LEGO
STAR WARS
THE VIDEO GAME
EVERYONE
E
CONTENT RATED BY ESRB
eidos
EmuMovies

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.
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, including games played on the PlayStation 2 console, 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 symptoms 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 your physician before resuming play.

Warning to Owners of Projection Televisions:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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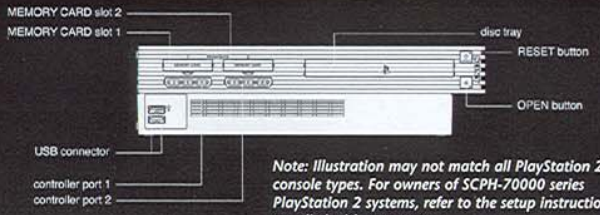
www.Lego.com

GETTING STARTED



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the LEGO® *Star Wars*®: The Video Game disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

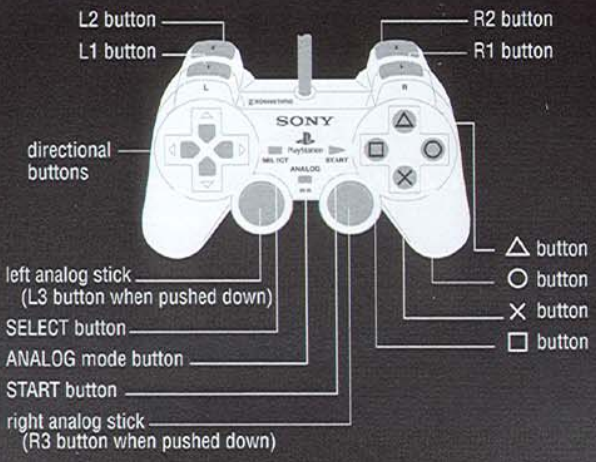
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before powering on the console. At least 65KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or any memory card containing previously saved LEGO *Star Wars*: The Video Game games.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. For two players, connect a second controller to controller port 2.

When the vibration function is ON, the controller will vibrate in response to game events. You can reconfigure the controls and toggle the vibration function on/off in Options Mode. (See page 22.)

CONTROLS

MENU CONTROLS

Highlight menu option	directional buttons ↑/↓
Select highlighted option	⊗ button
Change setting	directional buttons ←/→
Go back/Cancel	△ button

CHARACTER CONTROLS

Move character	left analog stick
Jump/Hover (if available)	⊗ button
Attack/Defend	□ button
Use the Force/Special Ability	○ button (hold down)
Tag friendly character	Face character and press the △ button
Pause game/in-game options	START button

VEHICLE CONTROLS

Move vehicle	left analog stick
Fire weapon	□ button
Speed up (podracer only)	□ button
Pause game/In-game options	START button

FREE PLAY CHARACTER CONTROLS

Cycle character left/right	L1 button/ R1 button

HELP FOR PARENTS

LEGO *Star Wars*: The Video Game is designed to be suitable for players of all ages. If you're a young player, you might find that your parents or other adults want to join in.

Though we've tried to make the game as easy as possible, even for older people — at some point they're going to need help. We all know how impatient adults can be. So to save time explaining things to them, just ask them to read the following tips:

- **Jedi characters can use the Force to move or transform objects highlighted with a Force glow effect. Press and hold the ○ button to use this Special Ability.**
- **All LEGO objects can be played with. If you get stuck, look for LEGO objects to help you out in some way.**
- **Press the ⊗ button to jump. Press it again in the air to execute a double-jump that leaps you over high obstacles or up to high ledges.**
- **Press the □ button to attack.**
- **You can tag certain characters to take control of them and use their Special Abilities. To do that, walk up to a friendly character and press the △ button.**
- **Sometimes you'll need the abilities of a specific character to progress, so be ready to tag nearby characters if you can't find a way forward.**
- **When you first start the game in Dexter's Diner, walk through the door marked "I" then through the door marked "1" to play the first scene from *Star Wars:* Episode I *The Phantom Menace.* All other scenes are locked at first.**
- **Once you complete this first scene, you'll be able to play in Episode II and Episode III as well — so even if you get stuck on one path, you'll still find a way to progress further through a different Episode door.**

- A second player can join in the game at any time. Simply insert a second controller in controller port 2 and press the START button. The new player will take control of a nearby friendly character. (Kids: this is a good way to help out your parents if they get into trouble.)
- When you unlock Free Play Mode, you can switch between characters at will by using the L1 and R1 buttons. This is a unique feature of LEGO *Star Wars*: The Video Game that isn't in other games, and it's a lot of fun!
- All gamers can find more gameplay details and advanced techniques in the rest of this manual.

If you can just get them to pay attention to these simple concepts, then even adults who've never played a game before will be able to share the LEGO *Star Wars*: The Video Game adventure!

INTRODUCTION

The ancient darkness of the Sith grows ever more powerful. Even the noble Jedi Order, guardians of peace and justice for so long, are threatened by this deepening evil.

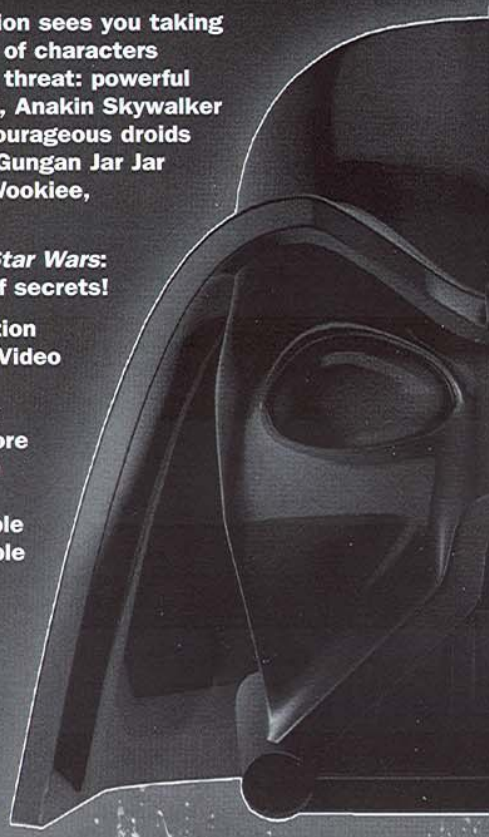
In LEGO *Star Wars*: The Video Game, you can experience the whole epic story of *Star Wars:* Episode I *The Phantom Menace,* Episode II: *Attack of the Clones* and Episode III: *Revenge of the Sith.*

Scene by scene, the action sees you taking control of a wide variety of characters fighting against the Sith threat: powerful Jedi like Obi-Wan Kenobi, Anakin Skywalker and Jedi Master Yoda; courageous droids like R2-D2; the hapless Gungan Jar Jar Binks; Chewbacca the Wookiee, and others . . . .

And the world of LEGO *Star Wars*: The Video Game is full of secrets!

As you build your collection of LEGO *Star Wars*: The Video Game characters, you'll use their special powers to discover more and more of the game. And as you collect more and more LEGO Studs, you'll be able to acquire further playable characters — even the most fearsome of your dark side adversaries!

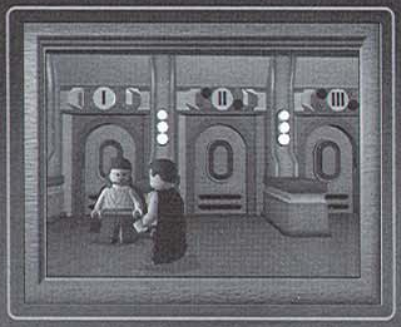
The fate of the galaxy is in your hands!



DEXTER'S DINER

Welcome to the world of LEGO *Star Wars*: The Video Game! Your adventure begins in Dexter's Diner on the planet Coruscant. Here in the capital of the Republic, heroes and villains mingle from all over the galaxy. And Dexter knows them all . . . .

When you first start the game, you'll be in control of Qui-Gon Jinn, an experienced Jedi Master. Also in the Diner you'll see Dexter behind the counter and Obi-Wan Kenobi. As your loyal Jedi Padawan, Obi-Wan will follow you wherever you go. As you progress, new characters will join you here as they are added to your collection, and you'll be able to take them into Free Play Mode.



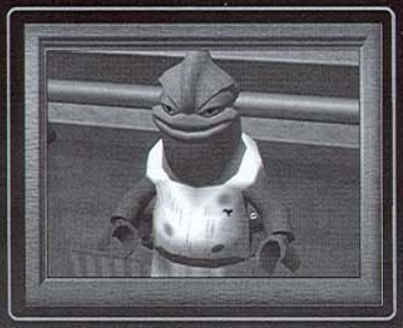
Directly in front of you are three doors, numbered "I," "II" and "III." These "Episode Doors" correspond to the three *Star Wars* movies Episode I: *The Phantom Menace*, Episode II: *Attack of the Clones* and Episode III: *Revenge of the Sith.*

To begin with, Episode Doors II and III are locked. They will unlock and become available for play once you have completed the first scene in Episode I, "Negotiations."

You'll then be able to play the three Episodes in parallel: you can move from one Episode to another through the Diner, without losing your progress in each adventure.

1. To start your game, move Qui-Gon through the Episode I door. In the next room, you'll see six new doors and an exit back to the main Diner area. Each door leads to a different scene in Episode I. Each scene you complete unlocks the next door in the story sequence.
2. Walk through the door marked "1," and you'll start playing the first scene of Episode I, "Negotiations."

DEXTER JETTSTER



The proprietor of Dexter's Diner, Dexter Jettster, stands behind the counter in the main Diner area. If you walk up to him you can browse the items he has for sale.

To begin with, you'll be able to see some game hints. Later, he'll also give you the opportunity to purchase special items, bonus characters and secret features in exchange for LEGO Studs. (For more information about LEGO Studs, see page 17.)

You can select an item from Dexter's shelves by using the directional buttons and pressing the ⊗ button to bring the item down onto the counter. Then you can see how much it costs and decide if you'd like to buy it (provided you have enough LEGO Studs). To buy the item, press the ⊗ button. To cancel purchase of the item, press the △ button.

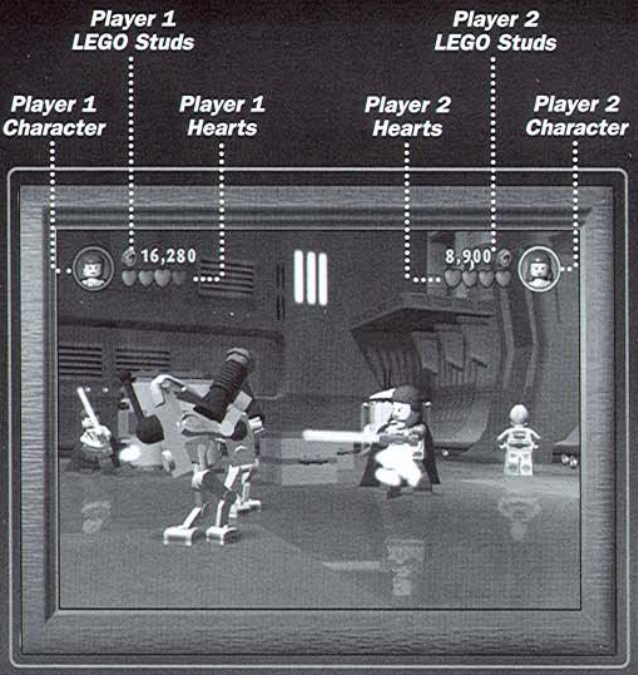
When you finish talking with Dexter, press the △ button to return to the Diner.

THE PARKING LOT

Besides the three Episode Doors, you'll see another door in the Diner, leading to the Parking Lot. In the Parking Lot, watch your collection of LEGO Mini-kit Vehicles grow as you explore further through the game.

Each scene contains the pieces for one LEGO Mini-kit Vehicle hidden inside 10 LEGO Canisters. When you successfully build a complete vehicle, you'll get a big reward!

PLAYING THE GAME



Through your LEGO *Star Wars*: The Video Game adventure, you'll take control of a wide variety of different characters, all with their own individual moves and abilities. But your basic controls are always the same.

Not all moves are available to all characters. And from time to time, you'll need to use a specific character's ability in order to progress. See *Tagging* on page 11 for information on how to change characters in a scene.

TWO PLAYER DROP-IN/DROP-OUT

At any point in the action a second player can join in and you can play together. To do that, connect a second controller to controller port 2 and press the START button. The new player will take control of a nearby friendly character.

Either player can drop out at any time and leave his or her character to continue under computer control. Just press the START button and select *DROP OUT* from the Pause Menu.

HEARTS

Every time your character is injured, he, she or it loses a heart. When the last heart is lost, your character will fall apart, and you'll lose some of the LEGO Studs you've collected up to that point.

MOVING AROUND

Move your character using the left analog stick. The farther you push the stick in the direction you want to go, the faster your character will move.

TAGGING

Different characters have different abilities. To take control of a friendly character, move up to that character and press the △ button.

Two players can swap control by moving close to each other and holding the △ button at the same time.

COMBAT

LIGHTSABER

- Press the ■ button to attack with your lightsaber.
- Press the ✕ button to jump, then press the ■ button in mid-air for an attacking forward leap.
- Press the ✕ button twice to double-jump, then press the ■ button in mid-air to launch a special slam attack.
- Time your attacks carefully in sequence to execute powerful combo moves.
- Press the ■ button when under attack to defend with your lightsaber.
- Hold down the ■ button to maintain a defensive stance.
- If you time your defensive move correctly, you can deflect blaster bolts back to your attackers.

BLASTER/BOWCASTER

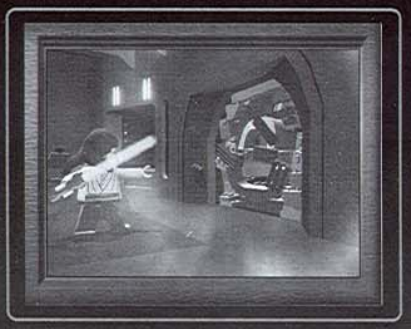
- Press the ■ button to fire a blaster or bowcaster.

DEACTIVATE DROIDS

Astromech droids can use their probes to deactivate other droids for a short time.

- When standing next to another droid, press and hold the ■ button to use this ability.

SPECIAL ABILITIES



Jedi and Sith characters can use the Force to control the very building blocks of matter.

- When you control a Force-enabled character, look for Force-highlighted LEGO objects. Then press and hold the ● button to use the Force to move or transform the highlighted object.
- Some dark-colored objects will only respond to the dark side powers of a Sith Lord.

FORCE PUSH

Jedi can harness the power of the Force against characters such as battle droids.

- When in range, press and hold the ● button to send a Force-highlighted enemy flying.

DARK SIDE FORCE POWERS

It is said that the Sith have special Force powers of their own. But details are kept secret, hidden deep within the Jedi Archives. Interest in these abilities can lure even the strongest character to the dark side.

DOUBLE-JUMP

A number of characters can jump unusually high.

- **To make use of this Special Ability, press and hold the ⊗ button to jump and then, while in the air, press and hold the ⊗ button once more.**

HYPER JUMP

Certain characters, including the gangly Gungan Jar Jar Binks, have a double-jump move that launches them even higher into the air — where they can reach platforms that might elude even Jedi.

HOVER

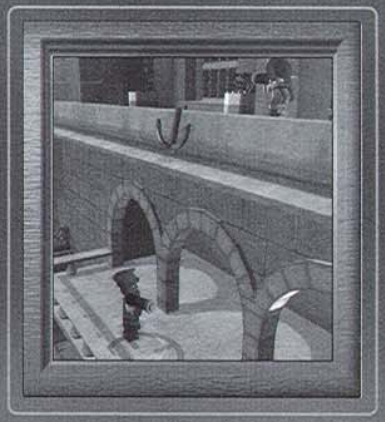
A variety of characters have the ability to hover above the ground. Some can even fly short distances, able to reach places inaccessible to other characters. Certain astromech droids, for example, are fitted with anti-grav boosters.

- **Press and hold the ⊗ button, then move around as normal to hover.**

ASCENSION GUN

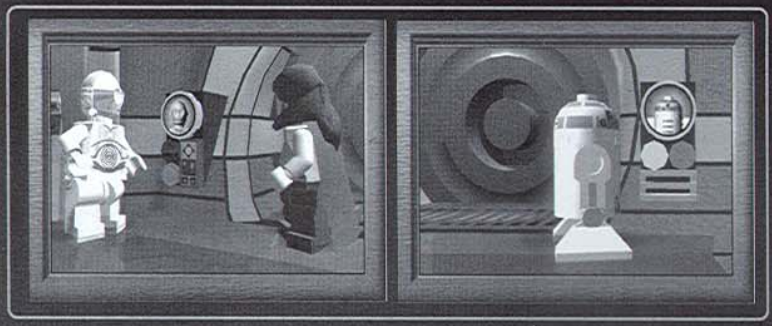
Characters equipped with blasters or bowcasters can use the Ascension Gun ability.

- **Stand beneath a grapple hook point, then press and hold the ◎ button to ascend.**



ACTIVATING PANELS

Certain types of droids can interface with computer access panels. Move the droid so it faces the panel, then press and hold the ◎ button.



Protocol droids such as C-3PO or TC-14 can activate Protocol Panels marked like this.

Astromech droids such as R2-D2 or R4-P17 can activate Astromech Panels marked like this.

BLEND IN

Battle droids have limited threat awareness, and will certainly never fire upon a fellow battle droid. In Free Play Mode, this can be the perfect way to catch them unawares.

CONTROLLING VEHICLES

In some scenes you take control of a starship or other vehicle.

- Move the left analog stick to move your craft left, right, up or down.
- In a starship, fire your forward blasters by pressing the ▣ button.
- In a podracer, speed up by pressing the ▣ button.
- A second player can play in a vehicle scene just like in the rest of the game.

COLLECTIBLES

The LEGO *Star Wars*: The Video Game world is full of objects to pick up and collect. Explore and experiment!

Some objects will be out of reach when you first encounter them — but remember that different characters have different Special Abilities. In Free Play Mode, you can bring new characters into a scene and use their abilities to reach new places.

LEGO STUDS

Pick up LEGO Studs wherever you can. If you successfully complete a scene, the Studs you collected will be added to your banked total. You can then exchange them to unlock extra characters, bonuses and cheats in Dexter's Diner.

When two players are active, their LEGO Stud totals are added together in a shared bank account.

Using the transforming power of the Force, destroying objects and defeating enemies will all yield LEGO Studs.

Differently-colored studs have different values:

SILVER = 10
GOLD = 100
BLUE = 1000

If your character falls apart, you lose some of the LEGO Studs you collected up to that point in the scene.

HEARTS

If you've lost any hearts, try to pick up replacements.

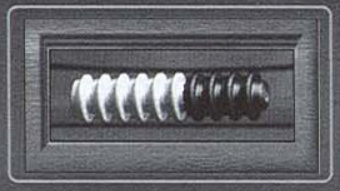
LEGO CANISTERS

Hidden in each scene are the parts to build one special LEGO Mini-kit Vehicle — distributed in 10 special LEGO Canisters.

If you can collect all 10 LEGO Canisters and complete the craft, you'll be rewarded with a substantial LEGO Stud bonus.

When you visit the Parking Lot outside Dexter's Diner, you'll see your collection of vehicles growing as you explore through the game.

TRUE JEDI STATUS



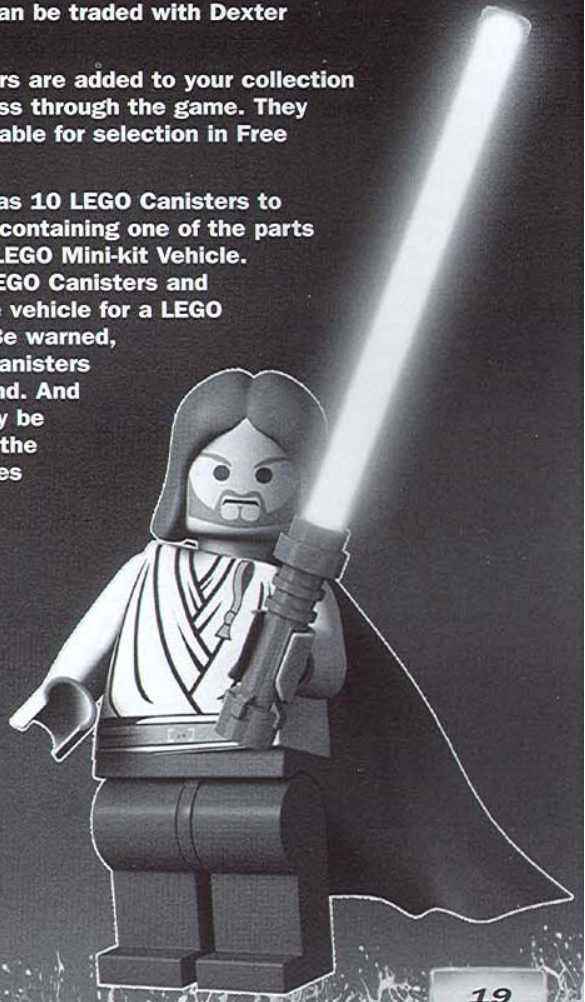
Those who play with the expertise and finesse of a true Jedi will be rewarded. As you progress through a scene, the LEGO Studs you collect will contribute to your True Jedi Status meter. If you can reach the True Jedi target for that scene, you'll be rewarded with a secret collectible.

- Attain True Jedi Status on every scene to reveal the game's ultimate secret.

STATUS SCREEN

When you successfully complete a scene, you'll be presented with a Status Screen showing all the rewards you've collected.

- LEGO Studs can be traded with Dexter in the Diner.
- New characters are added to your collection as you progress through the game. They are then available for selection in Free Play Mode.
- Each scene has 10 LEGO Canisters to collect, each containing one of the parts for a special LEGO Mini-kit Vehicle. Find all the LEGO Canisters and complete the vehicle for a LEGO Stud bonus. Be warned, some LEGO Canisters are hard to find. And some can only be reached with the special abilities of Free Play characters.



FREE PLAY

In Free Play, you can explore any unlocked scene with your choice of characters — and switch between them at will. By using the Special Abilities of new characters you'll be able to reach new areas, discover secrets and increase your collection of LEGO Studs and LEGO Canisters.

As you progress through the game, your collection of available Free Play characters will grow. Some you'll meet in the normal course of play, and some you'll need to purchase from Dexter. Characters from your collection will join you from time to time in Dexter's Diner. You can walk up to them and tag them if you like.

To play a scene in Free Play, walk through the level-select door as normal from the Diner and select *FREE PLAY* from the menu that appears.

The character or characters under your control at that time will be selected for Free Play. Press the ⊗ button to enter the scene with those characters. If you're in two-player mode, both players must press the ⊗ button in order to continue.

To change your primary characters from the ones currently under control, select an available character from the character display by moving the blue highlight over that character and pressing the ⊗ button. A second player can do the same with the green highlight.

Once you confirm your primary character selections, additional characters are automatically picked for you to play with (ensuring that you have as broad a range of abilities as possible at your command), and you enter the scene in Free Play Mode.

Press the L1 or R1 button to cycle through your group of characters. This works in the same way for a second player.

SAVING & LOADING

IMPORTANT: **Do not insert or remove the memory card while saving or loading game data. Doing so could damage or destroy the data.**

SAVING YOUR PROGRESS

- **You must have a memory card with 65KB of free space inserted into MEMORY CARD Slot 1 to save game data.**

When you first complete a level or purchase an item from the shop in Dexter's Diner, you will be asked to select a save game slot. Choose a slot by pressing the directional buttons ⬅/➡, and press the ⊗ button to confirm.

You will be prompted to enable Autosave (recommended). If you do so, LEGO *Star Wars*: The Video Game will automatically save your progress into the selected save game slot at the end of each scene.

LOADING SAVED GAME DATA

FROM THE TITLE SCREEN

Press the directional buttons ⬆/⬇ to select *LOAD GAME*, and press the ⊗ button. Press ⬅/➡ to select a save game slot, and press the ⊗ button to load the selected game.

FROM A MEMORY CARD

If save game data is present on the memory card, a list of saved games will be displayed when you start up the game. Use the directional buttons to select the game you want to load and press the ⊗ button.

IN MID GAME

To see your saved games from the Diner, press the START button to pause the game and access the in-game Options Menu. Select *QUIT* to exit the game, and then choose *LOAD GAME* from the startup menu.

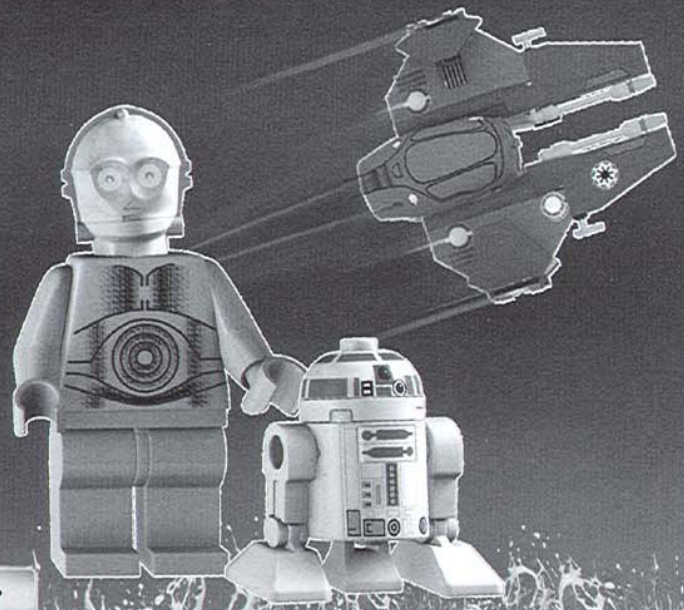
PAUSE MENU

Either player can press the START button during the action to pause the game and bring up the Pause Menu.

While the Pause Menu is displayed you can see how many LEGO Canisters you've collected and how close you are to attaining True Jedi Status for that scene.

From the Pause Menu, you can choose to:

- Resume the game from where you left off.
- Select *OPTIONS* to change in-game options such as the volume level of sound and music and turning Autosave on/off.
- Select *EXIT* to return to Dexter's Diner. The LEGO Studs and LEGO Canisters you collected up to that point in the scene will not be added to your collection.



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