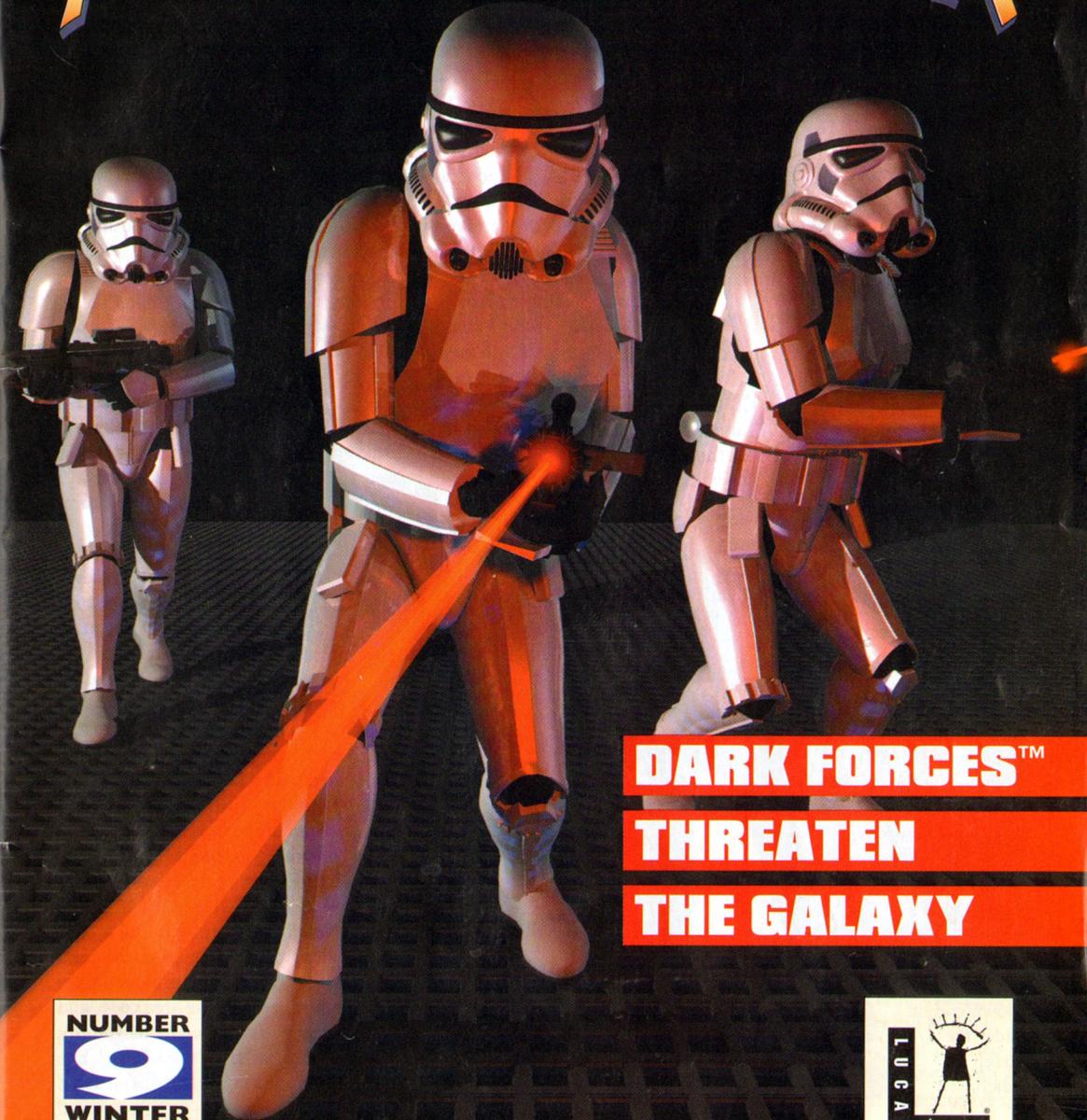


# THE ADVENTURER™



DARK FORCES™  
THREATEN  
THE GALAXY

NUMBER  
**9**  
WINTER  
1994/95



# TECHNICAL BENCH

Techie Bench includes the most requested technical information for our current games. We hope this information will quickly and easily resolve any concerns you may have. If you need additional assistance, contact LucasArts Product Support by fax, letter, telephone or BBS (see "Where to Find Us").

Here are some suggestions for specific products:

## TIE Fighter™

► Do you get a message saying you need more memory? Create a boot disk for your A: drive using the boot disk maker utility available by typing **INSTALL** at the TIE directory. Restart your machine with the boot disk in the A: drive. At the A:>LucasBoot prompt, type: **cd \TIE <enter>**. Then type: **TIE <enter>** to start the game.

► Experiencing lockups? Check for a memory problem and make a boot disk if needed. Then reinstall the game into an *uncompressed* area of your hard drive.

► Did you get a stuck note with general midi sound? Select the SoundBlaster™ 2.0 setting for your sound card. We're working with sound card companies to create a patch.

## Rebel Assault™ PC version

► If you're experiencing *any* problems, please create and use a boot disk for your A: drive using the boot disk maker utility available on your CD or on our BBS. If you have a joystick, don't load your mouse driver. Use the "joystick only" option. Next, check the CD for dirt or scratches, and clean the underside with a dry, clean cloth. If it still doesn't work, check out the following questions:

► Does the game run fine with no sound, or does the sound echo or have static? Refer to the sound card documentation and/or the sound card company's technical support staff regarding how to change the IRQ or DMA, or correct sound quality issues.

► Do you have an unexpected Interrupt/Bad IFF header message or poor joystick control? Download or order the *Rebel* patch.

► Lockups? This is usually an IRQ or DMA conflict. If the game still crashes when running with no sound, then use the *Rebel* patch.

► No sound at all? *Rebel Assault* only supports fully digitized sounds that operate solely in the DOS environment without memory management and on cards that are 100% SoundBlaster compatible. PC internal speakers, Adlib cards, Windows Sound Systems and other similar cards don't meet these requirements.

## Rebel Assault Mac version

► Do you have an error message like "No CD in Drive" or "Bad IFF Header," or do you have joystick control problems? Download or order the *Rebel* Mac patch.

## X-Wing™

► If your sound card needs to run on a port address other than 220, either order a patch from us or download it from a BBS. If you're experiencing memory concerns, remember to add your memory management device lines with at least one meg of *expanded RAM* allocated to your boot disk.

## Star Wars Screen Entertainment™

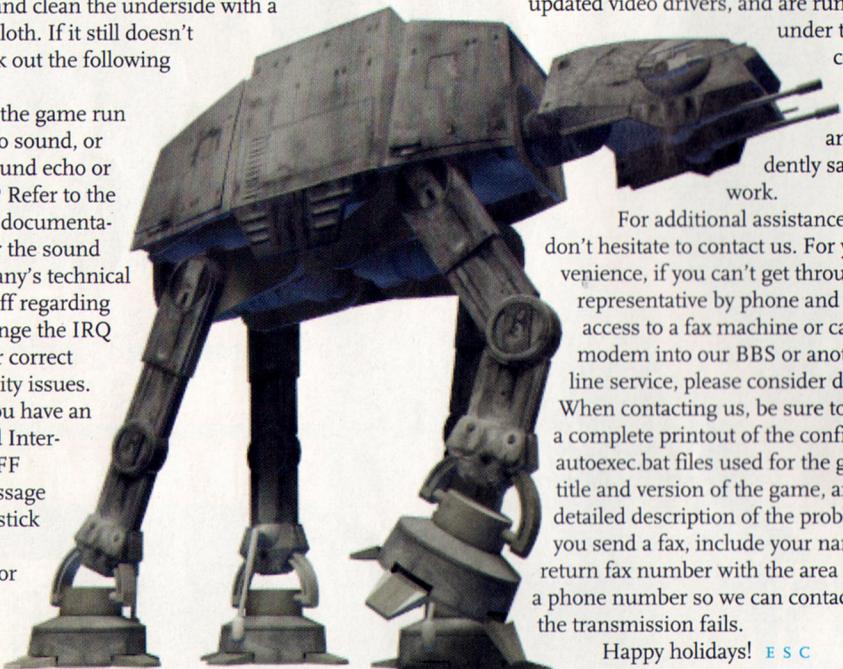
### Windows version

► Lockups or graphic/sound concerns? Simplify the interaction of the system: turn the modules down to **music once only**; reduce or eliminate sound choices; verify that you have the most updated video drivers, and are running under the 256 color VGA setting;

and prudently save your work.

For additional assistance, please don't hesitate to contact us. For your convenience, if you can't get through to a representative by phone and you have access to a fax machine or can modem into our BBS or another online service, please consider doing so. When contacting us, be sure to include a complete printout of the config.sys and autoexec.bat files used for the game, the title and version of the game, and a detailed description of the problem. If you send a fax, include your name, return fax number with the area code, and a phone number so we can contact you if the transmission fails.

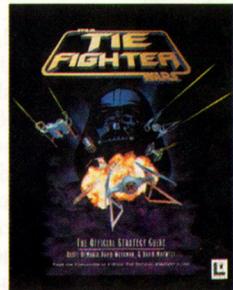
Happy holidays! **ESC**



## LUCASARTS' GAMES ARE IN THE SPOTLIGHT

It's sure nice to have your hard work rewarded! Here's how some of our recent releases have been honored by various gaming industry magazines. Shortly after its release, *TIE Fighter* won a "Golden Triad Award" from Computer Game Review. Games receiving a score of more than 90 percent earn this award from the magazine — *TIE Fighter* earned 93. *TIE Fighter* also received a perfect 5 out of 5 from Computer Gaming World and 10 out of 10 from Computer Player. Not to be overshadowed by its sequel, *X-Wing* received a new honor at the Origins convention this summer — "Best Science Fiction Computer Game." In the adventure game category, *Sam & Max Hit the Road™* picked up a Golden Triad Award from Computer Game Review with a score of 94 and also was named "Best

Adventure Game of 1993" by the publication. Additionally, this quirky comedy adventure rated a perfect 10 out of 10 from Electronic Entertainment. With its own flair for the wacky, *Day of the Tentacle™* was dubbed "Best Adventure of 1993" by Computer Gaming World. As *Rebel Assault* nears its one-year anniversary, it's still earning accolades, including the "1994 Editor's Choice Award" from Home PC and "Best Simulation Game of 1993" from Multimedia World. And last, but certainly not least, with recent shining preview coverage in magazines such as PC Gamer and Strategy Plus, both *Dark Forces™* and *Full Throttle™* are likely to boast brimming trophy cases before long.



## LUCASARTS BETWEEN THE SHEETS... OF BOOKS, THAT IS!

**T**IE fighters getting you down? Willing to die for a *Rebel Assault* passcode? Well, suffer no more. Prima Publishing just released *TIE Fighter: The Official Strategy Guide*. This handy guide to the Imperial galaxy provides innovative tactics and winning strategies for flying all the starfighters and missions in the game. Look for one other *TIE Fighter* strategy book by Brady Books. Prima also recently published *The Insider's Guide to Rebel Assault*, a strategy

book and rare behind-the-scenes look into the making of the chart-busting CD-ROM action-arcade game. Check out these hot titles at your favorite software or book store.

## REBEL ASSAULT DOES 3DO

**L**ook for *Rebel Assault* on 3DO this holiday season. LucasArts is developing a 3DO version of its fast-paced Star Wars® action-arcade game for release this November.

*Rebel Assault* originally released in November of 1993 for PC CD-ROM, and has since become the best-selling CD-ROM entertainment title of all time. Sales for the

title are expected to top 1,000,000 copies by the end of 1994. *Rebel Assault* also is available for Macintosh CD-ROM and Sega CD. See page 18 for ordering information.

## GEORGE LUCAS NAMED "FAMILY CHAMPION" BY WORKING MOTHER MAGAZINE

**A**s part of its annual survey of best companies for working women, George Lucas was named "Family Champion" by Working Mother Magazine. The award acknowledges the benefits extended to women at Lucas' three companies, Lucasfilm, Lucas Digital and, of course, LucasArts. Among the benefits are on-site child care, flexible work schedules, sick days which can be applied to caring for an ill child, insurance coverage for domestic partners and dependents, and elder care resource and referral. Additionally, women hold at least half of the highest paying positions at Lucasfilm and LucasArts, as well as nearly 50 percent of the senior executive slots at the companies, including vice president and chief financial officer of Lucasfilm and vice president and general manager of Skywalker Sound.

"Lucas' efforts are all the more impressive since his companies



easily attract top talent," said Judd Culbreth, Working Mother editor-in-chief. "He is truly a pioneer in the film industry, which is not known for being supportive of

working parents, and where few women have made it to top jobs."

Why does Lucas have so much empathy toward working mothers? A single father of three, Lucas jokes that by virtue of his juggling work, parent-teacher conferences and nutritious dinners, he qualifies as one.

## INDUSTRIAL LIGHT & MAGIC HAS WAND POISED FOR NEW FILMS

On the heels of its summer successes, *The Flintstones*, *The Mask* and *Forrest Gump*, and having just completed special effects for George Lucas' *Radioland Murders*, ILM is working on two more movies for release in 1994. The first is *Star Trek Generations*, the seventh installment of the filmed series. For the movie, ILM is creating numerous computer-generated effects, as well as models of the Enterprise and the Klingon "Bird of Prey" starships. The other 1994 project is *Disclosure*, based on the Michael Crichton novel and starring Demi Moore and Michael Douglas. ILM is creating a "virtual reality" sequence for this film — or ILM's version of what v.r. should be, which is much more precise than how it currently exists.

## The Adventurer

NUMBER 9

WINTER 1994/95

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Special thanks to George Lucas

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## Where to Find Us

### ONLINE

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Game Publishers Forum A  
(GO GAMAPUB)  
section 7

Or send e-mail to ID# 75300.454

America Online

Keyword "LucasArts"

Or send e-mail to LUCASARTS3

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Games RT (m805)  
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(415) 257-3070

### AT WORK

Hint Line: 1-900-740-JEDI  
(Callers must be 18+ or have  
parent's permission. Each call  
costs 75 cents/minute.)

Tech Support Phone: (415) 721-3333  
(regular toll line)

Tech Support Fax: (415) 721-3482

Product Support Mailing Address  
Attn: Product Support, P.O. Box  
10307, San Rafael, CA 94912

### COMPANY STORE

Company Store Phone:

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U.S. and Canada

(415) 721-3300 International  
Fax (408) 644-2025

Company Store Mailing Address  
P.O. Box 6457  
Salinas, CA 93912

For 1995, ILM already has completed several shots for John Carpenter's *In the Mouth of Madness*, and has begun work on Carpenter's next film, a remake of the cult classic *Village of the Damned*. Also in production are *Casper* (ILM's largest project to date with over 30 minutes of computer-generated character animation), *Indian in the Cupboard* and *Congo*.

ILM even has a head start on 1996 with work beginning on *Dragonheart*, starring Dennis Quaid and Sean Connery (as the voice of the dragon).

## INDUSTRIAL LIGHT & MAGIC COMPUTER GRAPHICS VETERAN JOINS LUCASARTS AS CHIEF TECHNICAL OFFICER

ILM's senior manager for digital operations, Doug Kay, recently joined LucasArts as chief technical officer. Doug was instrumental in launching ILM's computer graphics department in 1985 and played an integral role in developing many of the technologies that pro-



Doug Kay

pelled ILM to the top of its industry. Doug will now shift his focus away from film and toward interactive entertainment, providing technical direction to LucasArts' product development team, guiding the development of internal tools and assisting the company in determining its future platform support.

"The fields of film making and visual effects are converging with interactive entertainment, particularly in the areas of production tools and values," said Doug.

"Powerful work stations, like the kind we used at ILM to create the dinosaurs in *Jurassic Park*, are becoming more cost effective, and therefore accessible, to game developers. Additionally, the machines on which people play games are becoming more sophisticated and able to handle high-end graphics. At LucasArts I'll have the chance to apply what I've learned in 16 years in the visual effects field to an emerging industry where the possibilities are unlimited."

BY WAYNE CLINE

The Rebel Alliance, creators of the galaxy's greatest starfighters, now is incorporating a new technology into its fleet - CD-ROM. *X-Wing Collector's CD* for PC CD-ROM features all three games in the *X-Wing* family - *X-Wing*, *Imperial Pursuit*™ and *B-Wing*™ - plus new missions, enhanced graphics, and improved sound and speech.

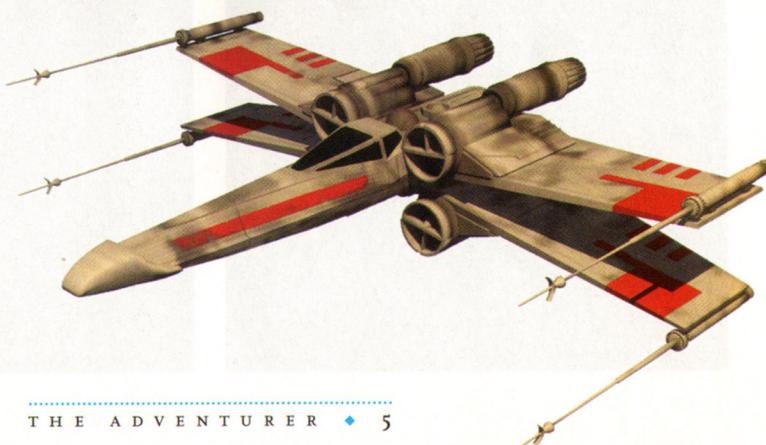
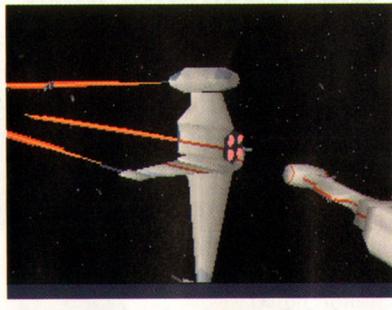
Six new missions are integrated into the Historical Combat simulator. These battles bring all new excitement to the game. Players will engage the Alliance's staple ships in a variety of challenging battles against capital ships and fighters. Combined with the missions from the original titles, *X-Wing Collector's CD* offers more than 120 missions to fly.

*X-Wing Collector's CD* also updates many aspects of the original floppy games. The look of the various crafts is being improved with enhanced graphics. Gouraud shading, which was introduced in *TIE Fighter*, is being added to give the starfighters a more three dimensional and rounded appearance, adding to the realism of the environment.

Sound, as well as graphics, is being improved. Many digitized sound effects from the original movies are featured throughout the games. These include laser blasts, explosions and the roar of starfighter engines as they go screaming by. Adding to the sound experience, up to four sound effects can be played simultaneously, instead of only one as in the original version. Also, stereo panning adds to the feeling of ships zooming through space.

More than 1000 lines of

A SPIN ON THE  
INTERGALACTIC  
SUPER HIGHWAY:  
**X-WING**  
**COLLECTOR'S CD™**  
AVAILABLE FOR  
THE HOLIDAYS



dialogue were recorded for the title. Now, mission briefings are presented in full digitized voice. Actor Clive Revill, the original voice of Emperor Palpatine in *The Empire Strikes Back*,™ is the voice of General Dodonna, and Erik Bowersfeld, the voice of Admiral Ackbar in *Return of the Jedi*,™ will reprise his role.

While *X-Wing Collector's CD* introduces numerous improvements to the original titles, the award-winning game play and story lines remain the same. In *X-Wing*, as a new pilot for the Rebel Alliance, players help squash the vast forces of Darth Vader and the Empire. Against the odds, players battle for freedom and face the Empire's ultimate weapon of destruction, the Death Star. *Imperial Pursuit* continues the struggle as players defend the remaining Rebel forces during their flight from the Death Star battle site. In *B-Wing*, players get to pilot a new Rebel starfighter and help the Rebellion search for a new base, eventually leading to the ice planet Hoth.

With *X-Wing Collector's CD* on the intergalactic super highway, it's worth taking the scenic route! ESC

Check out page 17 of the Company Store for order information.

In *Dark Forces*, a brand new character is introduced into the Star Wars® fantasy...YOU. Finding the plans to the Death Star is only your first mission. After you've handed them over to the Rebel leaders, the familiar Star Wars characters continue on their trilogy while you branch off into your own Star Wars adventure, complete with all-new missions.

After securing the plans, you uncover another despicable plot by the Empire. It

turns out there's a secret facility somewhere in the galaxy where a new army is being created – an army of deadly, mechanized stormtroopers that are unlimited in number and impervious to pain: dark troopers.

As your missions progress, you explore 14 different worlds, each with a distinct look and feel in terms of its architecture, graphics and attention to detail. *Dark Forces* project leader Daron Stinnett notes, "the worlds extend out in all directions. There are elevators to take you to multiple floors, bridges over flowing water, catwalks, air shafts and other architectural features. We wanted an active environment, so ships come and go at the flight decks, rivers sweep along, platforms and conveyor belts move, and much of the machinery functions."

*Dark Forces' Jedi Engine™* is a new, proprietary system developed internally by LucasArts. The Jedi

Engine supports full 3D objects, a realistic lighting model, atmospheric effects (haze, fog, etc.), gouraud shading, animating textures, 3D viewing angles and more. Lead programmer Ray Gresko states that working on this complex 3D engine was "one of my personal favorite accomplishments."

These interactive environments are inhabited by a whole

slew of Star Wars characters, some new and some very familiar.

*Dark Forces* lead artist/co-writer Justin Chin states, "many of the enemies are from the movies – Boba Fett, Gamorrean guards, the interrogation droid Leia encountered in the detention center, and the creature in the trash compactor – just to name a few." As for the loathsome dark troopers, Justin wanted something unique. "Instead of just beefing up the stormtroopers, I designed dark troopers to be more efficient. I wanted something more terrifying and more omnipotent – something that would be used by the Imperial Army as a first-strike weapon."

Ray designed all the enemies' artificial intelligence.

"They're sort of my deadly children," says Ray. "I teach them how to walk, attack and use weapons."

Battling this battalion will take quick reflexes and superior aim. You'll have nine weapons (plus your

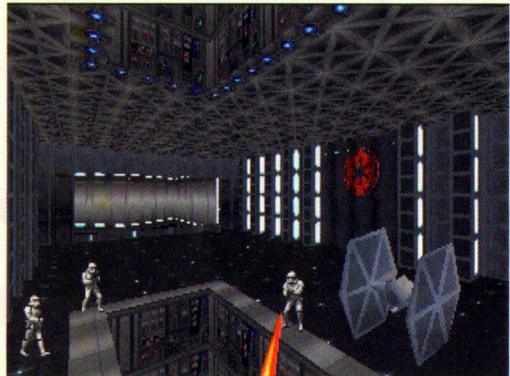
## New First Person Perspective Game

# DARK FORCES

### Gets You Up Close and Personal with Stormtroopers

*The Empire has just developed the ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet. It's vital that Rebel forces obtain the secret plans to this station – and you are the Rebel spy the Alliance has sent in to do the job.*

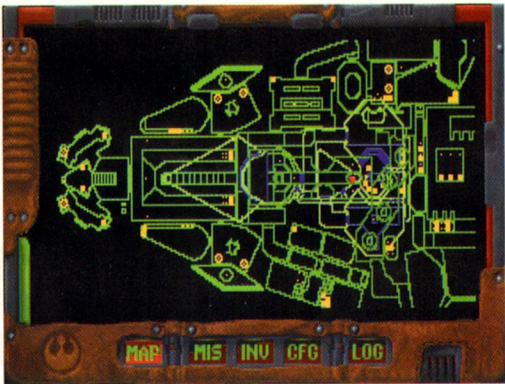
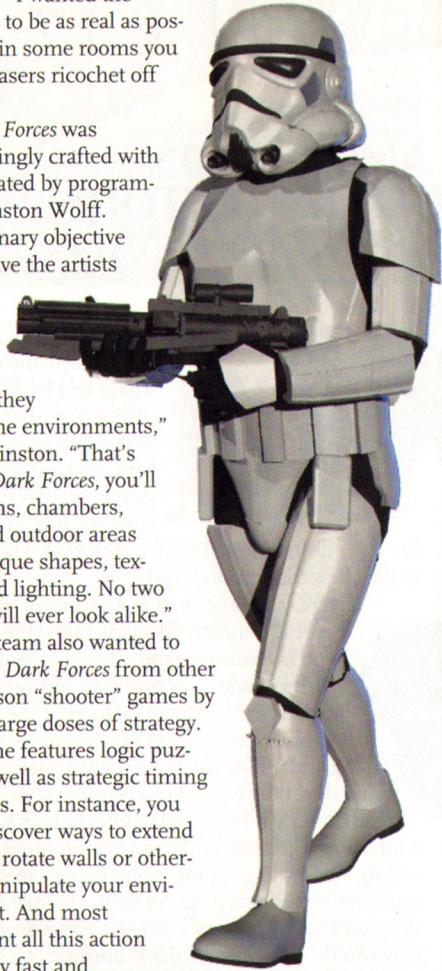
• BY BARBARA GLEASON •



fists) at your disposal. Your arsenal can consist of laser pistols, thermal detonators, fusion cutters and other arms you find or take from enemies. Ray remarks, "I wanted the weapons to be as real as possible, so in some rooms you will see lasers ricochet off walls."

*Dark Forces* was painstakingly crafted with tools created by programmer Winston Wolff. "My primary objective was to give the artists flexibility and power in the way they design the environments," states Winston. "That's why in *Dark Forces*, you'll see rooms, chambers, halls and outdoor areas with unique shapes, textures and lighting. No two rooms will ever look alike."

The team also wanted to separate *Dark Forces* from other first person "shooter" games by adding large doses of strategy. The game features logic puzzles, as well as strategic timing scenarios. For instance, you must discover ways to extend bridges, rotate walls or otherwise manipulate your environment. And most important all this action runs very fast and



smoothly at a brisk 30 frames per second.

During game play, your alter-ego is extremely maneuverable. In addition to having 360 degree rotation, he can look up and down and execute enhanced movements such as jumping, ducking and crawling. In addition to your physical agility, you have other tools to assist you during your dangerous missions. You have use of a Personal Digital Assistant for easy access to briefings, as well as a Heads-Up Display for status evaluation and an auto-mapping function for quick location reference. The mapping function will come in very handy when trying to navigate the multi-layered, extensive locales of the game.

Daron sums it all up: "One of the greatest things about *Dark Forces* is that it's part action, part adventure and part exploration. It's not just about finding important or secret rooms and blowing away enemies. You can actually check out things you've seen in the movies." This winter players can look forward to running through a Star Destroyer or hanging out in Jabba the Hutt's palace. **E S C**

*Check out page 16 of the Company Store to order.*



# FULL THROTTLE™

ADVENTURE AND ACTION  
COMBINE IN A FUTURISTIC STORY  
ABOUT THE CODE OF THE ROAD

BY SUE SESERMAN

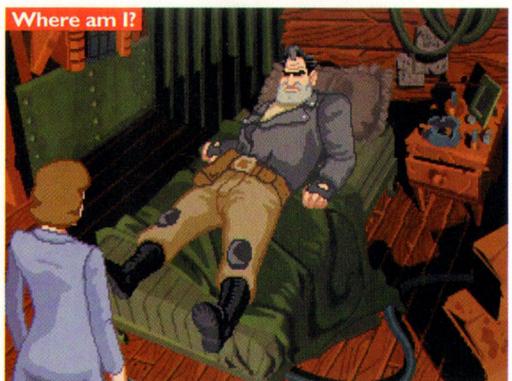
In a desolate future, justice is a tentative concept. Law and order, in the traditional sense, have disappeared, and in their place is the code



of the highway. This is the setting for *Full Throttle*, a dark, action-packed CD-ROM adventure scheduled for release this winter. LucasArts' most cinematic animated adventure to date relates a story that encompasses a

murderous plot motivated by greed; the fall of a leader and his fight for justice; the balance of power and territory between rival motorcycle gangs; and the threatened collapse of a way of life — the destruction of Corley Motors, the last maker of the bikes that rule the road.

The player controls Ben, a hard-core biker and leader of a motorcycle gang called the Polecats who is framed for the murder of Malcom Corley. Corley was president of Corley Motors, the last manufacturer of the bikes that sustain Ben's way of life. Separated from his gang and on the run from the law, Ben must hunt down the true killer, clear his name and convince Corley's rebellious daughter to help him save a threatened institution. The game combines a compelling story with gripping action scenes, including explosive motorcycle gang conflicts, first-person on-the-road sequences, and a climactic showdown between the Polecats and the Vultures.





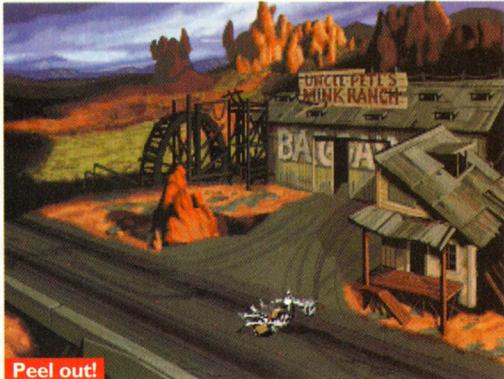
Inferno

"Game players want to go to a place they can't really go to in their normal lives, they want to do things they can't really do, and they want to be someone they aren't – just for a little while," says Tim Schafer, *Full Throttle* project leader. "The reason bikers lept out at me is that they have a whole world associated with them, but it's not a commonplace environment. It's a fantastic, bizarre, wild, larger-than-life environment – perfect for an adventure game."

Full-screen graphics make *Full Throttle* leap off the monitor. The cinematic adventure mixes third- and first-person perspectives, uses a variety of camera angles to create dramatic effects, and seamlessly blends 3D and 2D animation to impose a sense of realism in an animated, surrealistic setting. The SCUMM™ engine has been tuned up for *Full Throttle*, with one of the most notable changes being the integration of INSANE™ (INteractive Streaming ANimation Engine) – the engine used in *Rebel Assault*. The result is the addition of exhilarating, action sequences similar to the Death Star trench run in *Rebel*. In these 3D-rendered scenes, the camera follows Ben as he tears down the road on his bike.

As Ben cruises the highways, he encounters rival gang members – most of whom are none too pleased to make his acquaintance. At these junctures, he can ignore or confront them. If the player chooses to challenge, then the view swings to the front where we see the two bikers side by side as the background races by. The player now gets control of Ben's fighting moves and can attempt to force his adversaries off the road.

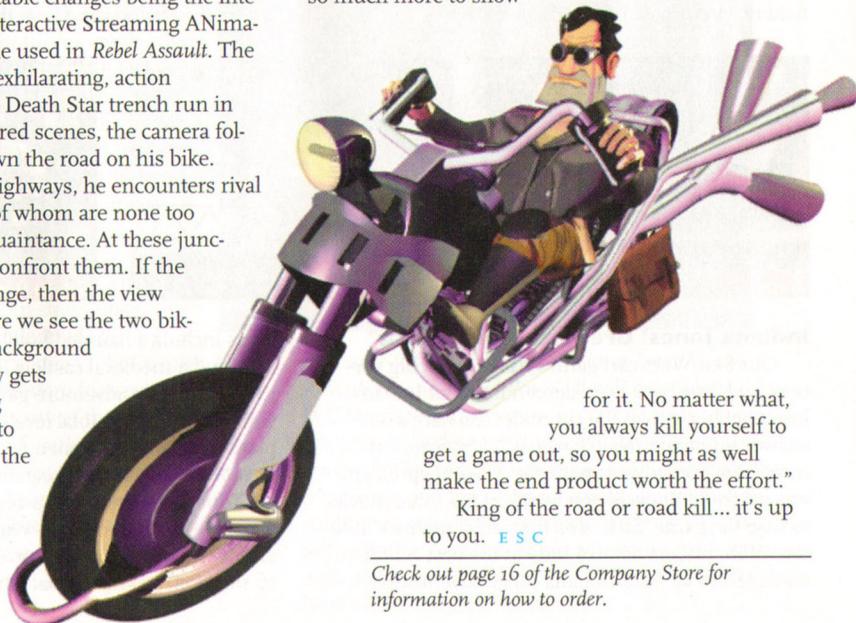
*Full Throttle* features more than a dozen highly-detailed, futuristic vehicles, all ren-



Peel out!

dered in 3D. These include motorcycles, limos, trucks and even a gigantic cargo plane. A built-in *Full Throttle* screen saver will display these vehicles whenever players need a break to make a trip to the rest area. The game's sound track further intensifies the action with full-speech, digital sound effects and a digital music score.

"I'm most proud of the risks we took with this game," says Tim. "We knew exactly how to make a game just like *Day of the Tentacle*, but we tried for something completely different instead. We didn't stay with a safe genre – we made one up. We didn't stay with a safe interface – we experimented. We didn't stay with safe technology – we pushed the engine even further. All of that meant twice the work, but in the end we'll have so much more to show



for it. No matter what, you always kill yourself to get a game out, so you might as well make the end product worth the effort."

King of the road or road kill... it's up to you. **ESC**

---

Check out page 16 of the Company Store for information on how to order.

**T**hough you're familiar with our computer games, did you know LucasArts develops video games, too? In the last couple of years, games like *Super Star Wars™*, *Super Empire Strikes Back™* and *Zombies Ate My Neighbors™* have been top sellers. We have four new games in the works now, the first three of which will definitely be available when you do your holiday shopping. I'll bet your thumbs are twitching already, so here's the line-up:

#### **Super Return of the Jedi™**

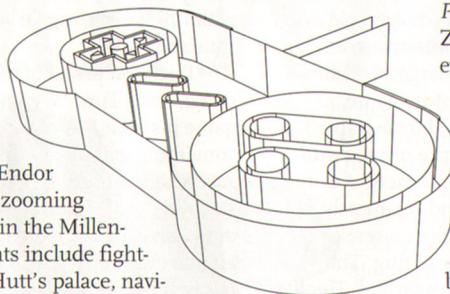
The third and final entry in the Super Nintendo trilogy of Star Wars games, *Super Jedi*, is a 16 megabit, action-adventure game. You get to control Luke, Han, Leia and Wicket the Ewok through more than 20 levels of game play. Thrilling Mode 7 scenes include tearing through the Endor forest on a speeder bike and zooming through the new Death Star in the Millennium Falcon. Other highlights include fighting the rancor in Jabba the Hutt's palace, navigating Ewok tree houses and sabotaging the force field reactor protecting the Death Star.



**Indiana Jones' Greatest Adventures™**

Our Star Wars cart games have been a big success, and fans have been demanding that Indiana Jones get his turn at the controller. So here's our answer — *Indiana Jones' Greatest Adventures*, a 16 megabit action-adventure game. The only problem was we couldn't decide on which of his three movies to base the game. So in this first Indiana Jones' title for SNES, players control Indy in the best action scenes from all three Indiana Jones adventures —

# LUCASARTS PROVIDES THE BRAINS BEHIND FOUR NEW CARTRIDGE GAMES



sions include a haunted hotel, a Caribbean pirate village, and a medieval castle. *Ghoul Patrol* is an 8 megabit, action-adventure game for Super Nintendo with more than 20 total levels, some designed for one player and some designed for two players.

#### **Battledroids™ (working title)**

Your first question is probably, "what's a 'battledroid'?" A battledroid is a weapon-wielding, robotic armor which a human controls from the inside. This 16 megabit, action-combat game can be played in

Raiders of the Lost Ark®, Indiana Jones and the Temple of Doom™ and Indiana Jones and the Last Crusade.™ Highlights from this 20-plus level game include the famous "boulder roll" scene, rescuing Marion from her blazing bar in Tibet, and going up against Rene Belloq — Indy's arch nemesis — as he attempts to wield the power of the lost Ark. Mode 7 scenes feature careening down a Himalayan mountain slope in a life raft and speeding through a mine shaft in a run-away mine car.

#### **Ghoul Patrol™**

On the heels of *Zombies Ate My Neighbors*, one of the most successful and original games of last year, comes its zany sequel: *Ghoul Patrol*. This time around, heroes Zeke and Julie accidentally release an evil ghoul and his minions causing the spooks to run wild, wreaking havoc through different time dimensions. You can control Zeke or Julie alone, or try a two-player game with both kids, as you travel through time trying to foil the King Ghoul and his brood's plans for time domination.

Send them back to the foul dimension where they belong and save the day. Time dimen-

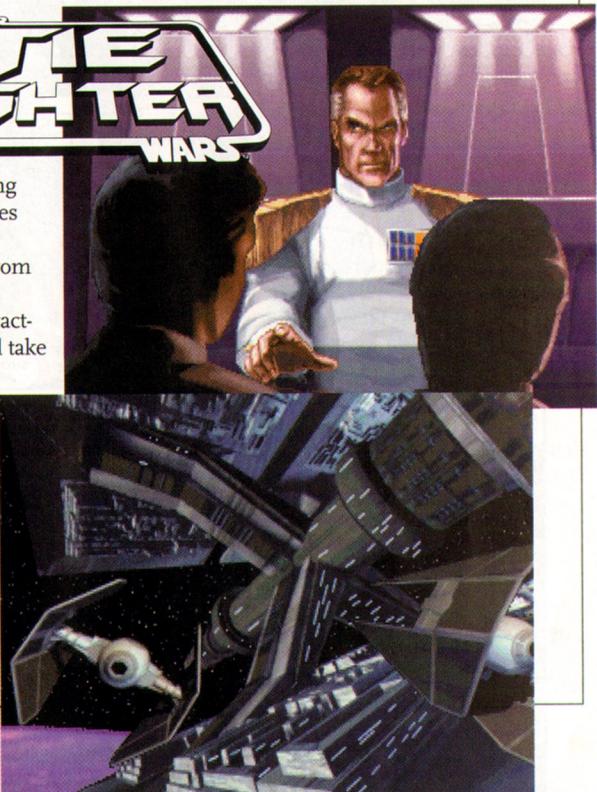


**Traitors, Pirates and Rebels  
Plague the Empire in TIE Fighter  
Campaign Expansion Program**

# Defender of the Empire™

The most fearsome enemy is one that was once an ally. The Empire learns this harsh lesson as it defends itself and its starfighter fleet against the traitorous attacks of its former chief technology officer, the cunning Admiral Zaarin. In *TIE Fighter*, Zaarin's initial attempts at overthrowing Emperor Palpatine were thwarted, but his forces have grown in number and strength. Between Zaarin's attacks, pirates scheming to benefit from the internal turmoil and, of course, the Rebel Alliance poised to strike the Empire in its distracted state, the Emperor has his hands full. It will take the Empire's most dedicated and skilled pilots to save it from ruin and secure its position as the most powerful force in the galaxy.

*Defender of the Empire* is the first Campaign expansion disk for the successful Star Wars space combat simulator, *TIE Fighter*. In *Defender of the Empire* the Empire must continue to defend itself against the traitor, Zaarin, as he schemes to commandeer various TIE manufacturing facilities and build his own army. At the same time, pirates



one-player story mode or two-player, split screen competitive mode. In story mode, you pilot up to six different battledroids through a series of combat missions against robot armies. Cinematic cut scenes propel the story forward. Two-player mode allows you to choose any of the battledroids and fight a friend on a variety of battle fields. Among the battledroids are a wall-crawling spider robot; a transforming, rolling robot that can unfold into a gun; and a full-flight, anti-gravity robot. One- and two-player levels combine to total more than 20 levels in the game. Both SNES and Sega Genesis versions are in the works.

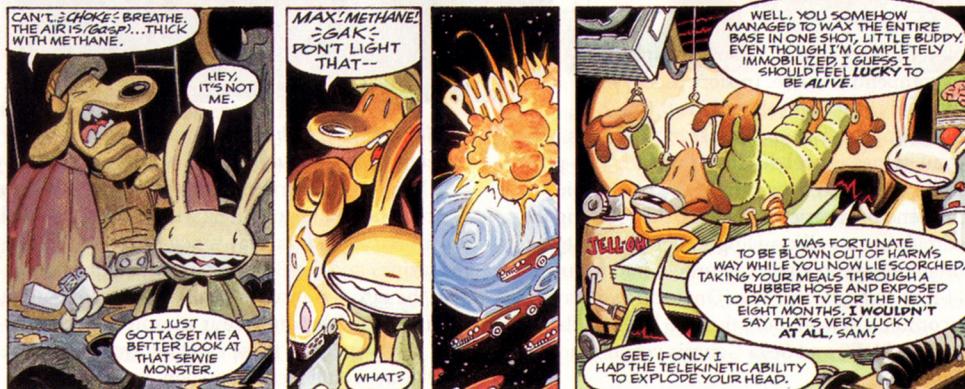
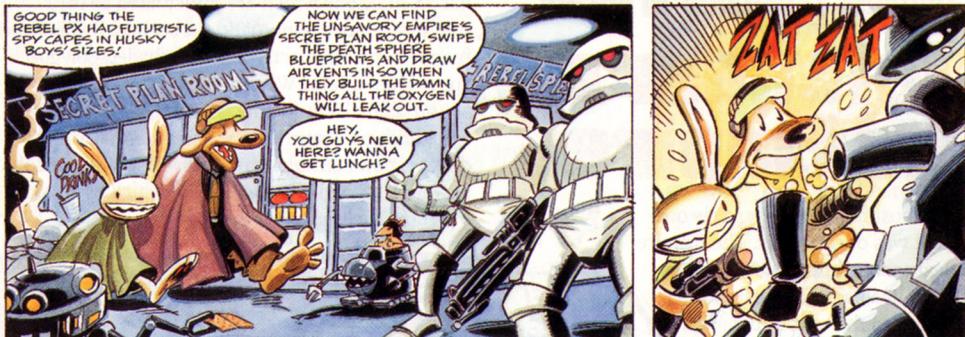
loom like vultures and the Rebel Alliance is ready to attack.

*Defender of the Empire* features a new *TIE Fighter* Campaign comprised of three battles. The title has 18 missions which are punctuated by four highly animated, cinematic cut scenes. Realistic bit-mapped special effects, gouraud shaded polygon space craft, a John Williams inspired score, stereo sound, digital sound effects and significant speech are additional features. The Campaign also introduces a new starfighter replete with awesome fire power. A second *TIE Fighter* Campaign expansion program is planned for the first half of 1995. E S C

*Super Return of the Jedi, Indiana Jones' Greatest Adventures and Ghoul Patrol* all will be published by JVC Musical Industries in time for holiday shopping. We're in heated negotiations with potential publishers for *Battledroids*, so stay tuned to the videogame magazines and the BBSs for updated information. And the next time your eyeballs are bugging out due to frustration over one of our adventure game puzzles, just pop one of these carts into your console and blast away. You'll feel better soon. E S C

# SAM & MAX

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W STEVE  
GREEN  
LETTERED BY LOIS BUHALIS



# Clint Bajakian

COMPOSER

*When did you start working at LucasArts?*

► I started working for LucasArts as an independent contractor in 1991 composing music for *Indiana Jones and the Fate of Atlantis*® and *Monkey Island 2: LeChuck's Revenge*®. At that time, two other composers were already here, Michael Land and Peter McConnell. I've since joined the team on a full-time basis.

*What do you like best about your job?*

► I like the challenge of pushing sound and music in games to higher and higher levels of quality with each product. I'm always trying to create material of higher quality by industry standards, as well as outperform my own prior achievements. *Tell us your best LucasArts "war story."*

► We needed some high anxiety music that we called "Panic" for *TIE Fighter*. As the project deadline approached and we still had only sketches for it, I composed it in just a few hours out of the same emotion I was attempting to capture!

*Tell us a little bit about what you're working on now?*

► I'm currently scoring *Dark Forces* with sound and music, and enjoying the process of working with a very fine development team. I will soon be scoring *Full Throttle* with sound effects, which I'm sure will turn out to be a real creative challenge.

*What is your favorite LucasArts game? Why?*

► Although I really like the Star Wars action games, my favorite LucasArts game would have to be *Indiana Jones and the Fate of Atlantis* for its tremendous story. There should be a movie made out of that!

*Where is your favorite vacation spot?*

► The Mediterranean region. I love Italy, Greece and Turkey a great deal, especially for their archaeological sites.

*What do you like to do when you're not at work?*

► I like to relax and hike in the Marin countryside with my wife, Deniz. Sometimes I play guitar or keyboards with other musicians for pleasure.

*Who are your heroes? Why?*

► I look to film composer John Williams as an exemplary artist. He adds a strong element of emotion and drama to film that could only be achieved through music of exceptional quality. In our own way, that's what the sound and music team here at LucasArts tries to accomplish for games. **E S C**

# Collette Michaud

ART DIRECTOR

*When did you start working at LucasArts?*

► I started work here in January of 1991 as the art department supervisor. Since we'd outgrown Skywalker Ranch and were moving to a new location, I was brought on to supervise the artists at the new site, as well as animate on *Indiana Jones and the Fate of Atlantis*.

*Tell us your best LucasArts "war story."*

► Well, last year was a big challenge helping to turn out *Sam & Max Hit the Road* in an unprecedented seven and a half months of actual production time, while continuing to manage the art department at the same time.

We were in crunch mode from day one. Some of us still haven't quite recovered. *Tell us a little bit about what you're working on now.*

► I'm working on a new project that has yet to be announced. It's based on my idea, and I'm project leading it. All I can say is that it will be for a different audience than most of our games and

will hopefully be very cool and fun.

*What is your favorite LucasArts game? Why?*

► I have to say that *Monkey Island*® is a sentimental favorite of mine. There are so many great things about it – the graphics, the story and, most of all, the humor. It's also one of the biggest reasons I came to work here.

*Where is your favorite vacation spot?*

► It's a toss up between Mendocino and Santa Cruz. I love driving up north along Highway 1 to Mendocino and staying at a cozy B&B. But on the other hand, nothing beats the roller coaster at the Santa Cruz boardwalk!

*What do you like to do when you're not at work?*

► Photography and sewing are my two greatest loves outside of work, but dancing and playing volleyball are close behind.

*Who are your heroes? Why?*

► My dance teacher, Doree Marine Clark. She has endless energy for starters, but most of all, I admire her because she selflessly helps other people feel good about themselves. She takes people who have never really danced before, like me, and somehow manages to turn them into dancers. It's truly amazing! **E S C**



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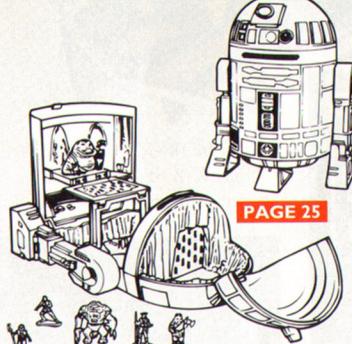
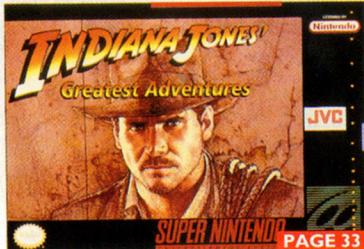
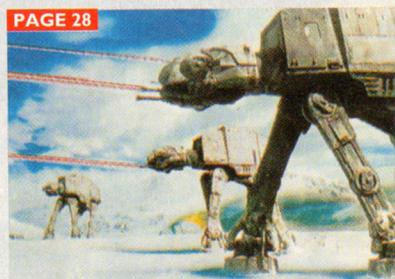
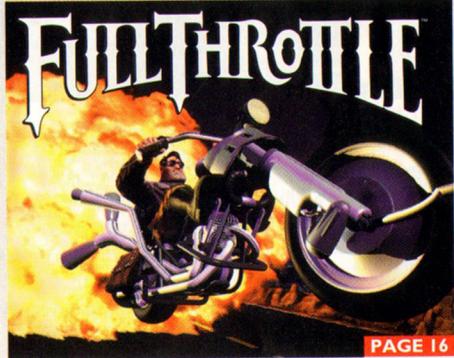
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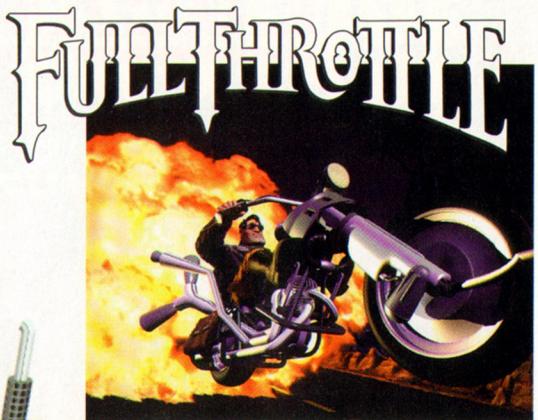
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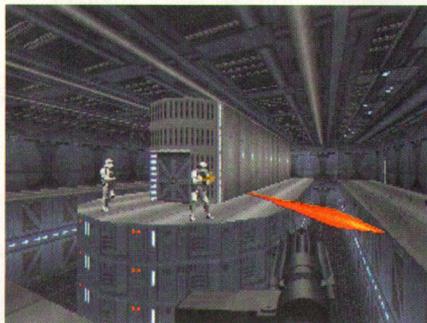
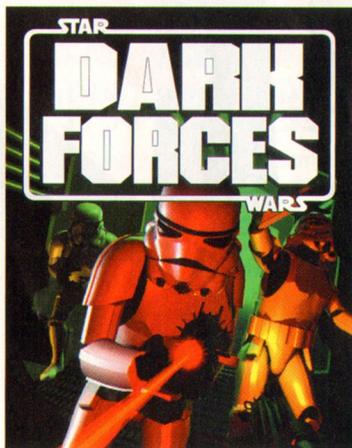
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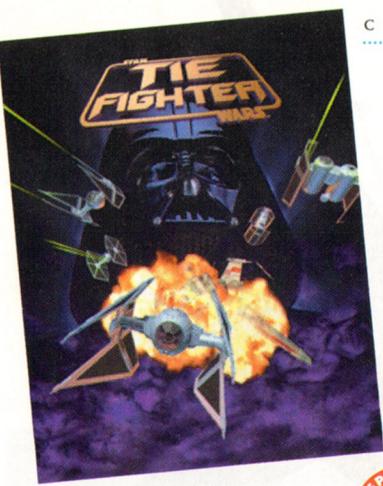
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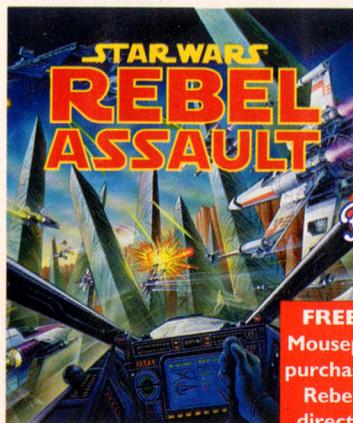
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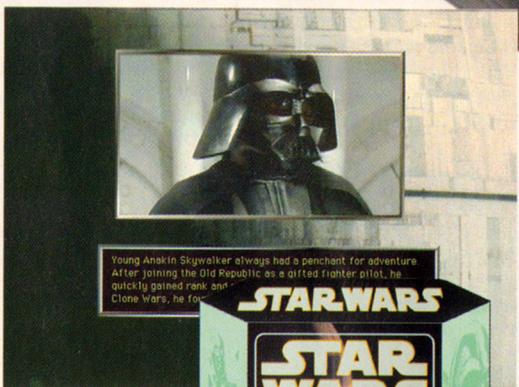
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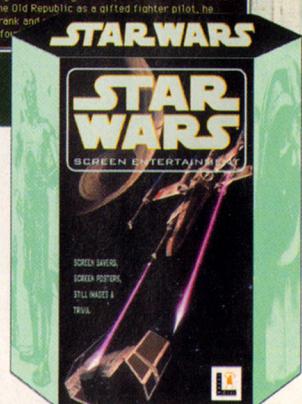
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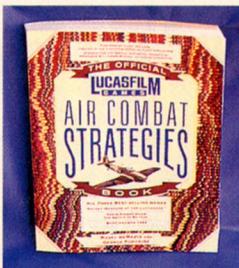
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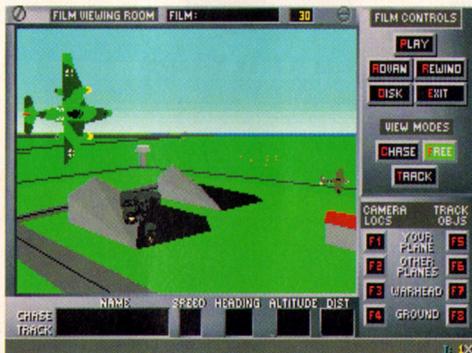
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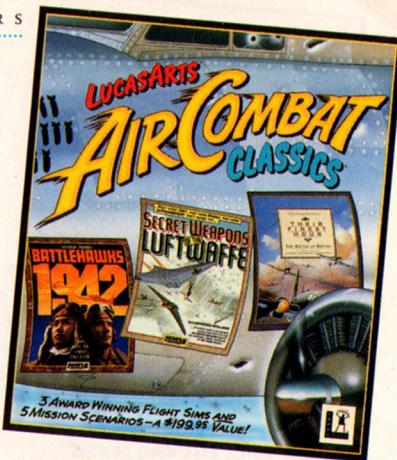
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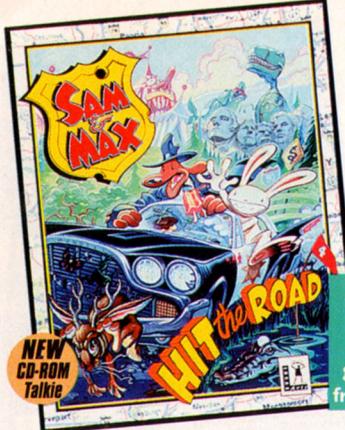
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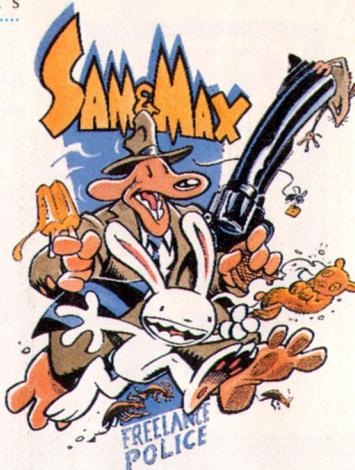
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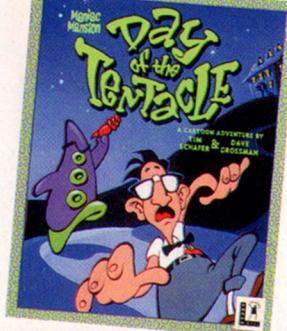
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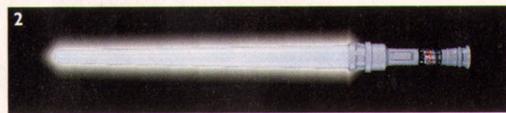


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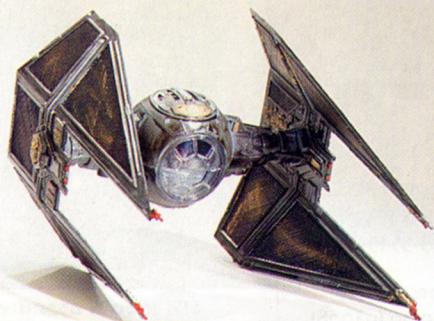
3" W, 4.5" L, 2.5" H \$95.00 (9135)

(Has solid brass, 25k plated laser cannons)

#### Darth Vader's TIE fighter

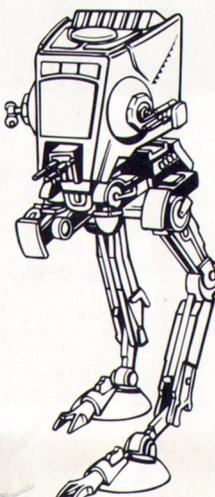
4.25" W, 6" L, 2.5" H \$130.00 (9134)





▲ **TIE interceptor**

Snap-On Model kit  
\$5.95 (9263)



◀ **AT-ST**

Snap-On Model kit  
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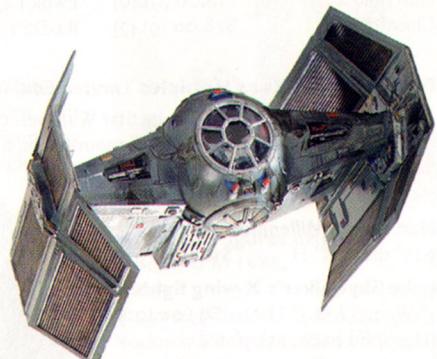
◀ **X-wing**

Snap-On Model kit  
Not shown \$5.95 (9264)



▲ **Millennium Falcon**

Model kit \$16.95 (9030)



▲ **Darth Vader's TIE fighter**

Model kit \$8.95 (9031)

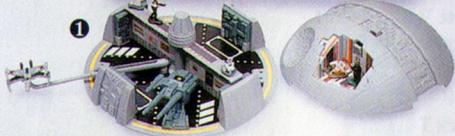
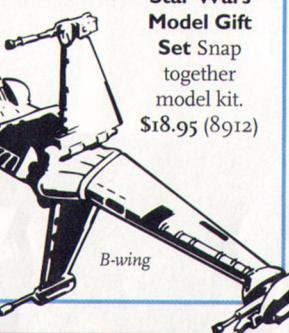
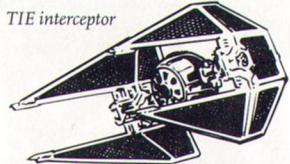
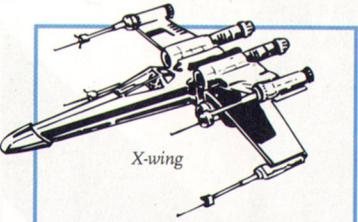
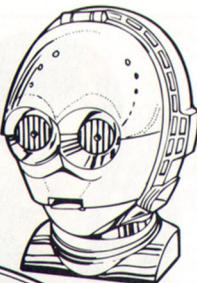
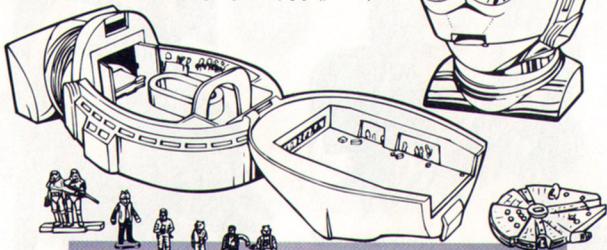
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Shown on page 40 \$14.95 (9115E)  
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From Galoob! **The Micro Machines®** Star Wars collections!! Continue to experience the struggle between the Rebel Alliance, defenders of justice, and the evil and corrupt Empire. These are authentic and detailed replicas of the original vehicles seen in *Star Wars*, *The Empire Strikes Back* and *Return of the Jedi*.

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(1012S) (1012M) (1012L) (1012XL)

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**Watch** An X-wing fighter has been captured and soars out at you when-

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1



2



3



SOLD OUT



4



5



6



7



8



9

1

2



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10



11



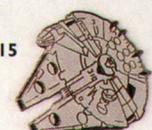
12



13



14



15



16



17



3



4

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Here's something from out of this world for your 'mouse' to run around on, Star Wars mousepads.

1 Yoda

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2 Millennium Falcon

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fight scene

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16 Ben Kenobi

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17 Yoda

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Boba Fett (not shown)

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♦ 1995 3D

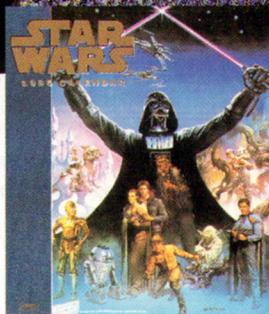
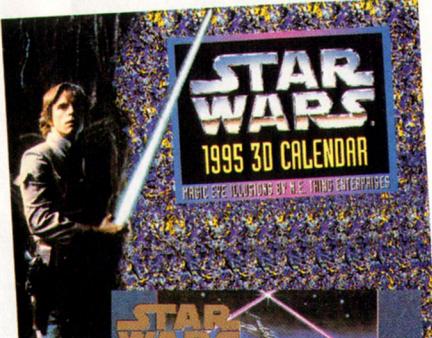
Calendar

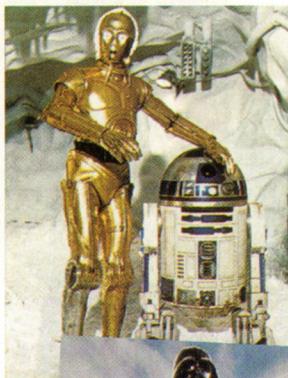
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**Cards Series Two** A box of 288 cards. Box does not guarantee a full set of cards or chase cards. 135 cards in a set. Plus 6 chase cards.

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**Extremely rare!**

Originally produced in 1980:

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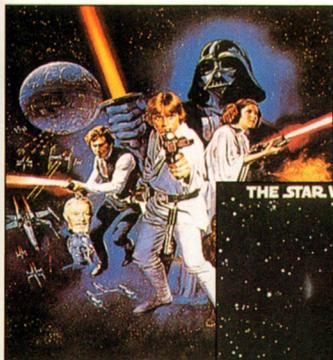


► Return of the Jedi motion 3-D postcard originally produced in 1985. \$9.00 (9424)

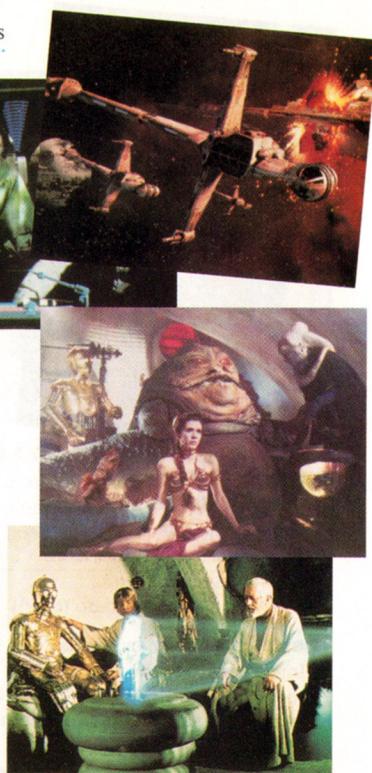
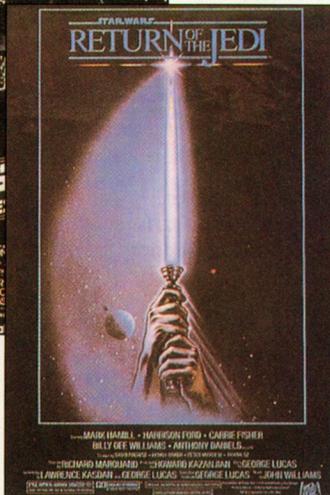


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Star Wars 4" x 6" postcards, set of 26 \$20.00 (9322)



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Music by GARY KURTZ JOHN WILLIAMS  
Alec Guinness  
Produced by RANDY ROSEN  
Directed by RANDY ROSEN  
Cinematography by DUSTIN CRANE  
Edited by RANDY ROSEN  
Sound by RANDY ROSEN  
Visual Effects by RANDY ROSEN  
Music by RANDY ROSEN  
Cinematography by RANDY ROSEN  
Edited by RANDY ROSEN  
Sound by RANDY ROSEN  
Visual Effects by RANDY ROSEN

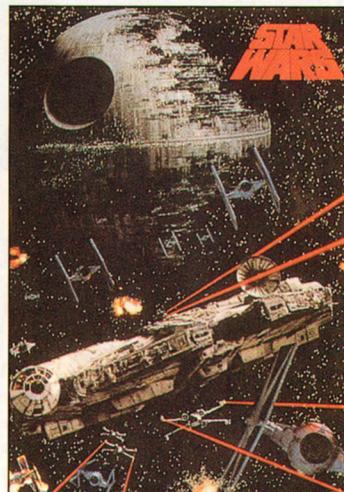
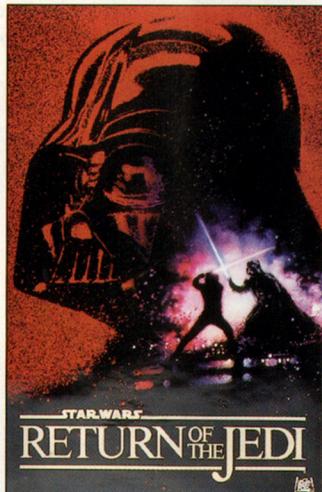


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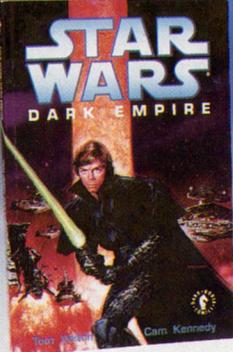
Facts about characters, armament,  
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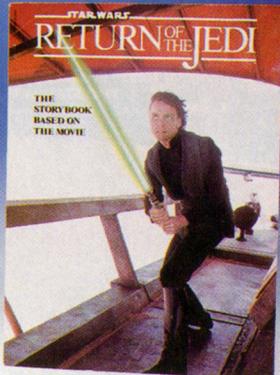
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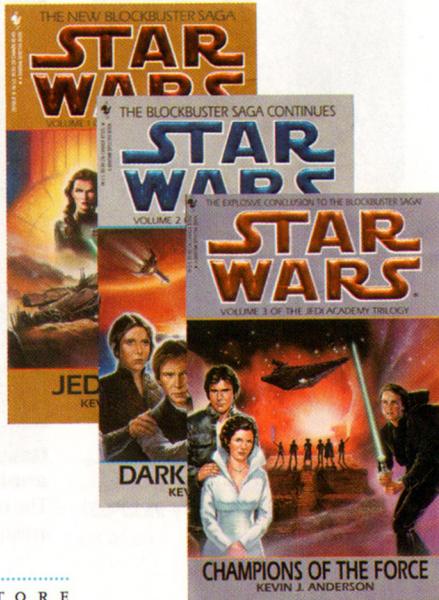
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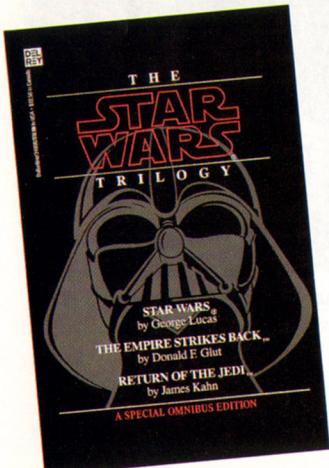


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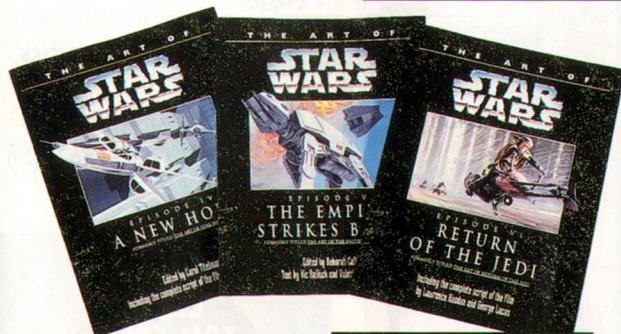
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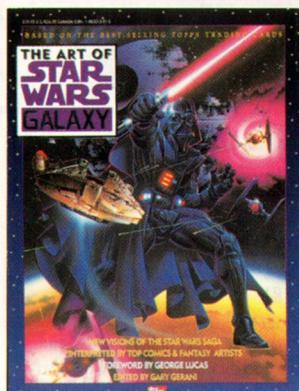
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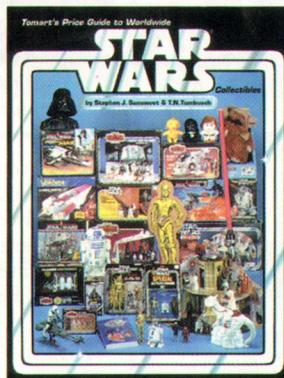
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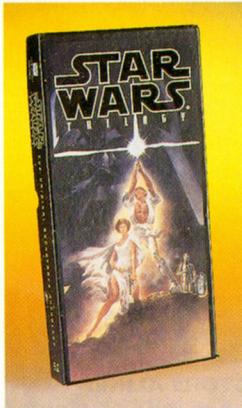
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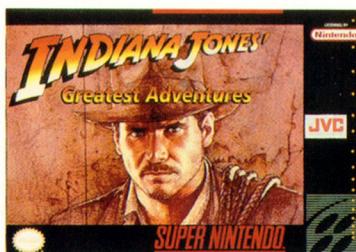
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**Super Return of the Jedi**

Super Nintendo \$65.95 (9215)

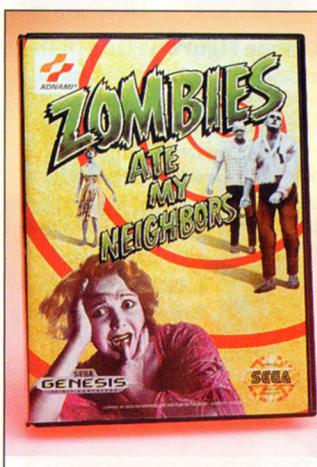
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Help rescue your neighbors from certain doom in this fast action, two-player game.

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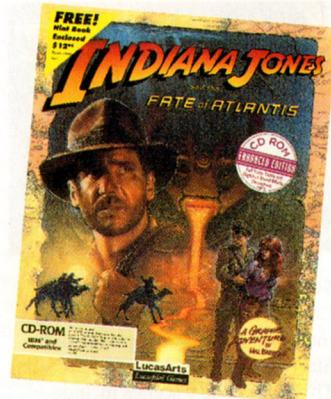
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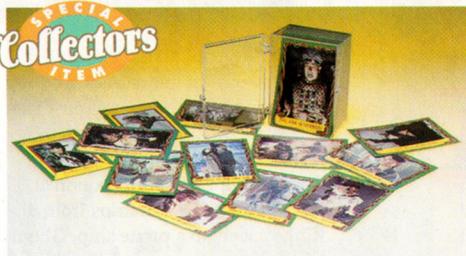
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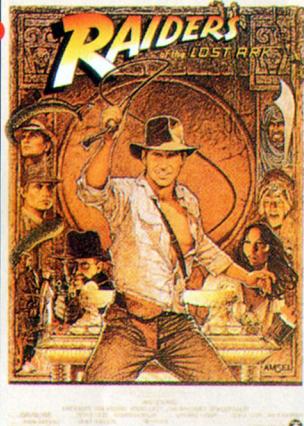
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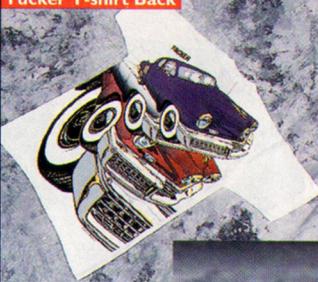
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 (8313M) Medium  
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 On sky blue background  
 (8301BS) Small (8301BL) Large

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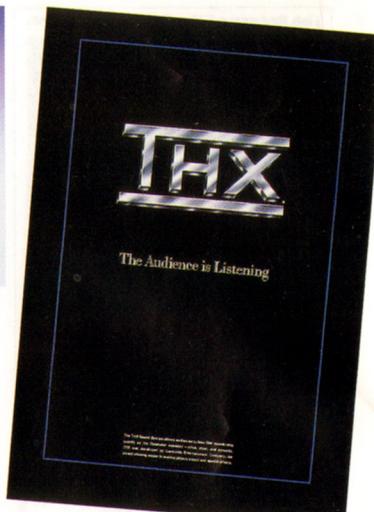
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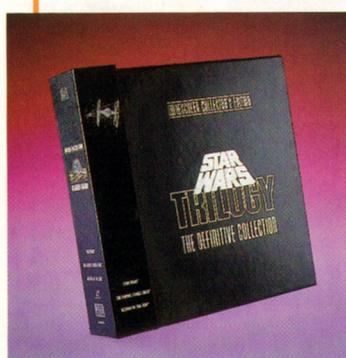
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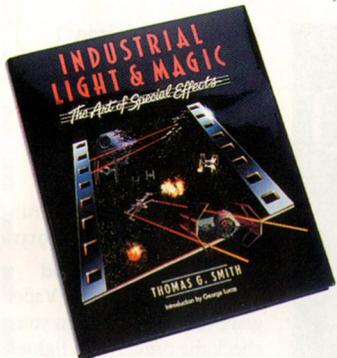
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Many laser discs include special edition items such as: theatrical trailers, behind-the-scenes footage, interviews, story boards, secondary audio narratives, and other tidbits of interest to film buffs.

\*Discs are CAV (constant angular velocity). All others are CLV (constant linear velocity).



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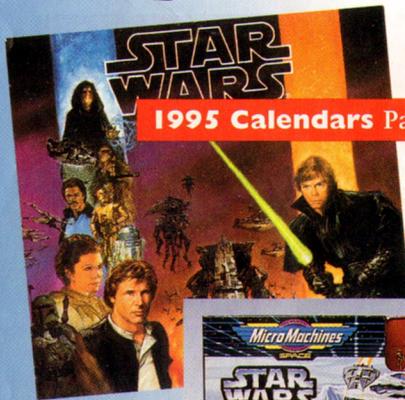
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