



# STAR WARS III

THE CLONE WARS™



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games

  
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## EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult a physician before resuming play.

## PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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## Installation & Activation

Installation is a one-time process that only takes a few minutes. It is important that the game is installed correctly before playing. Please follow the instructions below:

1. Double-click on the **LEGOStarWarsIII.dmg** file and wait for the **LEGO® Star Wars™ III: The Clone Wars™** icon to appear on your desktop.
2. Double-click on the **LEGO Star Wars III: The Clone Wars** icon to open it.
3. Drag the **LEGO Star Wars III: The Clone Wars** application icon onto the **Applications** folder that appears next to it. It will start to copy across.
4. Once the copy has finished, drag the **LEGO Star Wars III: The Clone Wars** icon on your Desktop to the Trash. You may now delete the **LEGOStarWarsIII.dmg** file.
5. Once installation is complete, double-click on the **LEGO Star Wars III: The Clone Wars** application icon in the **Applications** folder on your hard drive. The pre-game Options window will appear showing the Activation Panel.
6. Enter your Product Key into the six empty boxes. Once the Product Key has been entered, the **Save** button in the right-hand corner of the Panel will activate.
7. Click the **Save** button to save your Product Key.

## PLAYING USING ONLINE ACTIVATION

Click the **Activate Online...** button in the Activation Panel. A dialog will appear confirming that your Product Key will be sent to Feral. Click the **Activate Online** button in the dialog. The Activation Panel will update showing you the number of machines on which you are allowed to activate the game and how many machines are currently activated. You can now play the game without an internet connection.

You may now move onto the “Getting Started” section below, which will take you through playing the game for the first time.

## Getting Started

1. If **LEGO Star Wars III: The Clone Wars** is not already running, double-click on the **LEGO Star Wars III: The Clone Wars** application icon. By default this is to be found in the **Applications** folder on your computer's hard drive.
2. The pre-game options screen will appear. Click on the **Play** button. The game will launch.
3. When the title screen appears, press a key on the keyboard or button on a gamepad to select the game input device.
4. Select **New Game**.
5. You will be asked to select a **Save Game** slot. Choose a slot, select **Yes** to confirm and then **OK**.
6. You will be taken to the Geonosian arena, where your **LEGO Star Wars** adventure begins....

## Introduction

A long time ago in a galaxy far, far away....

### BEGUN, THE CLONE WAR HAS!

Jedi Knights Obi-Wan Kenobi and Anakin Skywalker will need to be strong with the Force as they face the combined powers of Separatist leader Count Dooku and his notorious ally General Grievous.

Battle across star systems to the very reaches of the Outer Rim as the Jedi confront their enemies. Jump into hyperspace to chase the bad guys across the galaxy, from the Geonosian arena to the Dead Moon of Antar.

With enhanced combat skills and the ability to control large-scale battles, these Jedi are now more powerful than you can possibly imagine....



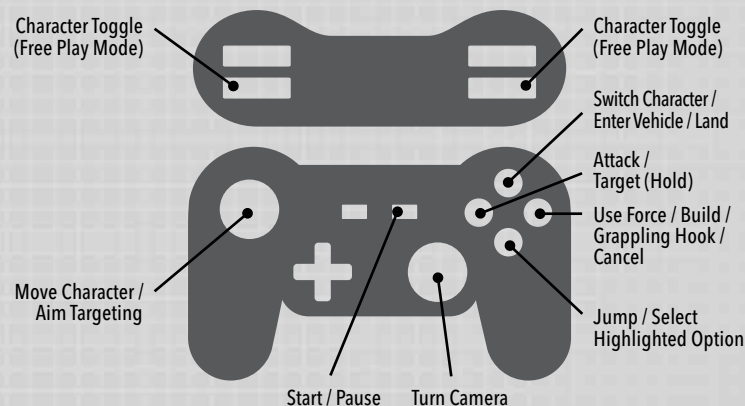
## Game Controls

### KEYBOARD

CONTROL	PLAYER 1	PLAYER 2
Move Character / Aim Targeting	W A S D	← → ↑ ↓
Jump / Select Highlighted Option	J	;
Attack / Target (Hold)	H	L
Use Force / Build / Grappling Hook / Cancel	K	,
Switch Character / Enter Vehicle / Land	U	P
Character Toggle Up/Down (Free Play Mode)	control / alt option	- / +
Start / Pause	space	return

Press **F2** to join as a second player. If you are using a recent Apple keyboard, you will need to hold down the **fn** key when using your function (f) keys.

### GAMEPAD



### USING A GAMEPAD

LEGO Star Wars III: The Clone Wars works fine with your Mac's keyboard, however we recommend using a dual analog stick gamepad with at least 6 buttons. The diagram above is based on a standard controller layout; all gamepads have similar button positions but some may differ slightly from those shown above. You may customize your gamepad controls in-game. This can be done in Control Configuration via Options in the Main Menu.



## Main Menu



In the Main Menu you can choose to start a **New Game**, or **Load Game** to continue a saved adventure. If you are playing for the first time, you will only have the option to start from the beginning.

The Main Menu is also where you can change game **Options**. Go into this menu to alter settings for **Music** and **Audio Volume**. Choose **Control Setup** to change control configuration and enable gamepad controls for both players. **Video Settings** and **Effects Settings** allow you to change the visual appearance of the game.

Upon starting a new game, the adventure begins in the Geonosian arena, where Count Dooku has captured Obi-Wan, Anakin and Padmé. Use your wits to outsmart your enemies and you should get out of the situation in one piece....



**Note:** LEGO Star Wars III: The Clone Wars uses an autosave feature.

*Once a saved game slot has been chosen the game will save automatically at the end of each level. It will also save when a new character or secret is unlocked. You will be notified that the game is saving when Yoda's head appears in the bottom left of the screen.*

## The *Resolute*



The Republic Star Destroyer the *Resolute* is the main hub for the game. To select which Chapter you want to play next, and to view your progress so far, access the central hologram, which displays all of the star systems in the known galaxy.

## Game Modes

Your journey across the galaxy is split into three branches, each of which is divided into several Chapters and focusses on one main enemy. When you select a Chapter from the *Resolute*'s central hologram, you can choose whether to play in Story Mode or Free Play Mode.

### STORY MODE

The first time you play through a Chapter, you must do so in Story Mode, using the characters that originally appeared in the same scenes in the TV series. Some areas will be out of reach for these characters, but your goal at this point is to complete the Chapter and find out what happens next.

### FREE PLAY MODE

After completing a Chapter in Story Mode, you may play it in Free Play Mode using a larger cast of characters. As you progress, more characters become available and some of these allow you to access new areas.

### ARCADE MODE (2 PLAYERS ONLY)

In this mode, you and a friend compete against each other to fulfil an objective, which is set before starting. Whether you have to destroy enemy buildings or escape a planet, the first player to complete the task wins!

## On-screen Information



### 1 ACTIVE CHARACTER

This shows the character you are currently controlling.

### 2 LEGO STUD TOTAL

This shows the number of LEGO Studs you've collected in this Chapter. When you complete a Chapter, the LEGO Studs are added to your saved total and can be used on board the *Resolute* to buy extra characters.

### 3 HEALTH

The four hearts show your character's health. Each time your active character is hit you will lose a heart. Once all hearts are gone the character will break into pieces – and you'll lose some LEGO Studs!

### 4 TRUE JEDI METER

The True Jedi Meter fills with every LEGO Stud that is collected in the Chapter. If it fills up completely you earn True Jedi status for the Chapter and receive a Gold Brick.

### 5 OBJECTIVES

In some chapters you must achieve particular objectives in order to progress. These will be checked off one by one as they are completed.



### MAP

During a large-scale ground battle, a map will appear at the top of the screen. Allies and allied buildings show as blue, enemy troops are shown as orange and enemy emplacements are red. Your current position is marked with a crosshair.

## Characters

Once you have encountered a character in Story Mode, you may find them wandering around the *Resolute*. Some of them will have a circular icon over their head, meaning that they are available to buy – at the cost of some LEGO Studs – for use in Free Play Mode.



## CHARACTER ABILITIES

Each character has special abilities. Jedi and Sith can use the Force to manipulate the world around them, while other characters have access to gadgets and abilities that can help access hard-to-reach areas.

**Note:** You can switch to take control of another character in Story Mode by moving close to face them and pressing **U**. In Free Play Mode you can cycle between characters by pressing **Space** or **Control**.

### JEDI ABILITIES

**Jedi Lunge:** Jump, then press **H** when in mid-air.

**Jedi Slam:** Double jump, then press **H** when in mid-air.

**Lightsaber Throw:** Hold **H** to bring up a targeting reticule, then move it over enemies using **W A S D** to lock on. Release **H** to throw the lightsaber at the targets – it will return to your hand like a boomerang.

**Force Push:** Jedi can force push droids (except Droidekas) when they are targeted with a Force glow by pressing **K**.

**Force Transform:** Jedi can use the Force to move or transform LEGO objects with a green glow with **K**. Sith can move or transform objects with a red or green glow in the same way.

**Force Confuse:** Jedi and Sith can use the Force to confuse enemies when they're targeted with a force glow by pressing **K**.

**Force Lightning/Force Choke:** Sith characters can attack using the Dark Side of the Force. Press and hold **K** to attack a character highlighted with a red glow, then move them around with **W A S D**.

**Door Cut:** Jedi and Sith are able to use their lightsabers to cut through any locked door with a Jedi order symbol in front of it. Stand on the symbol and hold **K**, then use **W A S D** to move in a circular motion to cut a hole in the door.

## OTHER ABILITIES

**Building:** Approach piles of LEGO elements and hold **[K]**. Droids are the only characters who do not have the ability to build.

**Grapple:** Stand on a Grapple Point platform and press **[K]** to grapple up to a higher platform. Only non-droid characters equipped with blasters can use these platforms.

**Access panels:** Some doors can only be opened by droids, Bounty Hunters or Clones. Stand in front of an access panel and press and hold **[K]** to activate it.

**Thermal Detonators/Droid Poppers:** Bounty Hunters can use Thermal Detonators to destroy some objects that withstand other attacks. Press **[K]** to throw a timed Thermal Detonator and **[K]** again to detonate it. Clone troopers can throw Droid Poppers in the same way to stun nearby droids.

**Travel Chutes:** Use Travel Chutes to access new areas by pressing **[K]**. Only small characters such as Yoda and Robonino can squeeze through these chutes.

**Levers:** Stand in front of the lever and press and hold **[K]** to pull it. All characters except droids can use levers.

## Character Customizer

Somewhere aboard the *Resolute* is a Bacta Tank. Here, you can create unique playable characters by mixing and matching parts from other LEGO *Star Wars* characters.

Press **[W]** / **[S]** to select different areas of the body and **[A]** / **[D]** to switch parts.

New body parts will become available as you progress through the story or purchase more characters.

You can take control of your customized characters in Free Play Mode or by using the Characters menu in the *Resolute*'s central hologram. Your characters will appear as silhouetted icons in the bottom row of the character list.



## Vehicle Gameplay

Some Chapters will require you to pilot a vehicle. Vehicles move a lot faster than characters, and some are equipped with powerful weapons capable of destroying large targets.

There are two types of vehicle: Flight Craft and Ground Craft. Both have the same basic controls:

- [W]** **[A]** **[S]** **[D]** - Move vehicle
- [H]** - Fire primary weapon
- [J]** - Speed Boost (where available)

### FLIGHT CRAFT

To win the Clone Wars you must control the skies, so Flight Craft such as Jedi Starfighters are essential to the battle. In order to complete objectives it may be necessary to land your craft in designated landing zones, which are indicated on the screen by a blue arrow. When hovering over the blue arrow, press **[K]** to land your craft. Your character can then carry out ground-based tasks; once these are complete, return to your craft and press **[U]** to take off.



Some Flight Craft can pick up Torpedoes as a secondary weapon, and use them against targets that are unaffected by normal blaster fire. Once torpedoes have been picked up, wait until the purple crosshair appears around the target. Fire the Torpedo (**[K]**) when you have a clear shot!

### GROUND CRAFT

The battle on the ground is just as important as the one above. Ground Craft come in many shapes and sizes, each with differing firepower and manoeuvrability. In order to win large-scale battles, it is important to master them all.



Small Ground Craft, such as speeders, are lightly armed but very fast. To destroy large enemy emplacements you will need heavy Ground Craft armed with large cannons, such as tanks.

Some Ground Craft are also armed with Torpedoes, which are fired in the same way as from Flight Craft.

## Items

Note: Some secret items can only be found when you use the special abilities of different characters in Free Play Mode.



### LEGO STUDS

LEGO Studs are currency which allow you to buy characters and other items aboard the *Resolute*. Silver LEGO Studs add 10 Studs to your total, Gold LEGO Studs add 100, and Blue ones are worth 1,000.



### HEARTS

Some items and enemies will drop Heart Tokens when destroyed. Pick these up to restore your health.



### LEGO MINI-KIT CANISTERS

10 LEGO Mini-Kit Canisters are hidden in each Chapter. Collecting them all enables you to build exclusive characters which are viewable somewhere on the *Resolute*....



### RED BRICKS

Red Bricks are hidden throughout the *Resolute*. If you can find them, you'll unlock some cool new stuff to buy.



### GOLD BRICKS

Gold Bricks are awarded when you complete each Chapter in Story Mode and for the following achievements:

- True Jedi achieved
- All 10 Mini-Kit Canisters collected

Additional Gold Bricks can be found in side missions that are unlocked as you progress through the game. Keep collecting as many as you can to gain access to new areas of the *Resolute* and collect even more!

### EXPLORE!

As you progress through the game, more of the *Resolute* becomes available to explore. There are lots of secret areas, many of which are only accessible after you have collected enough Gold Bricks. If you can find your way to the central hangar deck, you'll be able to commandeer a fighter to take on the enemy ship-to-ship!

## Pause Menu

During play, press **[space]** to freeze the action and open the Pause Menu. Use **[w]** and **[s]** to navigate the Pause Menu options. Confirm a selection with **[j]** and use **[k]** to go back a step.

The Pause Menu has the following options:

### RESUME

Return to gameplay.

### OPTIONS

Change game options here if you haven't already done so via the Main Menu. When in two-player mode, you can also choose between horizontal, vertical or dynamic split-screen.

### EXTRAS

Activate or deactivate Red Power Brick Extras.

### QUIT TO HUB (FROM CHAPTER ONLY)

Selecting this option will take you back to the *Resolute*. If you are playing Story Mode, all items and progress in the Chapter will be lost. Quitting in Free Play Mode will give you the option to save items such as Mini Kit Canisters that you have collected.

### DROP OUT

When two players are active, one player can select this option to stop playing, leaving the other to continue the adventure alone.

## Pausing on the *Resolute*

Pausing the game when on the *Resolute* will show current game progress as well as the number of Red and Gold bricks collected. From here, you can select **Quit Game** which will take you to the Main Menu. You will be given the option to **Save and Exit**, which means that anything collected since returning to the *Resolute* will also be saved.



## Technical Support

Every effort has been made to make *LEGO Star Wars III: The Clone Wars* compatible with current hardware. However, if you are experiencing problems with running the game, please read on. The following information **MUST** be obtained **BEFORE** contacting Support:

1. The error message displayed when the problem occurred (if any).
2. A *LEGO Star Wars III Report.txt* file, this contains:
  - An Apple System Profiler Report of your Mac.
  - Any Crash logs that exist.
  - A list of the game's contents.

All the information required can be obtained by loading *LEGO Star Wars III: The Clone Wars* and clicking on the support tab in the pre-game options window. In the support tab click on the **Generate Report** button. Once the report is generated it will appear as a file on your desktop. Now click on the **Create Email** button.

Remember to attach the report called *LEGO Star Wars III Report.txt* to your e-mail.

## Contact Us

### ONLINE SUPPORT

Visit our website at [www.feralinteractive.com](http://www.feralinteractive.com)

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

### E-MAIL SUPPORT

If you cannot find an answer to your question on the website, email to the following address: [legostarwarsiiisupport@feralinteractive.com](mailto:legostarwarsiiisupport@feralinteractive.com)

The subject line of your e-mail must include the words "*LEGO Star Wars III*".

Remember to attach the report called *LEGO Star Wars III Report.txt* to your e-mail.

### PHONE SUPPORT

If you prefer to speak with a member of the support team, you may call on the following numbers:

#### UNITED STATES CALLERS

Tel: 1-888-592-9925 (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

#### UNITED KINGDOM CALLERS

Tel: 020 8875 9787

Fax: 020 8875 1846

Available between 9.00am and 6.00pm GMT, Monday to Friday.

#### INTERNATIONAL CALLERS

Tel: +44 20 8875 9787

Fax: +44 20 8875 1846

Available between 9.00am and 6.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

## Warranty

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product together with this manual by registered letter to:

**Feral Returns**  
64 Kimber Road  
London SW18 4PP  
United Kingdom

Please state your full name and address (including postcode), as well as the date and location of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognizes expressly that they use the multimedia product at their own risk. The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent required by law, Feral Interactive Ltd. and its licensors reject any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product. As some jurisdictions do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

## Credits

Originally developed by: Traveller's Tales Games

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Macintosh development by: Traveller's Tales Games

Macintosh publishing by: Feral Interactive

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# CONTROLS

## KEYBOARD

CONTROL	PLAYER 1	PLAYER 2
Move Character / Aim Targeting	W A S D	↑ ↓ ← →
Jump / Select Highlighted Option	J	: ;
Attack / Target (Hold)	H	L
Use Force / Build / Grappling Hook / Cancel	K	" ' , .
Switch Character / Enter Vehicle / Land	U	P
Character Toggle Up/Down (Free Play Mode)	control / alt option	- / + =
Start / Pause	space	return

Press **F2** to join as a second player. If you are using a recent Apple keyboard, you will need to hold down the **fn** key when using your function (f) keys.

## GAMEPAD

Character Toggle  
(Free Play Mode)

Character Toggle  
(Free Play Mode)

Switch Character /  
Enter Vehicle / Land

Attack /  
Target (Hold)

Use Force / Build /  
Grappling Hook /  
Cancel

Jump / Select  
Highlighted Option

Move Character /  
Aim Targeting

Start / Pause    Turn Camera

