....	16
Keyboard Commands and How to Control Your Droid .....	17
Ranking and Rewards .....	18
<b>PLAYING HINTS</b> .....	20
<b>SAVING YOUR PROGRESS</b> .....	20
<b>CAPTURING SCREEN SHOTS</b> .....	20
<b>PRINTING</b> .....	20
<b>REFERENCES</b>	
Credits .....	21
Selected Reading .....	25
How to Contact Lucas Learning Ltd. ....	26
Hint Line .....	26
Technical Support .....	27
<b>SOFTWARE LICENSE AGREEMENT, 90-DAY SATISFACTION GUARANTEE, AND LIMITED WARRANTY</b> .....	
	28

## WELCOME TO LUCAS LEARNING LTD.

### Lucas Learning Ltd. Company Philosophy Statement

Lucas Learning Ltd. is committed to creating uncommon learning opportunities through software that inspires and entertains. Our games are imaginative, challenging, and engaging, yet grounded in solid content and an understanding of how we actually learn. Our philosophy is based on a fundamental respect for people's natural desire to direct their own learning through exploration and discovery. Our goal is to provide you with an entertaining, enduring, and substantial learning experience set in the familiar worlds of the *Star Wars* galaxy.

#### JOIN THE DROIDBUILDER CLUB!

This will entitle you to technical support and allow us to keep you informed of program updates, contests, new products, online events, and whatever else we dream up!

Please go to [www.lucaslearning.com](http://www.lucaslearning.com) and click on Online Registration.

### Windows 95/98 Users

If your system supports AutoPlay, simply insert the *Star Wars*® DROIDWORKS™ disc into your CD-ROM drive. In a few seconds, the launcher appears. Follow the prompts.

OR

Follow these steps:

1. Insert the *Star Wars* DROIDWORKS disc into your CD-ROM drive.
2. Double-click on MY COMPUTER on your desktop.
3. Double-click on your CD-ROM drive (typically drive D:).
4. Double-click on the LAUNCH.EXE icon.
5. Click on INSTALL *Star Wars* DROIDWORKS.

The setup program gives you a choice of a Normal Install and a Custom Install. Normal Install uses all default settings and requires 82MB of free hard disk space. This is the recommended option for beginning computer users. Custom Install allows you to choose where to install *Star Wars* DROIDWORKS and select one of three install sizes. This is recommended for experienced computer users.

The install will ask you if you wish to enable or disable the Internet feature in the InDex. Please see page 13 for more information.

Follow the on-screen prompts to finish installing *Star Wars* DROIDWORKS.

Please see the ReadMe.txt file for last-minute changes and information.

To start *Star Wars* DROIDWORKS, click on the Windows Start button (on your Task Bar), click on Programs, then click on Lucas Learning, then *Star Wars* DROIDWORKS.

If your CD-ROM drive supports AutoPlay, simply insert the *Star Wars* DROIDWORKS CD into your drive and the launcher appears automatically. Click on the PLAY *Star Wars* DROIDWORKS button to start the game.

### Macintosh Users

1. Insert the *Star Wars* DROIDWORKS disc into your CD-ROM drive.
2. Double-click on the *Star Wars* DROIDWORKS CD icon on your desktop.
3. Double-click on Install *Star Wars* DROIDWORKS.

The setup program gives you a choice between Easy Install and a Custom Install. Easy Install uses all default settings and requires 82MB of free hard disk space. This is the recommended option for beginning computer users. Custom Install allows you to choose where to install *Star Wars* DROIDWORKS. This is recommended for experienced computer users.

Follow the on-screen prompts to finish installing *Star Wars* DROIDWORKS. When installation is complete, your computer will restart.

Please see the Readme file for last-minute changes and information.


To start *Star Wars* DROIDWORKS, double-click on the Lucas Learning folder on your hard drive (or the folder that you have installed to) then the *Star Wars* DROIDWORKS folder. Double-click on the *Star Wars* DROIDWORKS icon to launch the game.

## OVERVIEW

In DROIDWORKS, you assume the exciting role of an undercover agent working for the Rebel Alliance in the mission to overcome the evil Empire. Disguised as a Jawa, your job is to become a Master Droid Builder by designing and building droids that help you complete important missions. Ultimately, you must find the secret location of the Empire's Assassin Droid Factory, and reprogram the Assassin Droids before they stop the Rebellion!

If you'd rather just design and build droids, the Jawa Droid Workshop and Sandcrawler Training Facility are always open to droid builders who simply want to have fun building, painting, and playing with different droids.

### Getting Started

When the program begins, the opening scenes introduce the game. To skip these scenes, press the  key.

To begin a new game, choose one of the following options:

- > **NEW GAME**  
This option starts a new game from scratch.
- > **LOAD SAVED GAME**  
This option loads a previously saved game and allows you to continue from where you left off. Click on a name in the list to load that saved game.

### Quick Start

1. After the opening scenes, you'll find yourself in the Jawa Droid Workshop. You will be asked if you would like to see Wimateeka's tutorial and learn how to build droids.
2. Go to the Mission Map to find out what kind of droid you need to build for your first mission. Then return to the Workshop and choose appropriate droid parts and assemble

your droid in the holographic window. Use the controls at the bottom of the window to see how your droid looks from every angle and how it moves. See *Droid Construction* in the *Designing Droids* chapter. Click on the Sandcrawler Training Facility button to test the operation of your droid. See *Droid Testing* in the *Designing Droids* chapter. Click on the Mission Map button to view the map and read the mission briefing for important information on your mission. See *Mission Map* in the *Completing Missions* chapter.

3. Deploy your droid. Good luck, young Rebel spy!

### Tutorials

Four tutorials are included in *Star Wars* DROIDWORKS to help you move quickly through the ranks of droid builders. Jawas can be quite helpful! When you go to an area of the game for the first time, Wimateeka asks you if you'd like to see a tutorial. Choose Yes or No. Later, you can see the tutorial anytime by double-clicking on the ? button on whatever screen you need help with.

#### > JAWA DROID WORKSHOP

This tutorial shows you how to build droids like a master!

#### > THE INDEX

The InDex is one of your greatest tools for understanding how to solve problems and get past the obstacles in each mission. Use the tutorial to learn how to use the InDex's many features. By observing demonstrations and reviewing scientific data, you'll be better able to equip your droid with the capabilities it needs to complete the current mission.

#### > SANDCRAWLER TRAINING FACILITY

This tutorial shows you the ins and outs of how to operate your droid and test out its various capabilities.

#### > MISSION MAP

This tutorial tells you how to gather key information to help you design the perfect droids to deploy on each mission. Listen well!



## In-Game Help

In the Workshop, Mission Map, and the InDex, C-3PO is there to help you. Click once on the question mark button. When the cursor changes to a question mark, move the cursor to the area on screen you need help with and click.



While playing a mission, count on Holocam-E for help. Click on the ? button, move the cursor to the area on screen you need help with, and click. Double-click the ? button

for a list of keyboard commands that show you how to control your droid in missions.



## Key Characters

### HOLOCAM-E ("CAMMY")

This outspoken little hover droid is programmed with a strong southern accent and genuine hospitality to go with it. While your droid is on a mission, she follows along behind it to send you back a video and audio signal so you can control your droid from the safety of your sandcrawler. She also gives you helpful hints and warnings as you navigate your missions and a status report on your droid at the end of each mission. In short, Cammy is a droid builder's best friend.



6

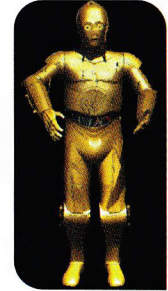
### WIMATEEKA

Meet the Jawa leader of the Olik clan. He has helped many nearby moisture farmers and has served as a translator and trusted advisor to the human. He is older than most of the Jawas on his sandcrawler and speaks both Jawa and Basic. Sort of the Obi-Wan Kenobi of Jawas, Wimeteeka is wise, compassionate, and friendly.



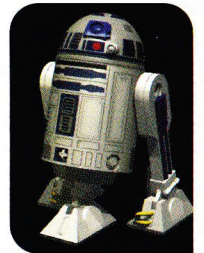
### C-3PO

Threepio is a protocol droid equipped with personality modules in his AA-1 VerboBrain that allow him to experience emotions and feelings much like the humans and aliens he interacts with. A bit of a fussbudget, he often dwells on how difficult his life is, and how much trouble Artoo has caused him.



### R2-D2

Artoo is a tripodal utility astromech droid designed to operate in the outer reaches of space. He communicates using an information-dense electronic language that sounds like a series of chirps, whistles, and beeps. Although his knowledge resides in computerized circuits and his appearance is strange, Artoo behaves much like a human — he is brave, trustworthy, loyal, inventive, and sarcastic, and is a good friend to C-3PO.



7



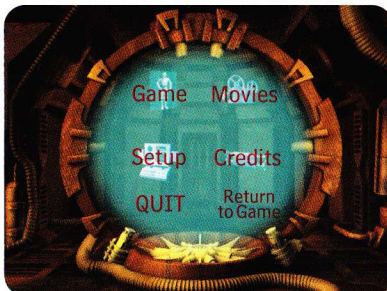
## ASSASSIN DROIDS

These dastardly droids are being built by the Empire at a hidden droid factory somewhere on Tatooine. Their goal: to destroy the Rebel Alliance. These large hunks of moving scrap metal are dull-witted for the most part, and are fairly easy to get away from. Don't let them get too close, though, or you'll be in for a real shock!



## Options

To display the options screen, click on the **X** button from the Workshop. Six option buttons appear.



### GAME

#### > NEW GAME

This option starts a new game from scratch.

#### > LOAD SAVED GAME

This option loads a previously saved game and allows you to continue from where you left off. Click on a name in the list to load that saved game.

### MOVIES

You can replay any of the movies you've already seen in the game from this screen.



## SETUP

### > MONITOR BRIGHTNESS

This option adjusts the screen brightness either darker or brighter.

### > MISSION SCREEN SIZE

This option allows you to make the mission or Sandcrawler Training Facility window larger or smaller. If *Star Wars* DROIDWORKS is running slowly on your computer, try making the window size smaller. Note that you can also adjust the window size by adjusting the yellow slider on the right side of Cammy's control interface.

### > MUSIC VOLUME

This option makes the in-game music play louder or softer. Move the slider all the way to the left to turn the music off.

### > SOUND VOLUME

This option makes the in-game sound effects and voices louder or softer.

## CREDITS

Here's your chance to see all the names of people who worked hard to create DROIDWORKS. While you're at it, sit back and enjoy the dancing droid show, too!

## QUIT

Click on this to quit the game and return to the desktop.

## RETURN TO GAME

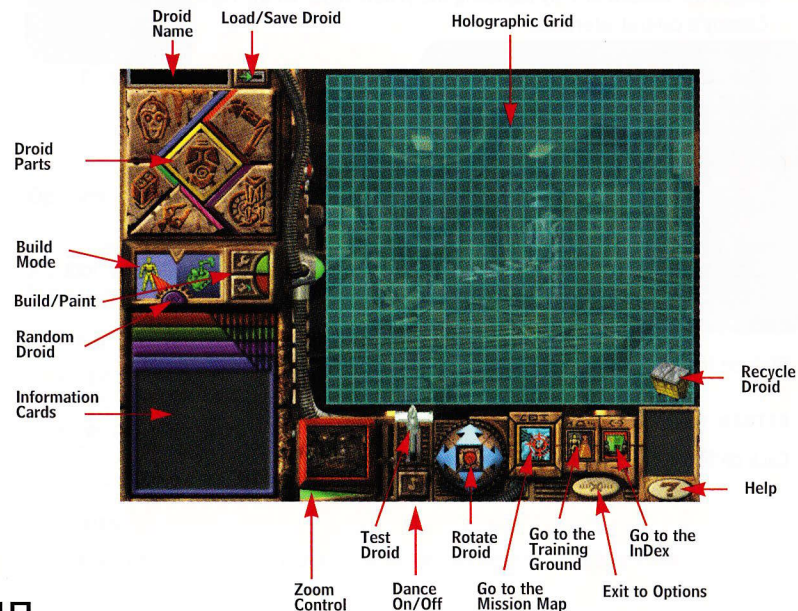
Click on this if you wish to return to the game in progress.





## DESIGNING DROIDS

To save the Rebel Alliance, your first challenge is to design just the right droid to complete each mission in your quest to foil the Empire's plans. You must secretly assemble your droid, piece by piece, in the Jawa Droid Workshop to meet specific mission goals, then you may test its performance in the Training Facility. Go to the InDex, the Information and Data Expert, to learn how to overcome obstacles and improve your droid. Only after your droid is fully built can you deploy it on a mission.



10

## Droid Construction

Everything you need to construct the perfect droid is in the Jawa Droid Workshop. Double-click on the ? button to have Wimateeka show you everything you can do here. Click on Mission Goals to find out what your droid needs to do in the current mission. Assemble a multipied or tread droid in the holographic window using the parts available. As you build your droid, you can paint it any colors you want, zoom in and out, observe its movement, and view it from any angle. Then you can test it at the Training Facility or do some scientific research in the InDex.

## Droid Testing



From the Workshop, click on the Sandcrawler Training Facility button to put your droid through its paces. Double-click on the ? button to see a list of keyboard commands (or see *Keyboard Commands and How to Control Your Droid* in the *Completing Missions* chapter). Cammy will show you around the facility. Here, you'll encounter similar challenges and obstacles to those you will find on a mission, but in a safe environment. Explore, test things out, and observe how well your droid performs. You may decide to tinker with your droid in the Workshop before sending it out on a dangerous mission!

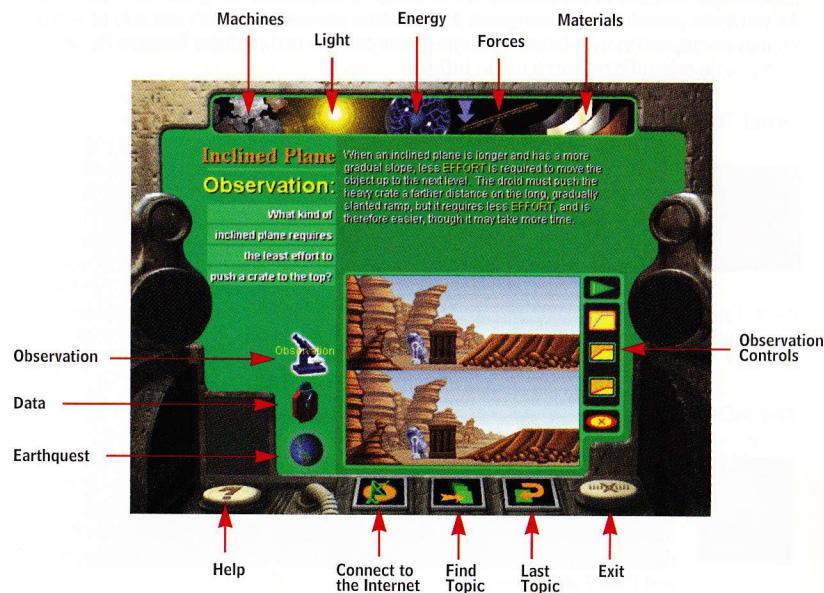
## The InDex



From the Workshop, missions, or the Training Facility, click on the InDex button to learn the science that will help you overcome the challenges you face. What you learn here can help you improve your droid and increase your chances of a successful mission. Double-click on the ? button to have Wimateeka show you how the InDex – the Information and Data Expert – works.

11

Search the InDex to learn more about the tools that will help you get past any obstacles you encounter in your mission. You can observe different ways to negotiate the obstacle, gather additional research data, and relate the information to how things work on Earth. Master Droid Builders visit the InDex often!



## A Note About the Internet:

The InDex gives you the option to connect to the Internet for further exploration on related topics. You need to have an Internet account already set up and functioning correctly to use this feature. Clicking the Internet button in the InDex launches your default browser, which activates your dialer and connects you to the DROIDWORKS InDex page on the Internet. Because of the nature of the Internet, you are not confined to our web site alone, but you are free to go anywhere on the Internet you are normally able to go. If your browser has restricted access protection, such as AOL, Net Nanny, or Cyber Patrol, the InDex still honors that protection. If you wish to restrict Internet access, almost all dialer programs (including the one built into Windows 95) have password protection that can block Internet access whether you're dialing from your browser or dialing from the InDex. **In summary, the InDex does not give you access to the Internet beyond what you already have. It simply makes use of your current setup.**

If you would like to disable the InDex's Internet feature altogether, you may do so from within the INSTALL program. **Warning:** once disabled, you will need to reinstall DROIDWORKS to enable the feature again.

**Disclaimer:** While Lucas Learning takes responsibility for the materials on its own web site, Lucas Learning has no control over where the user goes from this site and cannot take responsibility for the contents of other sites, even if links are provided to other sites from Lucas Learning's site.



## COMPLETING MISSIONS

Once you've built a droid and are satisfied with how it operates, go to the Mission Map and take careful note of the mission briefing. From there you can deploy your droid and the mission begins!

As an agent of the Rebel Alliance, your task is to complete all thirteen missions assigned to you by Wimateeka, the Jawa Clan Leader. Eight of these are training missions with three levels of difficulty: Apprentice, Designer, and Master. Each time you complete a mission and gain a new rank, you are rewarded with a new and valuable droid part to use on your droids. You'll be given the opportunity to solve secret missions after you have completed each training mission at least once. Find and obtain all the Optical Information Crystals from the secret missions and journey to the Crystal Information Facility to access the information locked inside the crystals. At last, you will have the necessary knowledge and expertise to tackle the final and most challenging mission: to reprogram the dangerous assassin droids and save the Rebel Alliance from the evil Empire!

## Mission Map



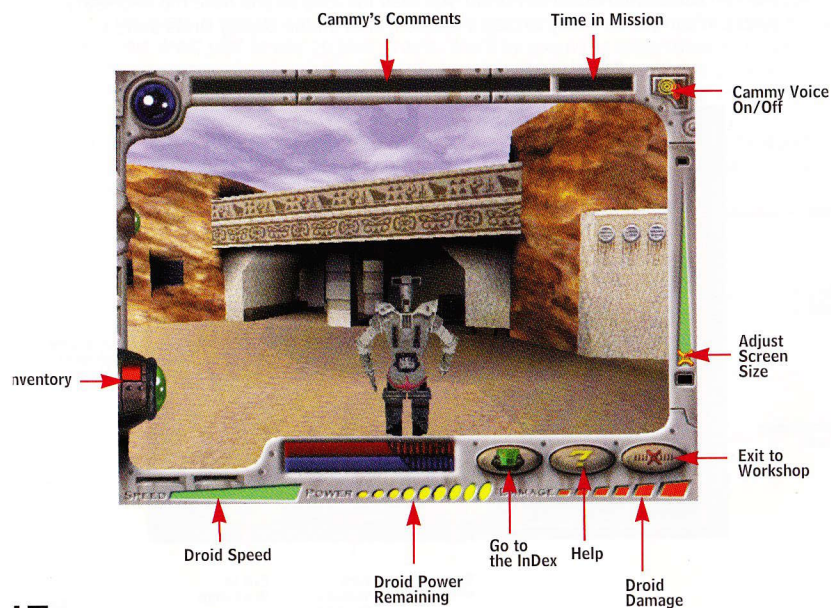
From the Jawa Droid Workshop, click on the Mission Map button to get a mission briefing and other valuable information about your current mission. Double-click on the ? button to learn how to use the map.

If you like, you can use the map to learn about other missions and choose a new one. Although the training missions are numbered in order of difficulty, you can complete them in any order you wish (as long as you have the necessary droid parts). When you're ready to play a mission, click on the Deploy Droid button.



## Mission Screen

This screen shows the audio and video signal that Cammy sends back to your sandcrawler. While on missions, this is how you control and monitor your droid. Click on Mission Goals to check on your progress. To get help with the interface, click on the ? button, move the cursor to the area on screen you need help with, and click again. Double-click the ? button for a list of keyboard commands.



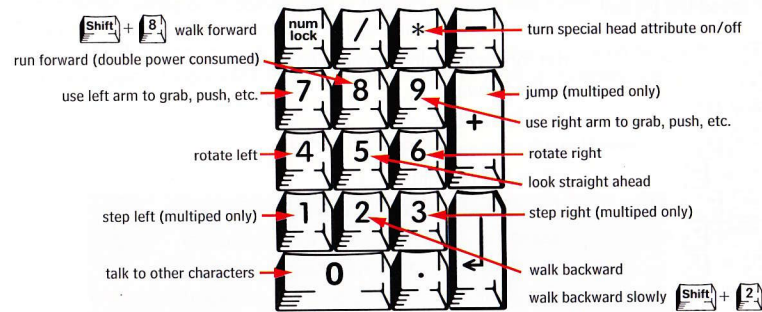
## Keyboard Commands and How to Control Your Droid

To see the keyboard commands while playing a mission, double-click on the ? button or press the key.

	run forward (double power consumed)
	walk backward
	walk forward
	walk backward slowly
or	rotate left or right
or	step left or right (multiped only) (Windows)
or	step left or right (multiped only) (Macintosh)
or	extend right arm and grab object or push button
or	extend left arm and grab object or push button
	jump (multiped only)
	turn special head attribute on/off
	droid controls display on/off
	talk to other characters
or	look up
or	look down
or	look straight ahead
+ mouse	look around (hold down V and move mouse)
	adjust screen brightness
	save screen shot to PLAYER folder
or	adjust screen size
	skip a movie or dialog
or	pause the game during a mission



Alternatively, you may use the numeric keypad (on the right of your keyboard) to move your droid on either a PC or a Macintosh:



### Ranking and Rewards

At the end of each mission, Cammy shows you the Mission Status Report screen. This gives you feedback on the various mission requirements and how you did. If you went up in rank, your new rank is displayed at the top, along with the reward part you earned.

It takes skill and practice to become a Master Droid Builder. Complete each training mission the first time to become an Apprentice. Complete it a second time with additional goals to become a Designer. Complete it a third time, achieving the most difficult goals, to join the elite group of Master Droid Builders!

Each time you complete a training mission and gain a new ranking, you are rewarded with a new droid part!

### PLAYING HINTS

- \* You can get a total of three extra droid parts from each of the eight training missions. To obtain all the possible parts in the game, you must achieve the rank of Master Droid Builder on each training mission. **Beware! You may need to finish certain missions and gain higher rankings to obtain the necessary parts to complete other missions.**
- \* Multiped droids and tread droids are made from different sets of parts. Be sure you're designing the right kind of droid for the current mission.
- \* Different parts give your droid different abilities. Some make your droid move faster or jump higher, some let you see in the dark, some use up battery power faster, and so on. Pay careful attention to the weight of each droid part — it will affect how fast your droid moves or how high it jumps. Choose your droid parts carefully!
- \* Pay attention to the capabilities of the reward parts you receive. Often, these new parts will be necessary in future missions.
- \* If you get stuck while trying to solve a mission, check the InDex for help. It contains valuable information on many topics. It can help you figure out how to overcome many of the mission obstacles, and help you learn more about the materials from which the droid parts are made.
- \* If you try to activate a switch and it doesn't work, you may need to reposition your droid so your arm can reach the switch. Try backing your droid away from the switch and trying again. If your droid is especially short or tall, you may need to make your droid look up ( ) or down ( ) to see the switch before it can be activated.
- \* Press the key to skip movies or conversation lines while in missions.

## SAVING YOUR PROGRESS

When you quit the game, your progress is automatically saved. However, if you would like to save your droids, you need to do that yourself. Wimiteeka shows you how in the Workshop tutorial.

## CAPTURING SCREEN SHOTS

If playing from Windows, press the **F12** key on your keyboard to take a picture of the screen at any time. This saves a file called *Screen000.PCX* into the `ProgramFiles\LucasLearning\Star Wars DROIDWORKS\Player\`(player name) folder. Note that this folder may be in a different place if you didn't do a Normal Install. You may then load this file into your favorite graphics program, such as Microsoft Paint or Adobe Photoshop, for editing or printing.

On a Macintosh, press the **F12** key on your keyboard to take a picture of the screen at any time. This saves a PICT file called *Screen000* into the *Star Wars DROIDWORKS* folder (which is in the Lucas Learning folder). Note that this folder may be in a different place if you didn't do an Easy Install. You may then load this file into your favorite graphics program, such as SimpleText, Mac Paint or Adobe Photoshop, for editing or printing.

## PRINTING

*Star Wars DROIDWORKS* does not directly support printing. However, if you would like to print something that you see on the screen, capture the screen as described above, then load it into a graphics program that supports printing, and print from there.

## REFERENCES

### Credits

For a complete list of credits, select **Credits** from the **Options** screen in *Star Wars DROIDWORKS*.

#### The Droids Team

##### Project Lead

*Designer, Writer*  
Collette Michaud

##### Production Management

*Production Manager, Additional Design*  
Norm Karns  
*Production Coordinator*  
Colleen Brode

##### Programming

*Lead Programmer, Designer*  
Jon Blossom  
*Programmer*  
Badi Malik

##### Art

*Senior Art Technician, Interface Designer,*  
*Special Effects Artist*  
Richard Herron  
*3D Artist*  
Emmanuel Shiu  
*3D Animator*  
Yumiko Konishi  
*2D Background Designer and Texture Artist*  
Ian Berry  
*Lead Level Designer and Additional Dialog*  
Matthew Tateishi  
*Level Designers and Additional Dialog*  
Doug Shannon  
Jonathan Pyun  
*Conceptual and Storyboard Artist*  
Francis Hsu

#### Content and Research

*Director of Content, Additional Design*  
*and Writing*  
Jane Boston  
*Design Research Analyst, Additional Design*  
Melanie Lamoureux

#### Sound and Music

*Sound Design, Ambient Sound Editing,*  
*Voice Processing*  
David Levison  
*Music Editing, Ambient Sound Editing,*  
*Voice Processing, Sound Design Supervisor*  
Clint Bajakian  
*Voice Processing*  
Hans Christian Reumschuessel  
*Sound Manager*  
Michael Land  
*Sound Coordinator*  
Kristen Becht

#### Voice

*Voice Directors*  
Tamlynn Niglio  
Darragh O'Farrell  
Khrist Brown  
*Voice Editor*  
Coya Elliott  
*Assistant Voice Editor*  
Cindy Wong  
*Voice Production Coordinator*  
Peggy Bartlett



**Quality Assurance***Senior Lead Tester*

Dan Pettit

*Lead Tester, Additional Design*

John Hannon

*Mac Lead Tester*

Dana Fong

*Testers*

Bhagavat Farmer

Diane Dybalski

Derek Flippo

June Park

Leland Chee

Leyton Chew

Paul Zabierek

Todd Stritter

Corey Navage

Michael Dillon

Greg Land

Chris Snyder

Geoff Jones

Jeff Sanders

Deedee Anderson

Brent Jay Jalipa

*Lead Compatibility Technician*

Chip Hinnenberg

*Compatibility Technicians*

Jim Davison

Lynn Taylor

Dan Mihoerck

Jason Lauborough

Charlie W. Smith

Darren Brown

Scott Tingley

Doyle Gilstrap

*QA Manager*

Mark Cartwright

*QA Supervisor*

Dan Connors

**Subject Matter Experts***Additional Design*

Meghan MacKay

Lawrence Lee

*Design Review Team*

Donald Rathjen

Glen Lusebrink

Brigid Barron

Alan Li

David Traversi

Barbara Young

Nigel Barboza

Father Norbert Bibeault

Janet Coffee

Chris Gibbons

**Kid Advisory Group**

Jackie Agron

Simon Armstrong

Jordan Brown

Melissa Chaison

Mathew Chaison

Carl Cummings

Sean Dwyer

Noah Garabedian

Raffi Garabedian

Patrick Gibson

Kristen Griffin

Bradley Griffin

Stephen Huskins

Jason Katz-Brown

Bijani Mizell

Alexandra Scioli

Zachary Scioli

Heather Sielke

Ian Stahl

Sasha Swift

Austin Thom

**Additional Kid Testers**

Marie Cambern

Danielle Ceasar

Laura Eidem

Dan Feller

Nate Hatfield

**Marketing***Director of Sales**and Marketing*

Susan W. Lee-Merrow

*Marketing Manager*

Ellen Jacobson

*Marketing Coordinator*

Christin Bosque

**Additional Credits***Conceptual Artist*

Peter Chan

*Mac Programmer*

Mick Foley

*Dialog Writer*

John Whitman

*Additional Programming**and Design*

Carl Tollander

Stephen Splinter

*Art Intern*

Geoffery Nahashon

*SITH Engine programmed at LucasArts**Entertainment Company LLC**INSANE™ Engine programmed at LucasArts**Entertainment Company LLC***Music Credits***Robot Dance Mix* by Clint Bajakian, David Levison,

Michael Land, Jeff Kliment and Larry the O

All other music composed and conducted by  
John Williams.*Star Wars* (Main Title)*The Desert and the Robot Auction**The Little People Work*

© 1977

*The Desert/The Robot Auction**The Little People Work**The Land of the Sand People**The Mouse Robot/Blasting Off**Rescue of the Princess**The Walls Converge**The Throne Room/Star Wars (End Titles)**Luke's Escape**Lando's Palace**Into the Trap**Heroic Ewok/The Fleet Goes Into Hyperspace (c)**Cantina Band (a)**Standing By (a)*

© 1993

**Voice Cast**

Tom Kane as C-3PO, British Droid, Male

Pedestrian, and Narrator

Kat Cressida as Holocam-E (Cammy) and Computer

Count/Broadcast Voice

Terry McGovern as Wimateeka, Assassin Droid,  
and Jawa CDenny Delk as Tough Guy Droid Head, Computer  
Droid Head, and Jawa B

Peter Vilkin as Miscellaneous Droid, Mild-

mannered Droid Head, and Jawa A

Quinton Flynn as Eager Droid and Tough Droid

Dominic Armato as Energetic Droid Head

Anni Long as Female Droid Head

**Voices Recorded at**

ScreenMusic Studios, Studio City, California

LucasArts Entertainment Company Studio,

Marin County, California

**Product Support**Dan Gossett – *Product Support Manager*Dave Harris – *Product Support Supervisor*

Alejandro Romero

Amy Tiller

Beau Kayser

Bob McGehee

Brad Grantham

Brian Carlson

Catherine Haigler

David Leighton

Eric Knudson

Jay Geraci

Karsten Agler

Larry Collins

Lloyd Hess

Paul Purdy

Scott Carter

Steven Young

Tabitha Tosti

Tony Burquez

Wesley Anderson

**QA Archivists**

Wendy Kaplan  
Kellie Walker

**Technical Writers**

Norm Karns  
Lynn Taylor  
Chip Hinnenberg

**Manual Writers and Editors**

Norm Karns  
Jane Boston  
Collette Michaud  
Janet "JJ" Joers

**Package and Manual Designers**

Planned Marketing Solutions  
International, Inc.

**Thanks To**

Michael McCormick  
Mary Bonfilio  
Nori Krincensky  
Danielle Schofield  
Paul Wenker  
Feyna Oman  
Suma McGourty  
Matt Intrieri  
Patrick Shaw  
Jeff Walkup  
Michael Wyman

Ed Nanale  
Tony Yun  
Lisa Dawson  
Kristin Meyer  
Fitto!

Lori Aultman  
Mikie Rudy  
Sheila Gibson  
Christine Price  
Justin Chin  
Ray Gresko  
Yuan Wang  
Winston Wolff

Robert Huebner  
Yves Borckmans  
Vince Lee  
Aaron Giles  
Anthony Chiang  
Ingar Shu  
Kevin Evans  
Steven Chen  
Reed Derleth  
Chris Hockabout  
Leonard Robel

Clint Young  
Jack Sorensen  
Steve Dauterman  
Jessica Forsy  
Lleslle Aclaro  
Hal Barwood

Paul LeFevre  
Darren Johnson  
Richard Quinones  
Jeremy Salesin  
Joanne Arnett  
Jocelyn Lamm  
Jannett Shirley-Paul  
Lissa Klanor  
Michelle Healy  
Steve Purcell  
Eric Kielich  
LEC IS  
Everyone else at  
Lucas Learning Ltd.  
LucasArts Entertainment  
Company LLC  
Lucasfilm Ltd.  
Lucas Licensing Ltd.

**Special Thanks To**

Susan Schilling

**Very Special Thanks To**

George Lucas

**SELECTED READING**

- American Association for the Advancement of Science, Project 2061. *Benchmarks for Science Literacy*. Oxford University Press: New York, 1993.
- Brady, George S., Henry R. Clauser, and John A. Vaccari. *Materials Handbook*. MacGraw-Hill: New York, 1997.
- Branley, Franklyn M. *Gravity is a Mystery*. Harper & Row, Publishers, Inc.: New York, 1986.
- Bridgman, Roger. *Eyewitness Science: Technology*. Dorling Kindersley Ltd.: New York, 1995.
- Ehrlich, Robert. *Turning the World Inside Out*. Princeton University Press: Princeton, NJ, 1990.
- Exploratorium Teacher Institute. *The Exploratorium Science Snackbook*. The Exploratorium: San Francisco, 1991.
- Gardner, Robert. *Ideas for Science Projects*. Franklin Watts: New York, 1986.
- Gifford, Clive. *Machines*. Usborne Publishing: London, 1993.
- Godman, Arthur. *Longman Illustrated Science Dictionary*. York Press: Beirut, 1981.
- Gonick, Larry and Art Huffman, *The Cartoon Guide to Physics*. Harper Perennial: New York, 1991.
- Goodwin, Peter H. *Physics Projects for Young Scientists*. Franklin Watts: New York, 1991.
- Harding, R.R. and R.F. Symes. *Eyewitness Books: Crystal & Gem*. Alfred A. Knopf: New York, 1991.
- Hecht, Jeff. *Optics: Light for a New Age*. Charles Scribner's Sons: New York, 1987.
- Hellman, Hal. *The Lever and the Pulley*. M. Evans and Company, Inc.: New York, 1971.
- Hewitt, Paul G. *Conceptual Physics*, Seventh Edition. Harper Collins: New York, 1996.
- Kellough, Richard D. and Edward Victor. *Science for the Elementary and Middle School*. Prentice Hall, Inc.: Upper Saddle River, NJ, 1997.
- Macaulay, David. *The Way Things Work*. Houghton Mifflin Company: Boston, 1988.
- Marrtin, David Jerner. *Elementary Science Method: A Constructivist Approach*. Delmar Publishers: Albany, NY, 1997.
- Merrell, Jo Ann. *Force and Motion*. Teacher Created Materials, Inc.: Huntington Beach, CA, 1994.
- National Science Education Standards*. National Academy of Sciences: Washington, D.C., 1997.
- Skurzynski, Gloria. *Waves: The Electromagnetic Universe*. National Geographic Society: Washington, D.C., 1996.
- Strongin, Herb. *Science on a Shoestring*. Addison-Wesley Publishing Company: Menlo Park, California, 1991.
- Symes, Dr. R.F. and the Staff of the Natural History Museum, London. *Eyewitness Books: Rocks and Minerals*. Alfred A. Knopf: New York, 1988.
- Van Rose, Susanna. *Eyewitness Science: Earth*. Dorling Kindersly Ltd.: New York, 1994.
- Walpole, Brenda. *175 Science Experiments to Amuse and Amaze Your Friends*. Random House: New York, 1988.
- Whyman, Kathryn. *Hands on Science: Rainbows to Lasers*. Gloucester Press: New York, 1989.



## HOW TO CONTACT LUCAS LEARNING LTD.

Please see the ReadMe.txt file on the CD for late-breaking news and help.

Lucas Learning has set up a variety of services to provide you with information about our latest games, hints and gameplay assistance, and technical support.

### Hint Line

#### United States

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, and requires a touch tone phone, and you must be at least 18 years old or have your parents' 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. (Average call length is three minutes.)

#### Canada

Our Hint Line is also available to our Canadian customers. This service costs \$1.25 (U.S.) per minute, and requires a touch tone phone, and you must be at least 18 years old or have your parents' permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. (Average call length is three minutes.)

### Where to Find Us Online

Visit the Lucas Learning Web site at **www.lucaslearning.com**. You can reach us through the Technical Support section of the Lucas Learning web site. From there, you will have the option to receive online technical support through the *Help Me Obi-Wan Kenobi...* page, browse technical documents, or leave a message for an online representative.

#### Help Me, Obi-Wan Kenobi...

We are proud to feature the *Help Me, Obi-Wan Kenobi...* page, which is available in the Technical Support section of the Lucas Learning web site at **www.lucaslearning.com**. Here, Obi-Wan offers interactive solutions to technical issues based on information you provide. Obi-Wan offers technical support 24 hours a day, seven days a week.

### Technical Support Phone Number

**This number is for technical assistance only. Hints will not be given out over the Technical Support line. Also, when contacting us, please be sure to specify which type of computer (IBM-PC or Macintosh) you are using.**

If you need technical assistance, please don't hesitate to contact us after reading the Troubleshooting Guide and the ReadMe.txt file. For your convenience, if you cannot get through to a representative by phone and you have access to a fax machine or any of our online areas, please consider contacting us through one of these alternate means.

When contacting us, please be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including: your version of Windows, your sound card, CD-ROM drive, amount of RAM present, speed and manufacturer of your processor, and the specific type of modem that you are using (for questions involving the Internet). If your computer is a Macintosh, please be sure to note the specific model number of your system, and the version of the MacOS you are using. Also, make sure to include the title and version of the game, and a detailed description of the problem.

You can reach our Technical Support department by calling **(415) 448-8000**. We are available to help you Monday-Thursday from 8:30 a.m.-5:30 p.m. and on Friday from 8:30 a.m.-4:30 p.m. (Pacific Standard Time).

### Technical Support Fax

For your convenience, we also offer the option of faxing your technical questions to **(415) 448-8999**. Please be sure to include all the information about your computer and problem, as requested above.

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

Lucas Learning Ltd.  
P.O. Box 10667  
San Rafael, CA 94912  
Attn: Product Support

**SOFTWARE LICENSE AGREEMENT,  
90-DAY SATISFACTION GUARANTEE, AND  
LIMITED WARRANTY**

Please read this Agreement carefully before installing or using this product. Using this product indicates your acceptance of the terms and conditions of this Agreement. If you do not agree to these terms and conditions, you should return this product to the place of purchase for a refund of the amount you paid.

Lucas Learning Ltd. and its licensors (collectively referred to as Lucas Learning) own all copyright, trade secret, patent and other proprietary rights in the Software included in this product (including the artwork, music, and other contents). The Software is licensed (not sold) to you, which means that you own the disc(s) on which the Software is recorded, and Lucas Learning grants you permission to use the Software in accordance with the terms and conditions of this Agreement. This license will terminate if you fail to comply with any of these provisions. Upon termination you must destroy the product and all copies thereof.

You may use the Software on a single computer. You may not: (1) copy (except once for backup 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; (4) design or distribute unauthorized levels; or (5) 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 your computer equipment. Your license is automatically terminated if you transfer the Software.

**90-DAY SATISFACTION GUARANTEE!**

If for any reason within 90 days of the date of purchase you are not completely satisfied with this product, Lucas Learning will refund your money. To obtain your refund, you must return the product within 90 days of the date of purchase, postage prepaid, to Lucas Learning at the address below, along with proof of purchase, your name and address, and a brief explanation of the reason(s) why you were not satisfied.

Lucas Learning also warrants that this product will be free from defects in materials and workmanship under normal use for a period of 90 days from the date of purchase (as evidenced by your receipt). Lucas Learning will replace defective media for free during the 90-day period, and for a fee of \$5.00 per Compact Disc after the 90-day period. To obtain a replacement CD, send the CD only, postage prepaid, to Lucas Learning at the address below, enclosing proof of purchase, a description of the defect, and your name and return address, as well as a check for \$5.00 per Compact Disc if after the 90-day warranty period.

EXCEPT FOR THE 90-DAY SATISFACTION GUARANTEE AND LIMITED WARRANTY SET FORTH ABOVE, THE SOFTWARE AND ANY RELATED DOCUMENTATION OR MATERIALS ARE PROVIDED AS IS AND WITHOUT WARRANTY OF ANY KIND. LUCAS LEARNING EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. LUCAS LEARNING DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, OR 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 LUCAS LEARNING) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE SHALL LUCAS LEARNING, OR ITS DIRECTORS, OFFICERS, EMPLOYEES OR LICENSORS, BE LIABLE TO YOU FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LUCAS LEARNING OR AN AUTHORIZED REPRESENTATIVE OF LUCAS LEARNING HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS.

This warranty gives you specific legal rights, but some states do not allow the limitation or exclusion of implied warranties or of incidental or consequential damages, so the above limitations or exclusions may not apply to you. You may also have other rights depending on the laws in your state.

If the Software is acquired under agreement with the U.S. government, 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.

© Lucas Learning Ltd. and its licensors.

© Lucasfilm Ltd. & TM

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.

No droids were harmed in the making of this product.

Lucas Learning Ltd.

P.O. Box 10667

San Rafael, CA 94912