

INSTRUCTION BOOKLET

STAR WARS EPISODE I RACER

PUBLISHED BY



DISTRIBUTED
EXCLUSIVELY BY

Nintendo

NINTENDO⁶⁴



PUBLISHED BY



LUCASARTS ENTERTAINMENT COMPANY

C/O NINTENDO AUSTRALIA PTY. LTD.

Scorebay Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia

<http://www.nintendo.com.au>

NEW ZEALAND AGENT MONACO CORPORATION LTD.

10 Rotherwell Avenue, Albany, Auckland

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the **Star Wars® : Episode I: Racer** Game Pak for the Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

This game is compatible with the N64 Expansion Pak™. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Only N64 Game Paks displaying the N64 Expansion Pak icon will take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially designed games.

© LucasArts Entertainment Company LLC.
© Lucasfilm Ltd. &™. All rights reserved.
Used under authorization.

DISTRIBUTED EXCLUSIVELY BY NINTENDO.
NINTENDO, THE ORIGINAL SEAL, NINTENDO 64 AND THE "N" LOGO
ARE TRADEMARKS OF NINTENDO CO., LTD.
© 1999 NINTENDO CO., LTD.

TABLE OF CONTENTS

OVERVIEW 2

YOUR NINTENDO® 64 CONTROLLER 4

CONTROLLER SETTINGS 5

GETTING STARTED 6

GAME CONTROLS 11

TWO-PLAYER MODE 17

OPTIONS MENU 18

RACER WORLDS 20

PODRACER CHARACTERISTICS 24

TIPS FOR SUCCESS 26

CREDITS 28

SOFTWARE LICENSE 30

WARRANTY INFORMATION 31



Anakin 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 600 mph—flying just a few feet 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 23 different Podracers. You'll choose from over 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!

YOUR NINTENDO® 64 CONTROLLER

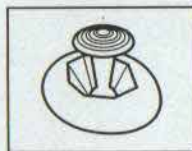
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick that uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the Controller.

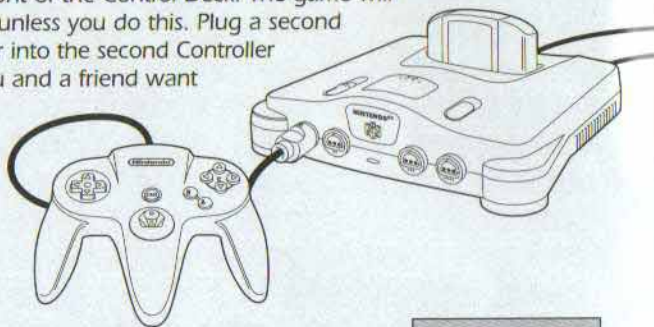
If the Control Stick is held at an angled position (as shown in the picture on the right), when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the right) then press **START** while holding the **L** and **R** Buttons.



CONNECTING THE CONTROLLER

Plug your Controller into the first Controller socket on the far-left side in front of the Control Deck. The game will not start unless you do this. Plug a second Controller into the second Controller slot if you and a friend want to race against each other.



HOLDING THE CONTROLLER

When playing *Star Wars: Episode I: Racer*, we recommend that you hold the Controller in the position shown at right. This lets you operate the Control Stick with your thumb to control the direction of your Podracer. You can also

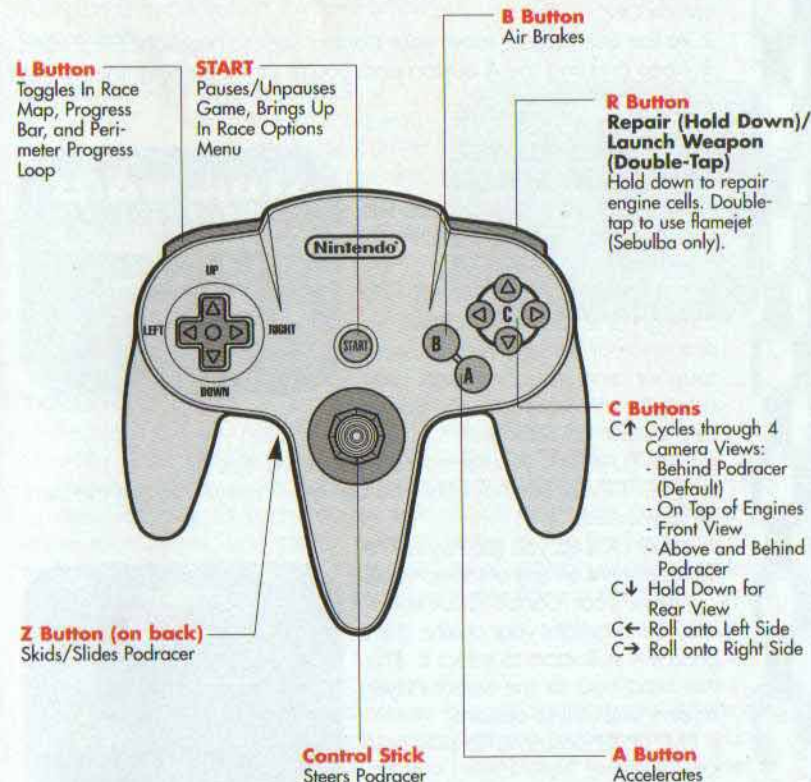


easily reach the **A**, **B**, and **C** Buttons with your right thumb, and reach the **Z** Button with your left index finger.

ACCESSORIES

This game is compatible with the Rumble Pak™, and the N64 Expansion Pak™ accessories. Before using these accessories, please carefully read the instruction booklets that come with them. Make sure that the Control Deck is turned OFF when inserting accessories.

CONTROLLER SETTINGS



GETTING STARTED

NAVIGATING

Use your Controller to move through all the front-end screens in the game. Pressing the **A** Button on your Controller confirms your selection. Pressing the **B** Button cancels your selection or returns you to the previous screen.

QUICK START

Want to start racing right now? Here's all you need to do:

1. First make sure that your Nintendo® 64 Control Deck is turned OFF. Insert the Game Pak into the Control Deck, then slide the power switch ON.
2. At the Title Screen, move your Control Stick to highlight FREE PLAY.
3. Keep pressing the **A** Button until you're at the starting line, where your race will begin!

TITLE AND PLAYER SELECTION SCREEN

Once you start the game, you will see the Title screen, which has these choices:

- **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.
 - **FREE PLAY:** Lets you race on any unlocked track.
 - **TIME ATTACK:** See how fast you can go when you've got the track all to yourself.
 - **2 PLAYER:** Lets you race against a live opponent on any unlocked track.
- Move your Control Stick up or down to highlight your choice, then press the **A** Button to select it. This will send you to the Select Player screen, with these options:
- **EMPTY:** Choose this to play and save a game.
 - **PRACTICE:** Lets you play a game without saving it.



TITLE SCREEN



SELECT PLAYER SCREEN

If you've already created a saved game, the initials you used for that game will appear in place of **EMPTY**.

NAMING YOUR PODRACER

If you're creating a new game at the Select Player screen, you'll go to a display of the letters of the alphabet. Move the Control Stick to the left or right to highlight the letter you want, then press the **A** Button to select it. Press **B** to delete a letter. Repeat this until you've spelled out up to three letters. Then, press the **A** Button to move to the next screen.



NAME PLAYER SCREEN

CHOOSING PODRACERS

At the next screen, you'll select a Podracer to compete with. Move the Control Stick right to see a hologram of the next Podracer, and move it left to go back to Podracers you've already looked at. Press the **C↓** Button to turn vehicle statistics on/off. When you've found the Podracer you want to race with, press the **A** Button to choose it.



SELECT VEHICLE SCREEN

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 proceed 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

Move the Control Stick up or down to change tournaments. Move the Control Stick left or right to change races within a tournament. A tournament race will not be available until you have placed fourth or higher in all of the previous races in that tournament. Press the **A** Button to select the track you want to race on.

TRACK DETAILS

Once you've chosen a track, you will come to the Track Details screen. This displays the record times, favored racer, track map, and the prize money when available.

If you are racing in a tournament, you can change the way that prize money is distributed to Podracers who win or place (come in fourth or better) in a race. You'll need this money to purchase new or used parts to upgrade your Podracer.

In Free Play Mode, this screen allows you to adjust the number of laps, the number of Podracers, and the skill level of your opponents. Move the Control Stick up or down to highlight the desired option, then move the Control Stick left or right to change it. When you are finished with the Track Details screen, press the **A** Button to proceed to the Main Menu.



TRACK SELECTION SCREEN



TRACK DETAILS SCREEN

MAIN MENU

Here, you'll be able to begin your race and make modifications to your Podracer. Move your Control Stick up or down to highlight one of these choices:

- **START RACE:** This moves you to the starting line of your race, on the planet and track you've chosen.
- **INSPECT VEHICLE:** Take a close look at the components on your Podracer. (See Inspecting Your Podracer below.)
- **VEHICLE UPGRADES:** Select this to view the condition of the vital components of your Podracer, and replace them. (See Upgrading Your Podracer on page 10.)
- **BUY PARTS:** Go here to acquire parts that will enhance your Podracer's performance. (See Watto's Shop on page 10 for more information.)
- **JUNKYARD:** Sends you to Watto's junkyard where you can buy



MAIN MENU SCREEN

used, slightly damaged Podracer parts at discounted prices. (See Junkyard on page 11 to learn more.)

- **BUY PIT DROIDS:** Lets you purchase pit droids that will serve as your pit crew and work on your Podracer. The more droids you have, the faster your damaged parts will be repaired after each race.
- **CHANGE VEHICLE:** Lets you choose a different Podracer to compete with.
- **OPTIONS:** Choose this to adjust the game settings. (See Options Menu on page 18 for more information.)

INSPECTING YOUR PODRACER

Choosing **INSPECT VEHICLE** from the Main Menu puts you in the Racing Bay next to your Podracer. To look all around your craft, move the Control Stick in any direction. Press the **C↑** Button to zoom in on your Podracer for a closer look, and press the **C↓** Button to zoom away from it. Press the **C→** or **C←** Buttons to move the camera view to a different part of your Podracer. When you've finished, use the **A** or **B** Buttons to go back to the Main Menu.



RACING BAY SCREEN



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. Move the Control Stick left or right 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 will 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, select one, then press the **A** Button to go to Watto's Shop (see the Watto's Shop section below), or press the **B** Button to return to the Main Menu.



UPGRADES SCREEN



WATTO'S SHOP

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 **A** Button moves you to a screen that gives you:

- The name and cost of the part.
 - The part it replaces.
 - The trade-in value of the part you want to replace.
 - The amount of money you have. (Remember, you start out with 400 truguts, and can win more money by doing well in races.)
- Move the Control Stick to select either BUY or CANCEL, then press the **A** Button to make

your decision. The amount the part costs will be deducted from the amount displayed under TRUGUTS.

Move the Control Stick left or right to see all the parts Watto has to offer. When you've finished with Watto's Shop, press the **B** Button 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 the Control Stick 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, and a red section showing how much worse it will do. Press the **A** Button when you get to the part you want. You'll go to a screen that displays the type of part, its name and cost, what it replaces, its trade-in value, plus how much money you have. Select either BUY or CANCEL with your Control Stick, then press the **A** Button to make your decision. The cost of that part will be subtracted from the amount of money you have.

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.



JUNKYARD

BUYING PIT DROIDS

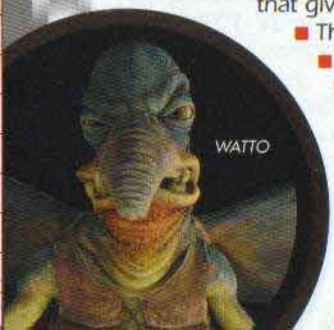
After each race, pit droids repair your damaged Podracer and make repairs to your damaged parts. The more pit droids you buy in Watto's shop, the more repairs they can make. Selecting BUY PIT DROIDS in the Main Menu sends you to a screen that displays the cost of a droid, plus how much cash you have. Use the Control Stick to select either BUY or DON'T BUY, then Press the **A** Button.

GAME CONTROLS

STARTING YOUR RACE

After you've selected START RACE from the Main Menu, 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

Several numbers and displays will give you vital information about your 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



IN RACE SCREEN

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 pilots 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 fills up as you gain 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** Button. Your Podracer will slow down during repair. Release the **R** Button when you've done enough repairing. Full repair is indicated by the icon returning to green.

Camera Views

Pressing the **C↑** Button on your Control Pad changes 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 **C↑** Button to look between your Podracer's engines. Press it again to switch to the view right in front of your Podracer. Finally, press it a third time to look down on your Podracer from further back. You can also look behind your Podracer by pressing and holding **C↓**.

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 on the right side of the screen. It indicates a section of the track you're racing on. Your Podracer is the X, and always stays in the middle. Your opponents appear as yellow dots. To change to a higher magnification, press the **L** Button. Your opponents will show up as blue Xs.

Pressing the **L** Button 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 **L** Button 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.



PERIMETER PROGRESS LOOP

DRIVING YOUR PODRACER

To steer your Podracer through the course, move your Control Stick left or right. Press and hold the **A** Button to go faster, and press and hold the **B** Button to slow down. When you push the Control Stick forward, you'll have a little more speed but less control. Pulling the



DIRECTIONAL ARROW

Control Stick back reduces your speed but gives you more control and sharper turning.

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 holding the Control Stick forward until the yellow light on the tip of the Thrust Meter comes on.
2. Quickly release the **A** Button, then press and hold it. You're now in Boost Mode.

Remember, if you stay in Boost Mode too long, your engines will over-heat and eventually catch on fire, and you could be knocked out of the race. To get out of Boost Mode, either let go of the **A** Button or press the **B** Button. You'll also turn off Boost Mode if your Podracer hits an object too hard.

Using Sebulba's Flamejet

When you unlock Sebulba's Podracer, you'll be able to fire a flamejet at your opponents from the side of Sebulba's engine. When you're in a race, double-tap the **R** Button to set your opponent's engines on fire.

PAUSING YOUR RACE

If you want to temporarily stop your race, press the **START** Button. This will bring up a Pause screen with this menu of options:

- **CONTINUE:** Returns you to the race at the point where you left it.
- **RESTART RACE:** This starts the current race over.
- **QUIT:** Terminates race; returns you to the Main Menu.



PAUSE SCREEN

FINISHING THE RACE

After your Podracer has crossed the finish line, you'll see the results of your race, with the names and times of the top Podracers in the order they finished. Move the Control Stick up and down to see the entire list of racers. After reviewing the results, press the **A** Button to select a new track.

If you're in the Galactic Podracing Circuit tournament, and place fourth or better, you'll go on to the next track in your circuit. At this point you can

modify your craft in Watto's Shop before the next race. Also, if you place 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.

RACE HAZARDS

You'll need to watch out for a variety of obstacles on the tracks, including:

- Other Podracers
- Falling meteorites
- Lava pits
- Jumps
- Doors
- Ice formations
- Rocks
- And a few surprises

TWO-PLAYER MODE

To play **Racer** against a friend:

1. Plug in a second Controller into the second Controller slot.
2. Start up the game. At the Title screen, select 2 PLAYER.
3. At the Select Vehicle screen, the first player chooses a Podracer, followed by the second player.
4. Follow the single player instructions to select a track to race on.
5. After you select START RACE, the screen will split in two. The first player will have the top screen, and the second player will have the bottom screen.
6. May the best Podracer win! When your race is over, a Results screen will show both of you how you did against each other and against the other Podracers.



TWO-PLAYER SCREEN





7. To race again, press the **A** Button. This sends both of you to the Track Selection screen, where you can select the track you just raced on, or choose a different track.

OPTIONS MENU

When you select **OPTIONS** from the Main Menu, you'll see these game settings you can adjust:

- **MUSIC:** Changes the volume of the background music.
- **SOUND:** Changes the volume of the sound effects.
- **AUDIO:** Allows you to choose between stereo and mono sound.
- **LENS FLARES:** Turns bright effects from suns on or off.

■ **RESOLUTION:** Lets you choose between high-resolution and low-resolution modes. (Available only if you have an Expansion Pak installed.)

■ **EXIT:** Returns you to the previous screen.

To choose an option, move the Control Stick up and down. When you get to an option you want to change, move the Control Stick left or right. Select **EXIT** or press the **A** or **B** Button to leave the Options Menu.



OPTIONS MENU

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. You'll also encounter giant spice conveyors, which will either speed you up or slow you down.

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. Try not to follow opponents too closely—their jets can ignite the surface.

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 falling meteorites and rotating gates, and try to stay on the course.



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 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 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.



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



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



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.



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



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



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



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



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



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



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



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.



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



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.



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.



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



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



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



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



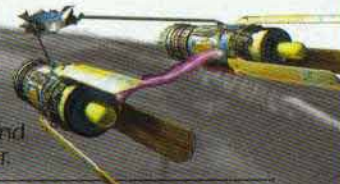
Ratts Tyerell The top accelerating Podracer of all, this large craft has good turn response and a little below average handling.



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.



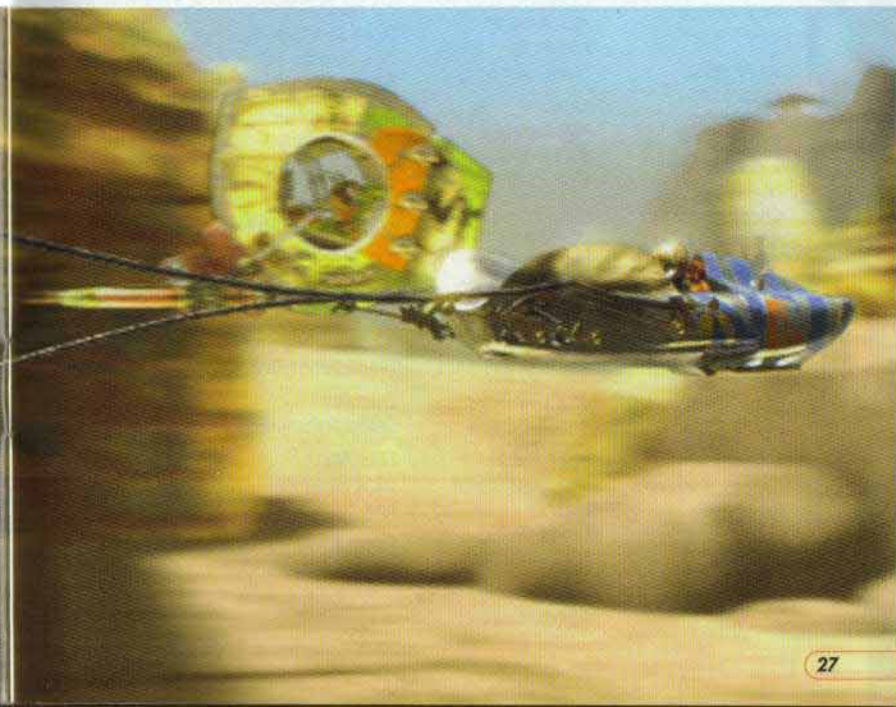
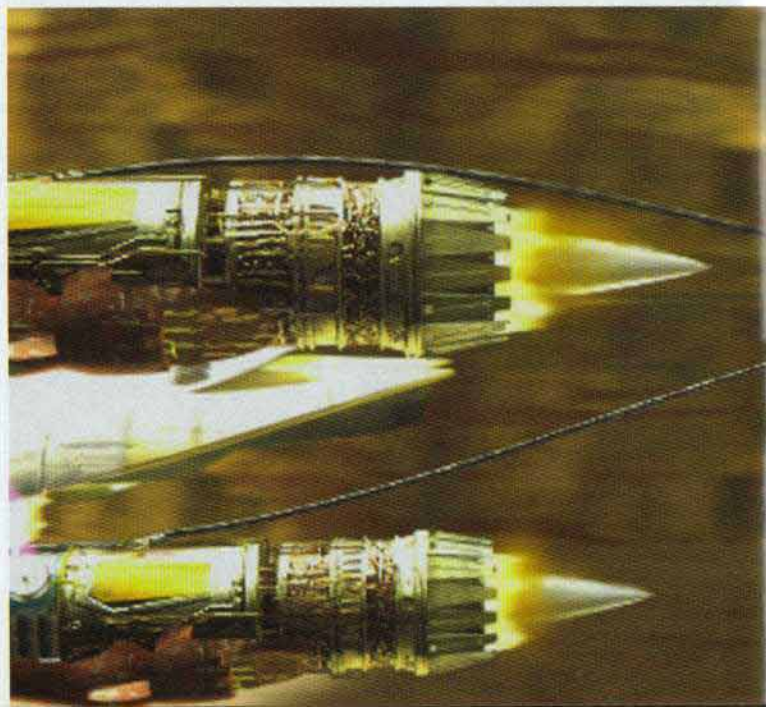
Teemto Pagalies What this huge Podracer lacks in acceleration it makes up for in turn response. Handling is average.



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 **Z** Button while you're turning. This will skid your Podracer, and make it easier to maneuver around obstacles.
- When going over a jump, pull your Control Stick back for a longer jump, and push it forward for a faster jump.
- To fit through tight spots, flip your Podracer on its right or left side by pressing **C**→ or **C**←.

- Don't be afraid to let go of the accelerator (**A** Button) at certain times during a race. Even though you'll slow down, it may help you steer better.
- Keep a light touch on your Control Stick when steering. It responds to even the slightest movements, so avoid the temptation to pull it all the way left or right.
- Hold forward on the Control Stick when you want a higher top speed. Pull back on the Control Stick when you want tighter turns.
- Try to get a turbo start at the beginning of the race. To do this, tap and hold the **A** Button while pushing forward on the Control Stick at the right time.
- Use the boosters wisely. It can make up for lost time, but an engine fire will cost you more.



CREDITS

PROJECT LEADERS Eric Johnston Jon Knoles	DEVELOPMENT COORDINATOR Peggy Stok	Peggy Bartlett	Bozzie Baranta/ Ratts Tyerell Terry McGovern	INTERNATIONAL DEVELOPMENT SPECIALIST Gwen Musengwa	Chris Needham David Hunziker Jeff Kalles
PROGRAMMERS Eric Johnston Mark Blattel Darren Johnson	LEAD TESTER Alex Neuse	VOICE CAST <i>Anakin Skywalker</i> Jake Lloyd	<i>Mawhonic/ Teemto Pagalies</i> Michael Sorich	INTERNATIONAL PRODUCTION ASSISTANT Jennifer Bencal	Jeffrey Storbo Melvin Forrest Michael Kelbaugh Michael Leslie Robin Krouse Sam Hosier Sara Osborne Tim Bechtel
ADDITIONAL PROGRAMMING Mark Haigh- Hutchinson	ASSISTANT LEAD TESTER Julio Torres	<i>Watto</i> Andy Secombe	<i>Fud Sang/ Mars Guo</i> Jim Ward	INTERNATIONAL MARKETING COORDINATOR Lee Susen	THANKS TO Stacy Mollema Industrial Light & Magic Christine Owens Fay David John Knoll Nelson Hall
COURSE DESIGNERS Duncan Brown	TESTERS Erik Ellicock Bryan Erck Chuck McFadden Aaron Young Chris Snyder John Feil Hans Larson	<i>Green</i> <i>Announcer</i> Greg Proops	VOICES RECORDED AT ScreenMusic Studios Studio City, CA LucasArts Entertain- ment Co. LLC The Sound Company, London	PRODUCT MARKETING MANAGER Tom Byron	VERY SPECIAL THANKS George Lucas
Jacob Stephens Jon Knoles Japeth Pieper Livia Mackin Paul Zinnes Trey Turner	INTERNATIONAL LEAD TESTER Dana Fong	<i>Red Announcer</i> Scott Carpuro	MUSIC COMPOSED AND CONDUCTED BY John Williams ©1999	MANUAL WRITERS Victor Cross Mollie Boero	
3D ARTISTS/ ANIMATORS Clint Young Jim Rice Jon Knoles Lisa Wong Christina Napier Armando Lluch	QUALITY ASSURANCE MANAGER Mark Cartwright	<i>Ben Quadinaros/ Clegg Holdfast</i> Dominic Armato	ADDITIONAL MUSIC COMPOSED BY Peter McConnell	MANUAL DESIGNER Patty Hill	
STORYBOARD ARTIST Paul Topolos	QUALITY ASSURANCE SUPERVISOR Dan Pettit	<i>Gasgano/ Ody Mandrell</i> Bob Bergen	LEAD SOUND DESIGNER Jeff Kliment	PACKAGE DESIGN B.D. Fox & Friends	
CONCEPTUAL ARTIST Peter Chan	VOICE DEPARTMENT MANAGER Tamlynn Niglio	<i>Cy Yunga/ Wan Sandage/ Jinn Reeso</i> Gregg Berger	ADDITIONAL SOUND DESIGN Dave Levison	BOX ART Clint Young B.D. Fox & Friends	
PRODUCTION MANAGERS Camela Martin Brett Tosti	VOICE PRODUCER/ DIRECTOR Darragh O'Farrell	<i>Ark "Bumpy"</i> <i>Roose/ Ebe</i> Endocott Roger L. Jackson	SOUND ASSISTANTS Michael Frayne Jory Prum	PRODUCT SUPPORT MANAGER Dan Gossett	
PRODUCTION COORDINATOR Dino Ago	VOICE EDITORS Will Beckman Coya Elliott	<i>Aldar Beedo</i> Nick Jameson	SOUND DEPARTMENT MANAGER Michael Land	PRODUCT SUPPORT SUPERVISOR Dave Harris	
	ASSISTANT VOICE EDITOR Cindy Wong	<i>"Bullseye" Navior</i> David Jeremiah	SOUND DEPARTMENT COORDINATOR Kristen Becht	HINT LINE SUPERVISOR Tabitha Tosti	
	VOICE PRODUCTION COORDINATOR	<i>Dud Bolt</i> David Jeremiah		THANKS TO NINTENDO OF AMERICA Don James Ken Lobb Henry Sterchi Eric M. Bush NOA TESTERS	
		<i>Elan Mak/ Slide Paramita</i> Tom Kane			
		<i>Boles Roor/ Neva Kee</i> Peter Lurie			

SOFTWARE LICENSE, LIMITED WARRANTY INFORMATION

SOFTWARE LICENSE

The software, artwork, music, and other components included in this product are the copyrighted property of LucasArts Entertainment Company LLC and its licensors (collectively referred to as "LucasArts"). The software is licensed (not sold) to you by LucasArts, and LucasArts owns all copyright, trade secret, patent and other proprietary rights in the software. You may not modify or prepare derivative works of the software, or reverse engineer, decompile or disassemble the software. You may transfer the product, but only if the recipient agrees to accept the terms and conditions of this license. Your license is automatically terminated if you transfer the product.

REV-F

CAUTION

This Nintendo game is not designed for use with any attachment, "back-up" or game altering device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device or attachment carefully to avoid bending, breaking or damaging the connectors and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

- **NINTENDO HELPLINE** 190 224 1001
(LEGION CALL RATE AT 95 CENTS PER MINUTE)

The contents of this Caution do not interfere with your statutory rights.

WARNING

Copying of any Nintendo game is illegal and is strictly prohibited by national, local and international copyright laws (including section of the Copyright, Designs and Patents Act 1988 and the 1991 EC Directive on the Legal Protection of Computer Programs). Back-up copies are not authorized and are not required to protect your software. Violators will be prosecuted.

REV-K

WARRANTY FOR THE NINTENDO 64 (GAME PAK) BY NINTENDO AUSTRALIA PTY. LTD.

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this NINTENDO 64 ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

NINTENDO AUSTRALIA HEAD OFFICE ADDRESS:

Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179
Australia

Phone : 1300 36 27 46

• **NINTENDO HELPLINE** 190 224 1001

(LEGION CALL RATE AT 95 CENTS PER MINUTE)

Calls from mobiles and public phones attract a higher rate.)

THE OFFICIAL STAR WARS WEB SITE
www.starwars.com

Nintendo

LUCASARTS ENTERTAINMENT COMPANY
C/O NINTENDO AUSTRALIA PTY. LTD.
Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia
<http://www.nintendo.com.au>
NEW ZEALAND AGENT MONACO CORPORATION LTD.
10 Rothwell Avenue, Albany, Auckland





STAR WARS
—EPISODE I—
RACER



STAR WARS
—EPISODE I—
RACER