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**A**nakin Skywalker is no ordinary nine-year-old boy. And now, he must face the ultimate test of his young life—a Podracer challenge. It's a test of courage, fast reflexes, and quick thinking, as the opponents maneuver their nine-meter-long (30-foot-long) Podracers at speeds over 968 kph (600 mph)—flying just a couple meters above the ground. Keeping a firm grip on the “reins,” Anakin must fight to control his Podracer's screaming jet engines, while keeping a constant eye out for hazards and obstacles—and the dirty tricks of his fellow racers. For Anakin and his opponents, winning the race—at all costs—is all that matters.

That's your goal when you play *Star Wars: Episode I Racer*. Based on one of the most memorable scenes from *Star Wars: Episode I The Phantom Menace*, it's the game that puts you behind the engines of over 21 different Podracers. You'll choose from 25 unique courses on eight different worlds, each with its own natural and unnatural obstacles for you to overcome. You can even buy new or used parts to give your Podracer a performance boost.

But ultimately, it will be your skill and daring that will put you in the winner's circle in the *Star Wars* race of your life!

## INSTALLING THE GAME

To install **Star Wars: Episode I Racer** on your computer:

1. Close all open windows on your desktop and quit all other applications.
2. Put the **Star Wars: Episode I Racer** disc in your CD-ROM drive.
3. The **Star Wars Racer** CD icon will appear on your desktop. Double-click the icon to open the **Star Wars Racer** window. The window contains:
  - **Star Wars Epl Racer Installer:** Double-click to run the Installer.
  - **Star Wars Episode I Racer Folder:** This fold contains all the game data that must be installed on your machine.
  - **OpenGL Installer Folder:** This folder contains the latest version of OpenGL, which is necessary for 3D graphics.
  - **QuickTime Installer Folder:** Contains QuickTime 4.0 for running game movies.
  - **Items for System Folder:** This contains other system extensions necessary to run the game.
  - **Web Shortcuts:** If you have Internet access, use these shortcuts for Netscape Navigator or Internet Explorer to go to the LucasArts Web site or to join the LucasArts Express Club.
  - **Readme and License Agreement:** View these documents for additional game information and the Software License Agreement.
4. To install, double-click the **Star Wars Ep I Racer** Installer icon. In the window that opens, select Easy, Medium or Full installation. Click the Install button and the game files will start copying over.
5. If you do not have all the necessary system components loaded on your machine, you will be prompted to install them. Follow the onscreen directions. You may be prompted to restart your computer when installing some of these items.
6. You're now ready to play **Star Wars: Episode I Racer**.

## RUNNING THE GAME

1. To run the game, insert the **Star Wars: Episode I Racer** disc into your CD-ROM drive. Double-click the **Star Wars Episode I Racer** folder in the location where you installed the game.
2. Inside the folder, double-click the **Star Wars Episode I Racer** icon to start your race.

## NAVIGATING

Use your mouse or keyboard to navigate through the front end screens in the game. Highlight an option by moving the cursor over it. Select an option by pressing the **RETURN** key or simply clicking on

it with the mouse. Pressing the **RETURN** key or the **SPACEBAR** on your keyboard always moves you to the next screen. Pressing the **ESC** key always cancels what you were doing and returns you to the previous screen.

## QUICK START

Want to take a Podracer for a quick test spin? Here's all you need to do:

1. Install the program.
2. Double-click on the **Star Wars: Episode I Racer** application icon.
3. At the next screen, click on SINGLE PLAYER TOURNAMENT.
4. Type in a name for your Podracer.
5. Press the **RETURN** key to move through screens until you reach the starting line.
6. When the race begins, use your game control device to steer your Podracer, and press the **W** key or Throttle on your joystick to accelerate it.

## SELECTING PODRACERS & TRACKS

### TITLE AND PLAYER SELECTION SCREEN

To get to all the racing action, double-click the **Star Wars: Episode I Racer** application icon to start the game. This will send you to the Title screen, where you'll see these choices:

- **SINGLE PLAYER TOURNAMENT:** This sends you through the Galactic Circuit, a sequence of tracks which become tougher and tougher, until you reach the ultimate race—the Boonta Eve Classic on Tatooine.
- **SINGLE PLAYER FREE PLAY:** Lets you race on any track unlocked in Tournament Mode.
- **MULTIPLAYER:** Lets you race against live opponents on any unlocked track. (See Multiplayer Mode on page 20 for more information.)
- **SETTINGS:** Choose this to adjust the game configuration. (See Settings Menu on page 17 for more information.)
- **QUIT:** Returns you to your computer's desktop.



TITLE SCREEN

## PLAYER ROSTER

Clicking on **TOURNAMENT** or **FREE PLAY** will send you to the Racer Roster, where you'll see these options:

- **START GAME:** This sends you to the Podracer Selection screen. You'll need to create a racer or choose an existing racer first before you can click on this option.
- **REMOVE RACER:** Use this to delete a racer from your roster. Highlight a name on the list, then click this option.
- **CREATE RACER:** When you select this, a cursor will appear in the box. Type in a name of a racer, then press **RETURN**. Press **RETURN** a second time or click on **START GAME** to move to the next screen.

## CHOOSING PODRACERS

At the next screen, you'll select a vehicle to compete with. Scroll left and right to view all the available Podracers. You can also click on the **LEFT** and **RIGHT ARROWS** at the top of the screen. When you've found the Podracer you want to race with, press the **RETURN** key or the **SPACEBAR** or click on the **OK** button to choose it.

Here, you'll also see the Vehicle Statistics for each Podracer, with a horizontal bar next to each performance category. The longer the bar, the better the performance. You can upgrade the performance of your Podracer in Watto's Shop or the Junkyard (see Watto's Shop on page 9 for more information.)

## TOURNAMENTS

There are three tournament circuits in the game: Amateur (beginner), Semi-Pro (intermediate) and Galactic (advanced). You may play the tournaments in any order, but you must place fourth or better to pro-



POD SELECTION SCREEN



TRACK SELECTION SCREEN



TRACK DETAILS SCREEN

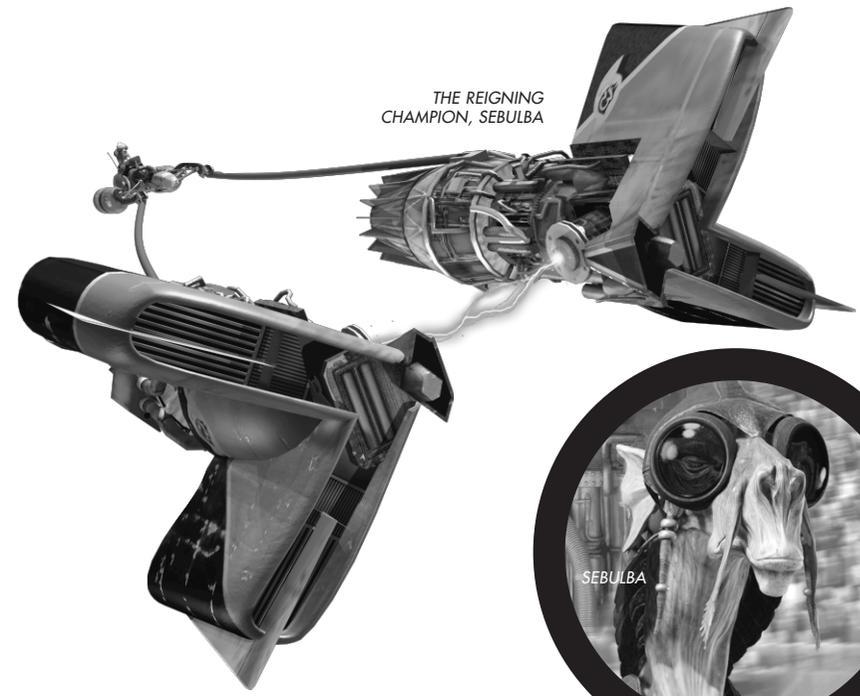
ceed to the next race in each tournament. Once you have completed an entire tournament, and placed third or better in the final track of each tournament, an invitational track will open. When you've completed all three tournaments, you can compete in the Boonta Eve Classic championship race.

## SELECTING TRACKS

Scroll up or down to change tournaments, and move left or right to change races within a tournament. You can also select a race by clicking on the number of the track. A tournament race will not be available until you have placed fourth or higher in all of the previous races in that tournament.

## TRACK DETAILS

Once you've chosen a race, you'll come to the Track Details screen. If you're racing in a tournament, you can change the way that prize money is distributed to Podracers who win or place in a race by moving the arrow keys left/right. You'll need this money to purchase new or used parts to upgrade your Podracer.



THE REIGNING CHAMPION, SEBULBA

SEBULBA

In Free Play mode, you'll see the record times, favored racer, and a track map. You'll also be able to click on and change these options:

- **LAPS:** Cycles through the number of times you'll have to go around the track to complete the race.
- **RACERS:** Cycles through the total number of Podracers in your race.
- **AI SPEED:** Cycles through the speed settings for the Podracers you'll race against.

When you're finished with the Track Details screen, press the **RETURN** key or click on OK to proceed to the Main Menu.

## MAIN MENU

Here, at the Cantina, you can begin your race and check out your Podracer. You can also make modifications to your vehicle, but only if you're in Tournament Mode, since you have to win prize money in a tournament to purchase parts. Your choices are:

- **START RACE:** This moves you to the starting line of your race, on the track and planet you've chosen.
- **INSPECT VEHICLE:** Take a close look at the components on your Podracer. (See Inspecting Your Podracer below.)
- **VEHICLE UPGRADES:** (Tournament Mode only) Select this to view the condition of the vital components of your Podracer, and replace them. (See Upgrading Your Podracer on page 9.)
- **BUY PARTS:** (Tournament Mode only) Go here to acquire parts that will enhance your Podracer's performance. (See Watto's Shop on page 9 for more information.)
- **JUNKYARD:** (Tournament Mode only) Sends you to Watto's junkyard where you can buy used, slightly damaged Podracer parts at discounted prices. (See Junkyard on page 10 to learn more.)
- **BUY PIT DROIDS:** (Tournament Mode only) Lets you purchase droids that will serve as your "pit crew" to work on your Podracer. The more droids you have, the faster your damaged parts will be repaired after each race. (See Buying Pit Droids on page 10.)
- **CHANGE VEHICLE:** Lets you choose a different Podracer to compete with.

## INSPECTING YOUR PODRACER

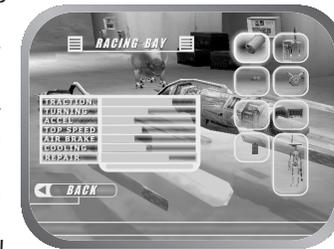
Choosing **INSPECT PODRACER** from the Main Menu puts you in the Podracer Bay

next to your Podracer. To look all around your craft, move your game control device in any direction. Press the **~** (tilde) key to zoom in on your Podracer for a closer look, and press the **TAB** key to zoom away from it. Press the **A** and **D** keys to move the camera view to a different part of your Podracer. When you've finished, use the **ESC** key to return to the Main Menu.

## UPGRADING YOUR PODRACER

When you select **VEHICLE UPGRADES** from the Main Menu, you'll see the important components of your Podracer displayed on a grid. Scroll left or right, up or down to cycle through the different active components on the grid. Each part has a vertical Damage Bar next to it. The taller the bar, the better condition the part is in.

You'll also see a series of horizontal Performance Bars under **PODRACER STATISTICS**. As you cycle through the parts, one of the bars will be highlighted. The longer the bar, the better your Podracer will perform in that category. To upgrade a part, highlight one, then press the **RETURN** key to go to Watto's Shop (see the Watto's Shop section below). You can also press the **ESC** key to return to the Main Menu.

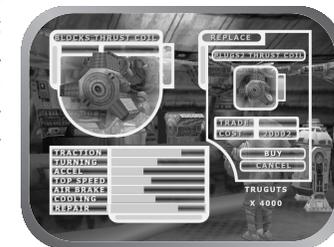


UPGRADES SCREEN

## WATTO'S SHOP

If you've selected **BUY PARTS**, or have selected a part from **VEHICLE UPGRADES**, you'll end up at this parts supply house in Mos Espa, on the planet Tatooine. It's run by Watto, a stubby-winged, double-crossing Toydarian. Each part will have several horizontal Performance Bars in the lower left corner, under **PODRACER STATISTICS**. A yellow section on a bar indicates an increase in performance, while a red section indicates a decrease in performance. Pressing the **RETURN** key brings up these statistics for a part:

- Its name and cost.
- The part it replaces.
- The trade-in value of your old part.
- The amount of money you have (remember, you start out with 400



WATTO'S SHOP



WATTO

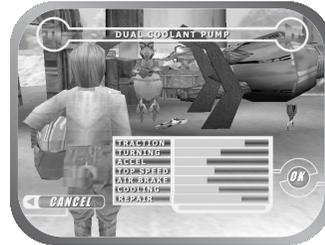
truguts, and can win more by doing well in races).

To make your purchase, select BUY (or press **ESC** if you change your mind), then press the **RETURN** key or the **SPACEBAR**. The amount the part costs will be deducted from the amount displayed under TRUGUTS.

Scroll to the left or right to see all the parts Watto has to offer. When you've finished with Watto's Shop, press the **ESC** key to return to the Main Menu.

## JUNKYARD

If you don't have enough money to buy one of Watto's new parts, you might be able to buy used parts here. When you get to the Junkyard, move your game control device left and right to cycle through the available parts. As in Watto's Shop, each part will have horizontal Performance Bars, with a yellow section showing how much better your Podracer will do with that part, or a red section showing how much worse it will do. Press the **RETURN** key or the **SPACEBAR** when you get to the part you want. This displays the type of part, its name and cost, what it replaces, its trade-in value, plus the amount of money you have. Select either BUY or CANCEL with your game control device, then press the **RETURN** key or the **SPACEBAR** to purchase the part. The cost of that part will be subtracted from the amount of money you have.



JUNKYARD

Be sure to keep an eye on the vertical Damage Bars next to each part, because you are buying used parts, and they will be damaged.

**NOTE:** All parts that you purchase in Watto's Shop or the Junkyard are automatically transferred to the Podracer you have selected. If you switch Podracers, the upgrades transfer to the new one.

## BUYING PIT DROIDS

After each race, pit droids repair your damaged Podracer and make repairs to your damaged parts. The more pit droids you buy in Watto's shop, the more repairs they can make. Choosing BUY PIT DROIDS from the Main Menu sends you to a screen that displays the cost of a droid, plus the amount of cash you have. Select either BUY or DONT BUY, then press the **RETURN** key or the **SPACEBAR**.

## DEFAULT CONTROLS

### Front End Navigation Control

**Return** or **Spacebar** Select/Next Screen  
**Esc** Cancel/Previous Screen

### Podracer Select Screen

**Tab** Turn Statistics On/Off

### Inspect Vehicle Screen

**↑** **→** **↓** **←** Move Camera  
**A** **D** Change Podracer Part  
**~** Zoom In **Tab** Zoom Out

### Main Menu

**Option** + **↑** **→** **↓** **←** Look Around

### In-Race Controls

**W** or **Return** Thrust  
**S** Brake  
**J** or **←** or **4** Turn Left  
NUM PAD  
**L** or **→** or **6** Turn Right  
NUM PAD  
**I** or **↓** or **2** Pitch Up  
NUM PAD  
**←** or **↑** or **8**  
NUM PAD

**Spacebar** Slide

**Shift** Boost

**A** Roll Left

**D** Roll Right

**R** Repair

**E** Flamejet/Taunt

**~** or **Ctrl** Switch Camera

**F1** **F4** Camera Views 1-4  
to

**Tab** or **Q** Look Back

**F10** Cycle Map Indicator

### Function Keys

**⌘** + **M** Mouse Enable/Disable

**⌘** + **J** Joystick Enable/Disable

**⌘** + **Q** Quit Game

**F12** Take Screen Shot

### Multiplayer Keys

**F5** Cycle Taunts and Send

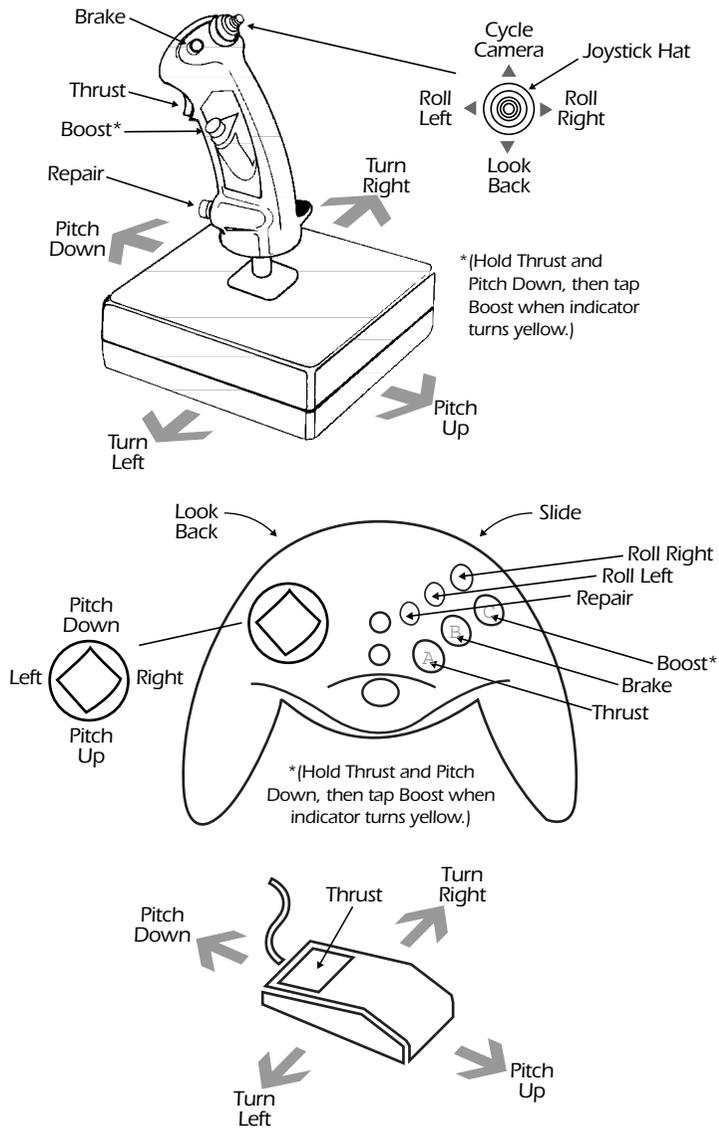
**F6** Random Taunt and Send

**F7** Enables Chat Prompt

**Return** Sends Chat Message

**Ctrl** + **Q** Quit Multiplayer Race

## DEFAULT INPUT DEVICE CONTROLS

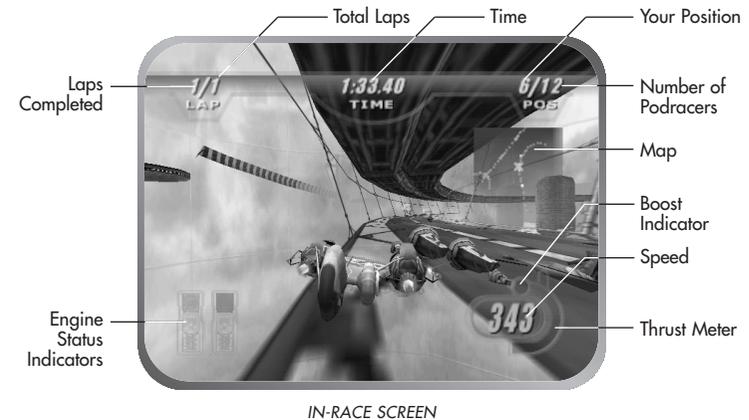


## CONTROLLING YOUR PODRACER

### STARTING YOUR RACE

After you've selected START RACE from one of the earlier screens, you'll move to the starting line on the track you've selected. The countdown will begin, and your race will be off! Your objective is to win or place fourth or better.

As you get out of the starting gate and into the course, you'll see numbers above your opponents' Podracers. These indicate their current positions in the race.



IN-RACE SCREEN

### IN-RACE SCREEN

Several numbers and displays will give you vital information about your Podracer race. The two numbers in the upper left corner above LAP show the lap you're currently on, along with the total laps you'll need to complete the race. The numbers in the upper middle display the amount of time the race has taken. And the two numbers in the upper right corner above POS indicate your current position in the race, and the total number of drivers racing.

Want to see how fast you're going? The number in the lower right corner displays your speed. The curved bar next to the speedometer is a Thrust Meter, which will fill up as you gain more speed. You can also use this Thrust Meter to go even faster. (See Boost Mode on page 15 for more information.)

### Engine Status Indicators and Repair

If your Podracer hits an object on the course or becomes overheated, two engine icons will appear in the lower left-hand corner of the screen. If these icons are green, your engines are functioning normally. If they're yellow, your engines are slightly damaged or are getting too hot. If they're red, your engines are badly damaged or are severely overheated. If a **WARNING** sign flashes next to the icon, you'll only have a few seconds to repair your engine before your Podracer explodes.

To repair a damaged engine, press and hold the **R** key. Your Podracer will slow down during repair. Release the **R** key when you've done enough repairing. Full repair is indicated by the icon returning to green.

### Camera Views

During a race, you can change your view between the four movie cameras around your Podracer. When you first start out, you'll be looking close behind your Podracer. Press the **~** or **CTRL** to toggle between camera views or use the **F1-F4** hot keys to switch views. Press one of these keys again to switch to the view right in front of your Podracer. Finally, press them a third time to look down on your Podracer from further back. You can also look behind your Podracer by pressing the **TAB** or **Q** keys.



PERIMETER PROGRESS LOOP

### Race Progress

There are three ways to keep track of how you and your opponents are doing in the race. When you first start, you'll see a small map in the right side of the screen. It indicates a section of the track you're racing on. Your Podracer is the green X, and always stays in the middle. Your opponents appear as yellow dots. To change to a higher magnification, press the **F10** key. Your opponents will show up as blue Xs.

Pressing the **F10** key again brings up a long vertical Progress Bar on the right side of the screen, with flag icons inside. These flags represent your Podracer and your opponents' Podracers. Your home planet's flag is always in the middle, and doesn't move. If the other Podracers' flags are below you, you're ahead of them; if they're above you, you're behind them.

When you press the **F10** key again, you'll now see several flag icons moving clockwise around a loop on the outside of your screen. In this Perimeter Progress Loop, the starting line and the finish line are both in the upper left corner.



DIRECTIONAL ARROW

### DRIVING YOUR PODRACER

To steer your Podracer through the course, use left and right **ARROW KEYS**. Press and hold the **W** key to go faster, and press and hold the **S** key to slow down. When you pitch down, you'll have a little more speed but less control. Pitching up reduces your speed but gives you more control.

If you're going the wrong way on a track, a large arrow will appear above you, to point you in the right direction. It will go away when you're back on track.

### Boost Mode

Want to zip past your opponents or rip through a straightaway? Use the Thrust Meter to get that extra burst of speed you need. To get into Boost Mode:

1. Accelerate your Podracer by pressing the **W** and the Pitch Down (**UP ARROW**) keys (or Throttle and push forward on your joystick) until the curved Thrust Meter is filled.
2. When the light on the tip of the Thrust Meter turns green, then yellow, tap the Boost key (**SHIFT**). The light will turn red and you're now in Boost Mode.

Remember, if you stay in Boost Mode too long, your engines will overheat and eventually catch on fire, and you could be knocked out of the race. To get out of Boost Mode, either let up on the Throttle or tap the Brake. Boost Mode also disengages if your Podracer hits an object or bumps a wall.

### Using Sebulba's Flamejet

If you unlock Sebulba's Podracer, you'll be able to fire a flamejet at your opponents from the right side of Sebulba's engine. During a race, press the **E** key to set your opponent's engines on fire.

### Race Hazards

As you're hurtling down the track, remember to always be prepared for the unexpected, and keep an eye out for a variety of obstacles. These include

large rocks, which your Podracer can smash into, along with small and medium rocks, which will break apart on impact. Look out for doors that open and close, and time your approach so that you can slip your Podracer through these doors before they slam shut. You'll also encounter gaping chasms you'll need to leap across. To do this, increase your Podracer's speed, then pitch up when you leave the ground. Also beware of waterfalls, opposing Podracers, and other devious surprises that can throw you off track.

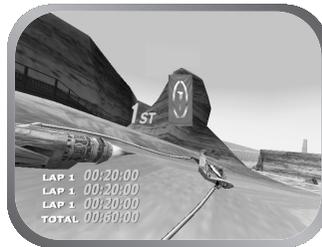
### PAUSING YOUR RACE

If you want to temporarily stop your race, press the **ESC** key. This will bring up a Pause screen with these options:

- **CONTINUE:** Returns you to the race at the point where you left it.
- **RESTART RACE:** Start your current race over.
- **QUIT RACE:** Terminates race, returns you to the Main Menu.
- **QUIT GAME:** Terminates game and returns you to the desktop.



PAUSE SCREEN



RESULTS SCREEN

### FINISHING THE RACE

After your Podracer has crossed the finish line, you'll see your place in the race displayed, along with your times for each lap. Press the **RETURN** key or the **SPACEBAR** to move to the Results screen. Here, you'll see the results of your race, with the names and times of your opponents in the order they finished. Use the **UP** and **DOWN ARROWS** to see the entire list of racers. In Free Play mode, pressing **RETURN** sends you to the Track Select screen, where you can begin another race. If you want to change to a different Podracer, select a track, then select **CHANGE VEHICLE** from the Main Menu.

If you place fourth or better in a tournament, you'll go on to the next track in your circuit. At this point, you can use any prize money you've won to modify your craft in Watto's Shop before your next race. Also, if you finish first in a tournament race, you'll unlock a new Podracer belonging to the boss of that track. You'll now be able to choose that Podracer for upcoming races.

While in a tournament, you can replay a race that you've already completed. There's no prize money when you repeat a course, but you can improve your standing and awards and unlock Podracers you may have missed the first time around.

## SETTINGS MENU

When you select **SETTINGS** from the Title screen, you'll see a list of game options you can adjust. Use your game control device to highlight an option, and press **RETURN** or the **SPACEBAR** to select it. Note that enabling or changing many of these settings can affect game performance. If you find that the game is performing sluggishly, you may want to turn some of them off.

If you make any settings changes, you'll need to click one of these choices, which are displayed below each Settings list:

- **BACK:** Returns you to the previous screen.
- **DEFAULT:** Restores all settings to the default configuration.
- **RESTORE:** Undoes changes you just made to the settings configurations.
- **OK:** Allows you to play with the new configurations you've chosen.

You'll see the following settings displayed:

### VIDEO SETTINGS

Use this to adjust video display options.

- **REFLECTIONS ENABLED:** Certain surfaces in the game will reflect your Podracer. This setting allows you to turn them on/off.
- **SMOKE AND DUST ENABLED:** Turns engine smoke and effects on/off.
- **LENS FLARE ENABLED:** Turns lens flare from suns and other bright light sources on/off.
- **MODEL DETAIL:** Choose low, medium, and high detail for your opponents' Podracers.

### AUDIO SETTINGS

Use this to change the music and sound effects in the game.

- **SOUND SYSTEM ENABLED:** Turns all sound in the game on/off.
- **USE HI-RES 22K SOUNDS:** Click to use the high-res sound files included with the game.
- **IN-RACE VOICES ENABLED:** Turns the opponents' insults on or off.
- **IN-RACE MUSIC ENABLED:** Turns the third lap and Pause menu music on or off.
- **SOUND EFFECTS VOLUME:** Use **-** or **+** to change the sound effects volume.
- **MUSIC/CUTSCENE VOLUME:** Use **-** or **+** to change the music volume.

## JOYSTICK SETTINGS

This displays the game functions that are currently assigned to your joystick buttons, and lets you reassign these functions to different joystick buttons. Highlight the function you want to change under **BUTTON SETTINGS**, press **RETURN**, then press the button on your joystick that you want this function assigned to. If you change your mind and don't want to remap the function, press **ESC** to cancel. To remove a button mapping, highlight the function, then press **DELETE**.

You can also map some functions to an axis on your joystick by changing the **AXIS SETTINGS**. Highlight a function, then move the axis, or direction, on your joystick that you want this function assigned to, then press the **RETURN** key. You can also check these three X-axis settings: (Some joysticks have no Z-axis.)

**FLIP X:** Reverses X-axis joystick input.

**FLIP Y:** Reverses Y-axis joystick input.

**FLIP Z:** Reverses the Z-axis.

Highlight the **DEADZONE** slider bar, then click on the left or right arrows to decrease or increase the play in your joystick. Highlight the **SENSITIVITY** slider bar, then click on the left or right arrows to decrease or increase the responsiveness of your joystick. Also, if you have a joystick or other input device plugged in, the game will detect it, and the box next to **JOYSTICK ENABLED** will be checked. Uncheck this box if you want to play the game with a keyboard and mouse as your game control device, but want to leave your joystick connected. (You can also enable or disable your joystick in the game by pressing the **⌘+J** keys.)

## MOUSE SETTINGS

This displays the game functions that are currently assigned to your mouse buttons, or mouse wheel if you have one, and lets you reassign these functions. Highlight the function you want to change under **BUTTON SETTINGS**, press **RETURN**, then press the button on your mouse that you want this function assigned to. If you change your mind and don't want to remap the function, press **ESC** to cancel. To remove a button mapping, highlight the function, then press **DELETE**.

You can also map some functions to an axis on the mouse by changing the **AXIS SETTINGS**. Highlight a function, then move the axis, or direction, on your mouse, that you want this function assigned to, or move the wheel on your mouse, then press the **RETURN** key. You'll also be able to check these axis settings:

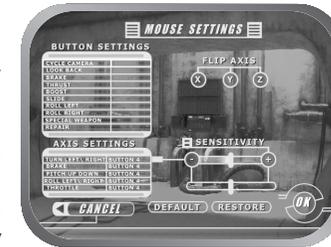
**FLIP X:** Reverses X-axis input.

**FLIP Y:** Reverses Y-axis input.

**FLIP Z:** Reverses the Z-axis. (Most mice have no Z-axis.)

Highlight the **SENSITIVITY** slider bar, then click on the left or right arrows to decrease or increase the responsiveness of your mouse. Check the box next to **MOUSE ENABLED** if you want to play the game with a mouse as your game controller.

**NOTE:** You may experience control problems if you have both your mouse and your joystick enabled. (To enable or disable your mouse in the game, press the **⌘+M** keys.)



MOUSE SETTINGS

## KEYBOARD SETTINGS

This displays the game functions that are currently assigned to your keyboard, and lets you reassign these functions to different keys. **NOTE:** The Show Reserved Settings button shows a list of reserved key commands that cannot be assigned to other functions. You'll be able to map up to three keys for each function. Highlight a function, press **RETURN**, then press the key on your keyboard you want this function assigned to. To get rid of a function, highlight it, then press **DELETE**.

Note that the **PITCH UP** settings will move the nose of your Podracer up, and the **PITCH DOWN** settings will move its nose down.

## LOAD/SAVE SETTINGS FILE

After you've modified the settings to your liking, you can save them as a file to be used anytime you want, such as if a friend wants to use a different game control device. To load a setting, highlight the file you want to use, then click on **LOAD SETTINGS**. You can also save your own game settings by typing in a file name, then choosing **SAVE SETTINGS** or by pressing **RETURN**.

**NOTE:** When you quit and restart the game, these settings will be the last ones you played with.

**BACK**

Brings up the Title screen choices.

**MULTIPLAYER MODE**

**Racer** allows up to eight players to battle each other over Local Area Networks (LANs). For multiplayer games, each player will need to install the game and have a CD in his or her drive. For additional details on network play, please see the Readme document.

**HOSTING A GAME**

We recommend that the host does not quit out of a multiplayer session. If the host quits out, another player has to take his/her place or the other players may be unable to start the race. If the host quits without a replacement player, we recommend that all clients go to the Main Menu and start a new session. It may cause scoring inaccuracies if the host quits out of the game during a race.

From the Main Menu select MULTIPLAYER, then click HOST MULTIPLAYER RACE to go to the Create a Game screen. On this screen you must:

- **ENTER AN IP ADDRESS:** The IP address of the machine will be displayed when you choose to host a game in the upper left-hand corner of the screen. You need to give this address to the other players so they can connect to your game. If the IP address reads "0.0.0.0" you have not been assigned an IP address yet by your network server, so you will have to connect to your network server by connecting to a shared network drive or by connecting to the Internet. See the Readme for more information about obtaining your IP address for the players joining your game.
- **ENTER YOUR NAME:** If you would like to change from the default name (your computer's name), click the field to select it and press the **DELETE** key to erase the current name. Then, type a new name followed by **RETURN** to accept it.
- **ENTER THE GAME NAME:** If you would like to change the game name from the default name (your computer's name), click the field and hit the **DELETE** key to erase the default name. Then, type a new name for the game session, then press **RETURN**.
- **ENTER A PORT:** Click in the field to select it and press **RETURN** after you have entered the port to play through. Ports are four digits, (i.e. "1234") and this is a unique number that all other players must use to connect to your game.
- **ENTER A PASSWORD:** If you wish, you may enter a password to create a private game. If you choose to play a private game, no one

may enter your game unless he or she enters your password. The OK button will not highlight unless a PORT and an ADDRESS have been entered.

Click OK to create a game and to enter the Multiplayer Lobby. **NOTE:** The OK button will not be available until you enter a **Racer** name, a game name and a port.

**JOINING A GAME**

From the Main Menu select MULTIPLAYER, then click JOIN MULTIPLAYER RACE to go to the Join a Game screen. On this screen you must:

- **ENTER YOUR NAME:** If you would like to change from the default name (your computer's name), click the field to select it and press the **DELETE** key to erase the current name. Then, type a new name, then press **RETURN** to accept it.
- **ENTER A PASSWORD:** If the game you wish to join requires a password, you must enter the password here. Otherwise, leave this blank.
- **ENTER AN ADDRESS:** Click in the field to select it and press **RETURN** after you have entered in the IP Address for the machine hosting the game. The IP Address should be in the format of: "000.000.000.000" (i.e. 144.0.99.991). Your server machine should have the information for the IP address.
- **ENTER A PORT:** Click in the field to select it and press **RETURN** after you have entered the port to play through. The server determines this number and the numbers must match in order to connect. Ports are four digits (i.e. "1234").

The OK button will not be available unless a PORT and an ADDRESS have been entered.

**MULTIPLAYER LOBBY**

The lobby is where players meet after connecting to a game. The host must set the number of laps and choose the track. All players, including the host, can choose a Podracer from this screen or use the default assignment.

The buttons on the left side of the screen are for race settings and host options.

- **PODRACER:** Choose from one of over 20 different characters, each with a unique Podracer. You must click on your name in the Player List box to be able to change your Podracer. The PODRACER button will be unavailable if you have another player's name selected.
- **TRACKS:** Host only. Choose the circuit and course for the upcoming race.
- **BOOT:** Host only. Highlight a player you wish to remove from the game and then click the BOOT button to eject the player from the game session.

- **RETIRE:** Disconnect from the game session and return to the Main Menu. If the host disconnects, another player on the list will become the new host. A message will be displayed telling which player has become the new host.
- **RACE:** For the host only. Click this button to start the race. This button will be inactive if any of the players are in the Podracer Select screen, or haven't yet returned from a previous multiplayer race.
- **PLAYER LIST:** This displays players in the current game session. You can view your opponents' Podracers by clicking on their respective names in the Player List box.
- **RACER:** The Podracer chosen by the highlighted player. Click on the name of a player to see which Podracer he or she currently has selected.
- **TRACK:** Shows the currently selected track.



- **LAPS:** Here, the host can set the number of laps for the race. Click the **+** or **-** to adjust the number of laps. The default is three laps.
- **CHAT WINDOW:** The large window on the bottom of the Multiplayer Lobby is the Chat window. Chat messages appear here as well as system messages. Messages typed here will also appear at the top of the screen in other areas of the game, such as Track Selection, Podracer Selection, and in the race.

To send a message from the Lobby, click the Chat field below the large Chat window to enable the blinking cursor. Type your message then press **RETURN** to send it. Press **RETURN** again and the cursor will appear again to send subsequent messages.

### IN-GAME CHAT

Use the **F7** key to send a message while in an area other than the Lobby (Such as Podracer Select, Track Select, or in mid-race). Pressing **F7** will enable a blinking Chat cursor in the upper left-hand corner of the screen. Type your message and hit **RETURN** to send it. **NOTE:** If you are in a race, your controls will be suspended while Chat mode is enabled. Hitting **RETURN** will send the message and exit Chat mode so you can regain control.

### END OF RACE

Once you've completed the race, the camera will show your Podracer cruising around the course in demo mode. Hit **RETURN** to leave this mode and go to the Results screen.

The Results Screen displays the position, current status, and total time of all players. Players who have finished will have the word **FINAL** next to their names. Otherwise, it will show the lap that the remaining players are currently on.

When finished viewing the results of the race, click **RETURN TO LOBBY**. Once all players have returned to the Multiplayer Lobby, the host can start a new race.

### MULTIPLAYER KEY COMMANDS

**F7** In-game chat. Use this command in any screen other than the Multiplayer Lobby to send a message to all other players in the game. Just press **F7**, type your message, then press **RETURN** to send it.

**Ctrl** + **Q** Quit from within a multiplayer race. **CTRL+Q** will exit you out of a race and take you to the Results Screen.

**E** Taunts. Send voice taunts to other players within earshot using your character's voice.

## RACER WORLDS

Your Podraces will take place In these worlds:



**Aquilaris** The entire surface of this planet is covered by water, except for a few chains of islands, reefs, and floating cities. These are connected by a series of underwater tunnels and hover bridges. The course weaves through these bridges and tunnels, across two cities, and inside the remnants of the half-submerged, abandoned Old City. You'll be going above and below the water's surface, so be on your toes!



**Ando Prime** This is an ice-covered planet with vast glaciers and large frozen lakes. A massive pipeline brings water from the glacial interior of a mountain to the populated regions below. Your course will take you over mountain roads, through the pipeline, inside a pumping station, and across icy lakes. Beware of the many twists and turns in the course, and watch out for ice formations.

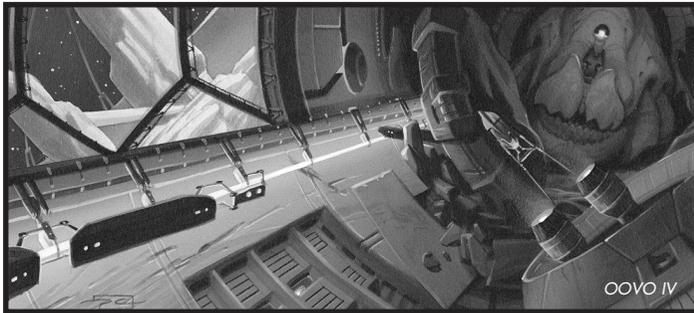
**Mon Gazza** On this polluted, industrial, spice mining planet, flaming gas exhausts and loading cranes blot the skyline. Huge spice barges



and transport craft are constantly taking off and landing, even while a race is going on. The course cuts across a miners' shanty town, through the loading fields, and deep into strip mines, mining shafts, and caves. Keep away from pumping and drilling machines.

**Malastare** Malastare is famous for its fast and dangerous Podrace courses. One course—Sebulba's Legacy—is rumored to be designed by Sebulba himself. Highly volatile methane gas continually leaks to the surface of this dry, dusty planet, where the gas pools in lakes and rivers.

**Oovo IV** A bleak, pockmarked moon of the gas planet Oovo, this asteroid world is a prison colony and a labor camp. Deep inside Oovo IV, the inmates dig for ore, which is transported to the loading docks on the surface by means of zero gravity vacuum tunnels. You'll race through a maze of these tunnels, and you may find yourself upside down on more than one occasion. Avoid the rotating gates, and try to stay on the course.



OOVO IV

**Tatooine** Anakin Skywalker's home planet, Tatooine is also home of the legendary Podrace event, the Boonta Eve Classic. This race occurs on the Boonta Eve holiday and is hosted by the vile gangster, Jabba the Hutt. All the best pilots gather to prove their mettle in one of the galaxy's most hazardous and challenging Podraces. The surface of this bleak, desert planet is marked by huge mesas and deep canyons. You'll need to complete both Tatooine courses to finish the Galactic Circuit. Keep an eye out for hidden caves and helpful shortcuts.



ORD IBANNA

**Ord Ibanna** Once, the cloudy skies above this planet were filled with active gas mines and refineries connected by cable suspension bridges and pipelines. Now, everything has been abandoned, leaving floating junk to litter the choking atmosphere. Scrap-metal dealers fight each other for the wreckage, keeping it aloft with anti-gravity generators. The pilots will race through enormous air circulation tunnels and weave around gas storage tanks, and must be alert for gaps in the skyway.

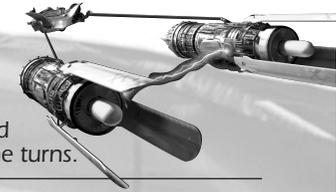


BAROONDA

**Baroonda** With active volcanoes rumbling, this swamp planet poses a challenge for all racers. Its inhabitants, the Majan people, have built a new metropolis around the ancient ruins and statues left behind by ancestors, creating a curious mix of the old and the new. The course careens around giant statue heads, through marshes, in between thick trees and their gnarled roots, and over a sulfur geyser field. Watch out for fog, flying creatures, and flaming lava pits.

## PODRACER CHARACTERISTICS

Here are the performance characteristics of each of the Podracers. Remember that you can upgrade and improve their components, which will make them go faster and handle better.



**Aldar Beedo** Outstanding acceleration, good handling, and good turn response in a large-sized Podracer.



**Anakin Skywalker** This small-to-medium-sized Podracer has above average acceleration, very good handling, and good turning response.



**Ark "Bumpy" Roose** A real clunker! A huge Podracer with poor handling and turn response, plus low acceleration.



**Ben Quadinaros** This Podracer accelerates fast, reaches a high top speed, but is prone to overheating fairly quickly. Turn response is below average, but handling is strong.



**Boles Roor** A little above average acceleration, with average handling and turning, in a medium-to-large Podracer.



**Bozzie Baranta** This small Podracer offers average acceleration, good turn response, and below average handling.



**"Bullseye" Navior** The most sensitive craft you can choose, this small Podracer delivers excellent turn response and very good handling, although acceleration is slow.



**Clegg Holdfast** You'll be holding fast to the track in this one! You get slow acceleration, poor handling, and average turn response, in a medium-to-large-size Podracer.



**Dud Bolt** This medium-sized Podracer lives up to its name, with below average handling and way below average turn response. Acceleration is above average.



**Ebe Endocott** Although it's a little slow on the turns and offers average acceleration, this medium-sized Podracer handles very well.



**Elan Mak** This large Podracer combines average handling and below average turn response with excellent acceleration.



**Fud Sang** This small-to-medium-sized Podracer features average handling and acceleration, and is a little slower on the turns.



**Gasgano** With mediocre handling and below average turn response, this medium-sized Podracer compensates with above average acceleration.



**Mars Guo** Even though it's the biggest Podracer in the pack, it features surprisingly good turn response and fair handling, although acceleration is slow.



**Mawhonic** One of the fastest Podracers despite its large size, this one offers good handling and good turn response.



**Neva Kee** With acceleration that's the slowest of the Podracers, this midsized craft compensates with very good handling and good turn response.



**Ody Mandrell** This is a fairly average Podracer all around, a good, middle-of-the-road beginner's Podracer with better than average acceleration.



**Ratts Tyerell** The top accelerating Podracer of all, this large craft has good turn response and a little below average handling.



**Sebulba** Choose this, and you'll get the fastest top speed of all, with above-average acceleration, plus good handling and good turn response—all in a huge Podracer.



**Slide Paramita** This extremely sensitive, highly responsive Podracer gives you good turning and handling, with below average acceleration.



**Teemto Pagalies** What this huge Podracer lacks in acceleration it makes up for in turn response. Handling is average.



**Toy Dampner** Select this, and you'll get an easy-handling little Podracer that's a little below average on turns, with slow acceleration.



**Wan Sandage** In this medium-to-large Podracer, handling and turn response are good, but acceleration is a little below average.

## TIPS FOR SUCCESS

- Experiment with each Podracer to get a feel for the one that best fits your playing style.
- Try to stay in the middle of the track and on the road. The road has less friction, so you'll be able to pick up speed if you stay on it.
- Press the **SPACEBAR** while you're turning. This will skid your Podracer, and make it easier to maneuver around obstacles.
- When going over a jump, pitch up for a longer jump, and pitch down for a faster jump.
- To fit through tight spots, flip your Podracer on its right or left side by pressing the **D** or **A** keys.

- Don't be afraid to let go of the accelerator (**W** key) at certain times during a race. Even though you'll slow down, it may help you steer better.
- Keep a light touch on your game control device when steering. It responds to even the slightest movements, so avoid the temptation to pull it all the way left or right.
- Pitch down with your game control device when you want a higher top speed. Pitch up with your game control device when you want tighter turns.
- Try to get a turbo start at the beginning of the race. To do this, pitch down with your game control device and hit Thrust at the right time.
- Use the boosters wisely. They can make up for lost time, but an engine fire will cost you more.



## HOW TO CONTACT LUCASARTS

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

### Hint Line

**U. S.** If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number. (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, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. (Average call length is three minutes.)

### Where To Find Us Online

Visit the LucasArts Web site at [www.lucasarts.com](http://www.lucasarts.com). From there, you can access the Technical 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 Technical Support section of the LucasArts Web site at [www.lucasarts.com/support](http://www.lucasarts.com/support). Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

**Technical Support Phone Number**  
This number is for technical assistance only. Hints will not be given out over the Technical Support line.

If you require technical assistance, please read through the Troubleshooting Guide and Readme files provided on the game CD. The Troubleshooting Guide has solutions to many common problems you may experience with the game.

When contacting Technical Support, please have the following information available: computer brand and model, processor type and speed, OS version, video card, CD-ROM drive brand and model, RAM.

You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday-Thursday from 8:45 a.m.–5:30 p.m. and on Friday from 8:45 a.m.–4:30 p.m. (Pacific Standard Time). We are closed daily from 11:45 a.m.–1:00 p.m.

### Technical Support Fax

For your convenience, we also offer the option of faxing us with your technical questions at: **1-415-507-0300**.

When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

### Technical Support Mailing Address

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#### Very Special Thanks

George Lucas

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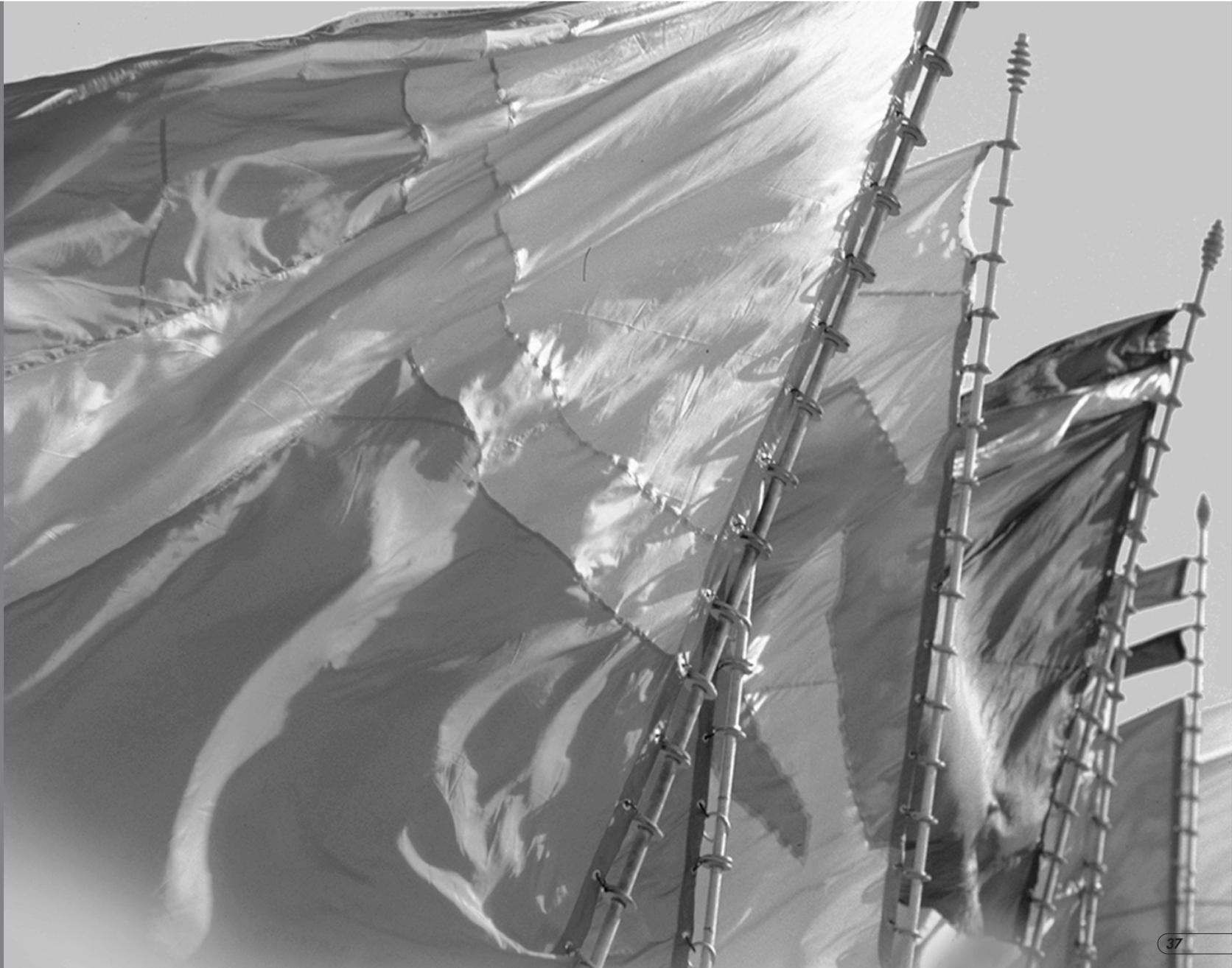
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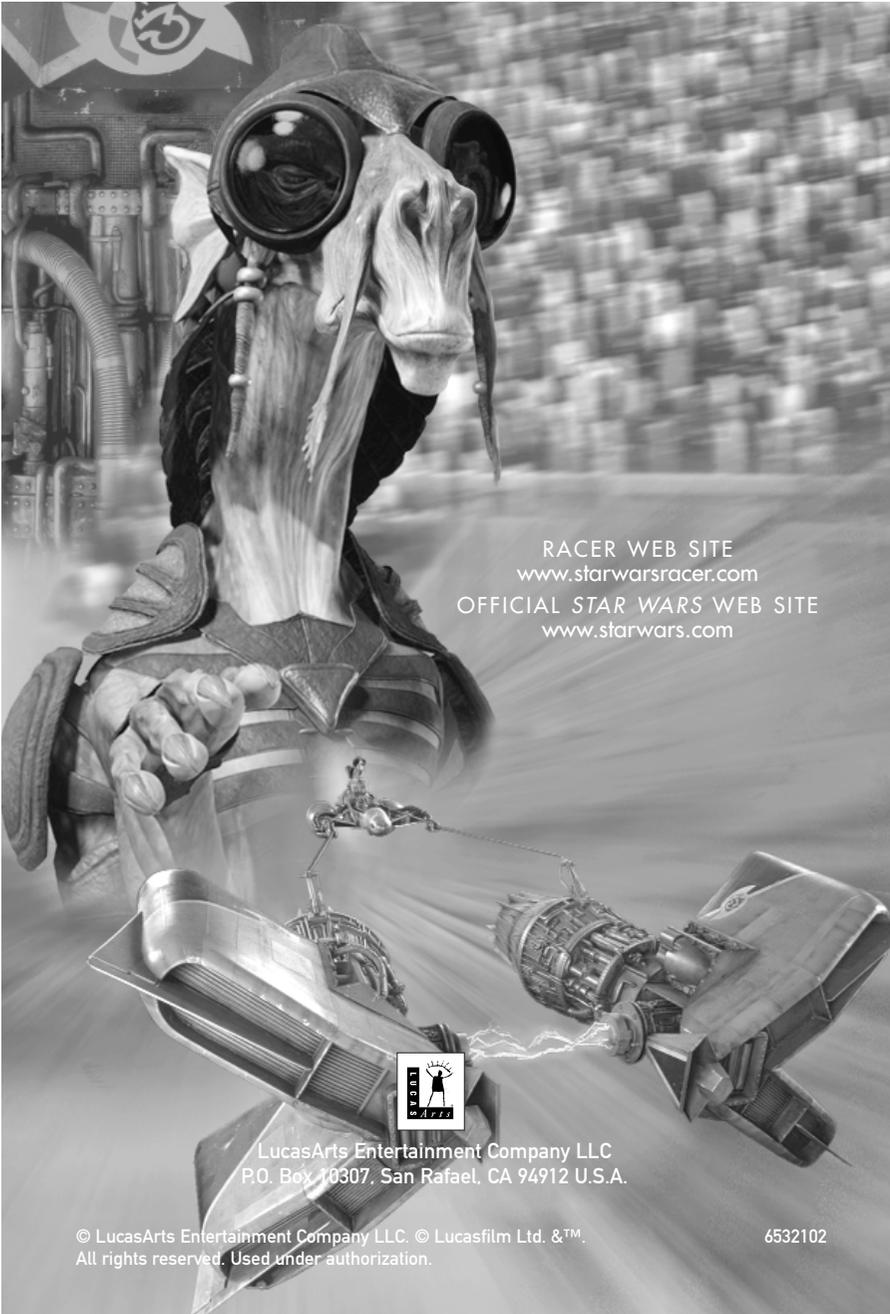
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