STAR WARS
EPISODE I
RACER

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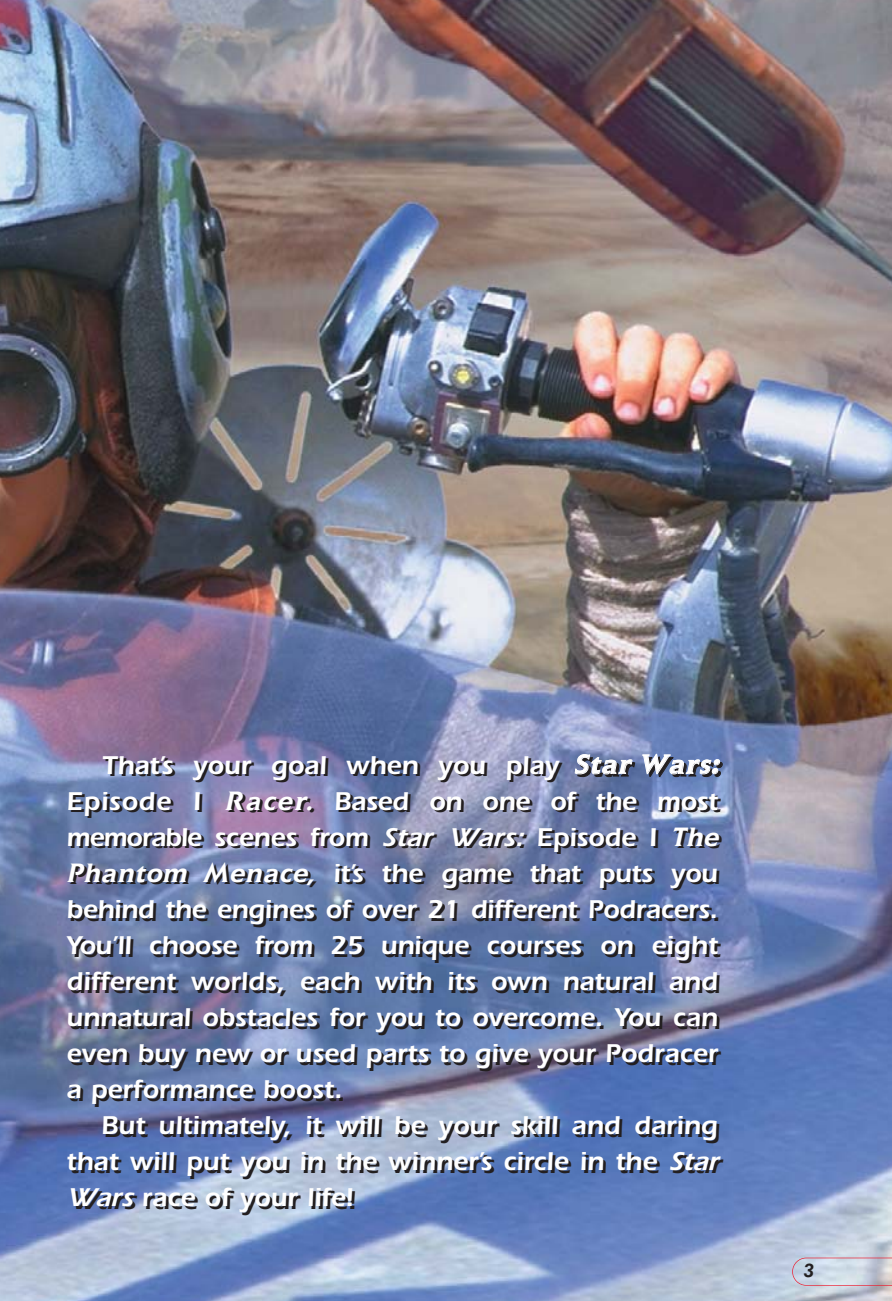
Anakin Skywalker is no ordinary nine-year-old boy. And now, he must face the ultimate test of his young life—a Podracer challenge. It's a test of courage, fast reflexes, and quick thinking, as the opponents maneuver their nine-meter-long (30-foot-long) Podracers at speeds over 968 kph (600 mph)—flying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

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

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

INSTALLING THE GAME

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

1. Close all open windows on your desktop and quit all other applications.

2. Put the **Star Wars: Episode I Racer** disc in your disc drive.

3. The **Star Wars: Episode I Racer** Installation screen will appear. If Autoplay is disabled and the game's Installer does not appear when you insert the disc in the drive, you'll need to open the Installer manually. To do this, double-click the My Computer icon, then double-click the disc icon in the window that opens. Double-click the **Racer.exe** file to open the Installer. It has these options:

INSTALLER

▪ **Install Star Wars: Episode I Racer:** Installs the game on your hard drive.

▪ **Readme & Troubleshooting:** We strongly suggest you look at the Readme, which gives you the most up-to-date game information. See the Troubleshooting Guide for detailed installation, performance and troubleshooting tips. You can also view the Software License Agreement or install DirectX 6.1.

▪ **Analyze Your Computer:** Checks your system to see if it meets game requirements before installing.

▪ **Exit to Windows.** Returns you to your desktop.

4. To install, click the **Install Star Wars: Episode I Racer** button. Follow the onscreen instructions.

5. Next, choose the destination for game installation. The default directory is: **C:\Program Files\LucasArts\Racer**. If you wish to install elsewhere, specify a different drive or directory name.

6. You'll be given the option to create a series of shortcuts in your Start Menu. Creating a shortcut will make it easier for you to launch the game. Click the checkboxes to deselect any shortcuts you don't want.

7. Setup will create a **Star Wars: Episode I Racer** Program Folder for the program icons. Click Next to choose the default (**Start Menu\Programs\ LucasArts\Star Wars Episode I Racer**), or create a new folder or select an existing folder, and then click Next.

8. You'll be prompted to create a shortcut on your desktop. You'll also have another opportunity to view the Readme.

9. If you're playing with a joystick, we recommend that you calibrate

it now before playing. If you install DirectX, you may need to recalibrate.

10. If the program is successfully installed, you'll see a Setup Complete screen.

11. After installing the program, you'll be prompted to install DirectX 6.1, which is necessary to run the program. If DirectX 6.1 (or a later version) is detected on your system, the checkbox to install it will remain empty, and you will not need to install DirectX. Click Finish to complete the Setup.

12. You'll be prompted to join the **LucasArts Express Club**. If you have Internet access, you can log on and join now to receive the latest information and special offers from LucasArts.

13. You're now ready to play *Star Wars:* **Episode I Racer***.*

IF YOU HAVE TROUBLE INSTALLING

See the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

1. Open the Installer as described in Step 3 above.

2. From the Installer, click Readme & Troubleshooting, then Troubleshooting Guide.

RUNNING THE GAME

1. To run the game, insert the *Star Wars:* **Episode I Racer** disc into your disc drive. The game's Launcher will appear automatically if Autoplay is active.

2. If Autoplay is disabled, find the *Star Wars:* **Episode I Racer** directory on your hard drive. Double-click the **Racer** application icon, or double-click the disc icon on My Computer, then double-click the **Racer.exe** file. This Launcher appears whenever you insert a *Star Wars:* **Episode I Racer** disc, when you double-click the disc icon, or when you select the *Star Wars:* **Episode I Racer** shortcut from your Start menu, or when you double-click the **Racer.exe** file.

3. Select **Play *Star Wars:* Episode I Racer** in the Launcher to play the game.

4. When you play for the first time, you'll be prompted to select a display driver and video resolution in the Display Properties dialog that appears.

THE LAUNCHER

The *Star Wars:* **Episode I Racer** Launcher displays the following options:

▪ **Play *Star Wars:* Episode I Racer:** Launches the game.

▪ **Readme & Troubleshooting:** We strongly suggest you look at this for the latest game information. See the Troubleshooting Guide for detailed installation and troubleshooting tips. Here, you can also reinstall DirectX 6.1 and view the software license and warranty.

• **Hardware Configuration:** Use this to analyze your computer with DX Diagnostics, adjust your 3D video card settings and resolution, or calibrate your joystick. See the Readme and Troubleshooting Guide for more information on setting up your 3D video card.

• **Registration and On-line Options.** Choose this to register the game or go to the LucasArts Web site if you have Internet access.

• **Uninstall *Star Wars:* Episode 1 Racer.** Removes the game from your hard drive.

• **Exit to Windows.** Returns you to your desktop.

LAUNCHER

NAVIGATING

Use your mouse or keyboard to navigate through the front end screens in the game. Highlight an option by moving the cursor over it. Select an option by pressing the **ENTER** key or simply left-clicking on it with the mouse. Pressing the **ENTER** key or the **SPACEBAR** on your keyboard always moves you to the next screen. Pressing the **ESC** key or right mouse button always cancels what you were doing and returns you to the previous screen.

QUICK START

Want to take a Podracer for a quick test spin? Here's all you need to do:
1. Install the program.
2. Click on **Play *Star Wars:* Episode 1 Racer** from the Launcher.
3. At the next screen, click on SINGLE PLAYER TOURNAMENT.
4. Type in a name for your Podracer.
5. Press the **ENTER** key to move through screens until you reach the starting line.
6. When the race begins, use your game control device to steer your Podracer, and press the **W** key or Throttle on your joystick to accelerate it.

SELECTING PODRACERS & TRACKS

TITLE AND PLAYER SELECTION SCREEN

To get to all the racing action, click on Play *Star Wars:* **Episode 1 Racer** from the Launcher. This will send you to the Title Screen, where you'll see these choices:

• **SINGLE PLAYER TOURNAMENT:** *This sends you through the*

Galactic Circuit, a sequence of tracks which become tougher and tougher, until you reach the ultimate race—the Boonta Eve Classic on Tatooine.

■ **SINGLE PLAYER FREE PLAY:** Lets you race on any track unlocked in Tournament Mode.

■ **MULTIPLAYER:** Lets you race against live opponents on any unlocked track. (See Multiplayer Readme document for more information.)

■ **SETTINGS:** Choose this to adjust the game configuration. (See Settings Menu on page 19 for more information.)

■ **QUIT:** Returns you to your computer's operating system.

TITLE SCREEN

PLAYER ROSTER

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

■ **START GAME:** This sends you to the Podracer Selection screen. You'll need to create a racer or choose an existing racer first before you can click on this option.

■ **REMOVE RACER:** Use this to delete a racer from your roster. Highlight a name on the list, then click this option.

■ **CREATE RACER:** When you select this, a cursor will appear in the box. Type in a name of a racer, then press **ENTER**. Press **ENTER** a second time or click on START GAME to move to the next screen.

POD SELECTION SCREEN

CHOOSING PODRACERS

At the next screen, you'll select a vehicle to compete with. Scroll left and right to view all the available Podracers. You can also click on the **LEFT** and **RIGHT** **ARROWS** at the top of the screen.

When you've found the Podracer you want to race with, press the **ENTER** key or the **SPACEBAR** or click on the OK button to choose it.

Here, you'll also see the Vehicle Statistics for each Podracer, with a horizontal bar next to each performance category. The longer the bar, the better the performance. You can upgrade the performance of your Podracer in Watto's Shop or the Junkyard (see Watto's Shop on page 10 for more information.)

TOURNAMENTS

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

TRACK SELECTION SCREEN

TRACK DETAILS SCREEN

SELECTING TRACKS

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

TRACK DETAILS

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

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

▪ **LAPS:** Cycles through the number of times you'll have to go around the track to complete the race.

▪ **RACERS:** Cycles through the total number of Podracers in your race.

▪ **AI SPEED:** Cycles through the speed settings for the Podracers you'll race against.

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

MAIN MENU

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

- **START RACE:** This moves you to the starting line of your race, on the track and planet you've chosen.

- **INSPECT VEHICLE:** Take a close look at the components on your Podracer. (See Inspecting Your Podracer on the next page.)

- **VEHICLE UPGRADES:** (Tournament Mode only) Select this to view the condition of the vital components of your Podracer, and replace them. (See Upgrading Your Podracer on page 10.)

- **BUY PARTS:** (Tournament Mode only) Go here to acquire parts that will enhance your Podracer's performance. (See Watto's Shop on page 10 for more information.)

- **JUNKYARD:** (Tournament Mode only) Sends you to Watto's junkyard where you can buy used, slightly damaged Podracer parts at discounted prices. (See Junkyard on page 11 to learn more.)

- **BUY PIT DROIDS:** (Tournament Mode only) Lets you purchase droids that will serve as your "pit crew" to work on your Podracer. The more droids you have, the faster your damaged parts will be repaired after each race. (See Buying Pit Droids on page 11.)

THE REIGNING CHAMPION, SEBULBA

SEBULBA

- **CHANGE PODRACER:** Lets you choose a different Podracer to compete with.
- **OPTIONS:** Choose this to adjust the game settings. (See Settings Menu on page 19 for more information.)

INSPECTING YOUR PODRACER

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

UPGRADING YOUR PODRACER

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

You'll also see a series of horizontal Performance Bars under PODRACER STATISTICS. As you cycle through the parts, one of the bars will be highlighted. The longer the bar, the better your Podracer will perform in that category. To upgrade a part,

UPGRADES SCREEN

highlight one, then press the **ENTER** key to go to Watto's Shop (see the Watto's Shop section below). You can also press the **ESC** key to return to the Main Menu.

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

WATTO

STATISTICS. A yellow section on a bar indicates an increase in performance, while a red section indicates a decrease in performance. Pressing the **ENTER** key brings up these statistics for a part:

- Its name and cost.
- The part it replaces.
- The trade-in value of your old part.
- The amount of money you have (remember, you start out with 400 truguts, and can win more by doing well in races).

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

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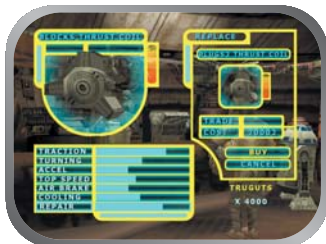
JUNKYARD

If you don't have enough money to buy one of Watto's new parts, you might be able to buy used parts here. When you get to the Junkyard, move your game control device left and right to cycle through the available parts. As in Watto's Shop, each part will have horizontal Performance Bars, with a yellow section

JUNKYARD

showing how much better your Podracer will do with that part, or a red section showing how much worse it will do. Press the **ENTER** key or the **SPACEBAR** when you get to the part you want. This displays the type of part, its name and cost, what it replaces, its trade-in value, plus the amount of money you have. Select either BUY or CANCEL with your game control device, then press the **ENTER** key or the **SPACEBAR** to purchase the part. 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.

BUYING PIT DROIDS

After each race, pit droids repair your damaged Podracer and make repairs to your damaged parts. The more pit droids you buy in Watto's shop, the

more repairs they can make. Choosing BUY PIT DROIDS from the Main Menu sends you to a screen that displays the cost of a droid, plus the amount of cash you have. Select either BUY or DON'T BUY, then press the **ENTER** key or the **SPACEBAR**.

DEFAULT CONTROLS

Front End Navigation Control

Enter or **Spacebar** Select/Next Screen

Esc Cancel/Previous Screen

Inspect Vehicle Screen

↑ → ↓ ← Move Camera

A or **D** Change Podracer Part

~ Zoom In **Tab** Zoom Out

In-Race Controls

W or **Enter** Thrust

S Brake

J or ← or **4** NUM PAD Turn Left

L or → or **6** NUM PAD Turn Right

I or ↓ or **2** NUM PAD Pitch Up

K or ↑ or **8** NUM PAD Pitch Down

Spacebar Slide

Left **Shift** Boost

A Roll Left **D** Roll Right

R Repair

E or Right **Ctrl** Flamejet/ Taunt

~ or Left **Ctrl** Switch Camera

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

Tab or **Q** Look Back

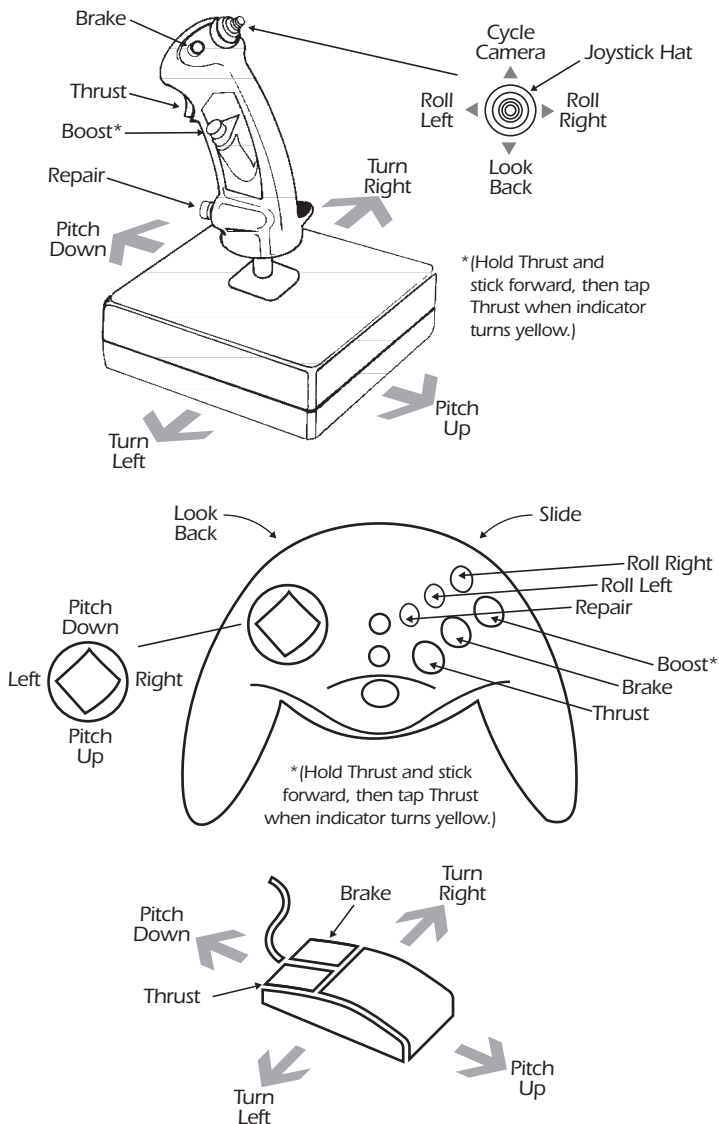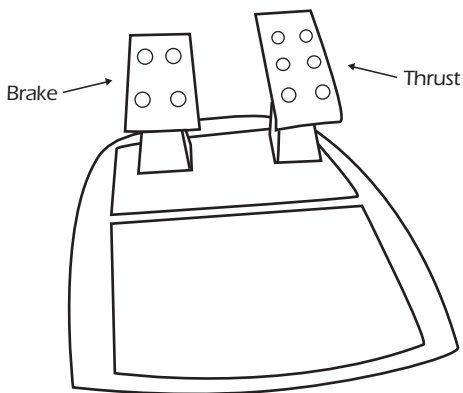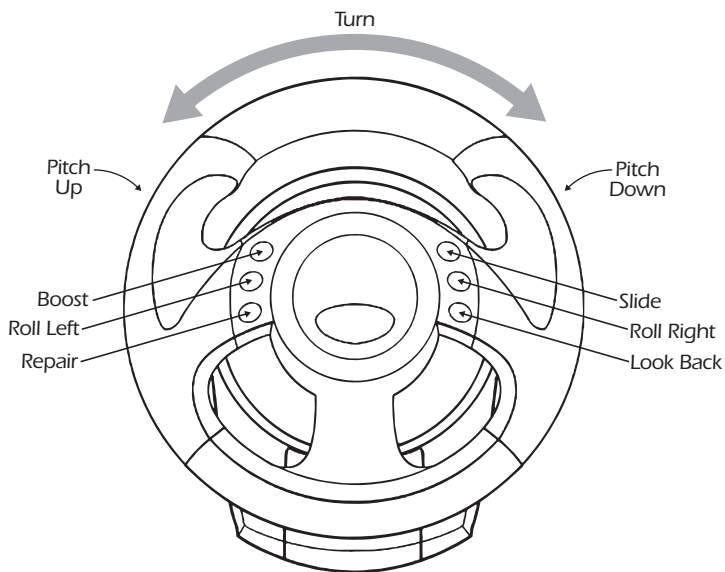**CpsLck** Cycle Map Indicator

Function Keys

Ctrl + **M** Mouse Enable/Disable

Ctrl + **J** Joystick Enable/Disable

Ctrl + **F** Force Feedback On/Off

F12 Take Screen Shot

Multiplayer Keys

F5 Cycle Taunts and Send

F6 Random Taunt and Send

F7 Enables Chat Prompt

Enter Sends Chat Message

DEFAULT INPUT DEVICE CONTROLS

Brake

Thrust

Boost*

Repair

Pitch Down

Turn Right

Turn Left

Pitch Up

Cycle Camera

Joystick Hat

Roll Left

Roll Right

Look Back

*(Hold Thrust and stick forward, then tap Thrust when indicator turns yellow.)

Look Back

Slide

Roll Right

Roll Left

Repair

Boost*

Brake

Thrust

Pitch Down

Left

Right

Pitch Up

*(Hold Thrust and stick forward, then tap Thrust when indicator turns yellow.)

Brake

Turn Right

Pitch Down

Thrust

Turn Left

Pitch Up

Turn

Pitch
Up

Pitch
Down

Boost

Roll Left
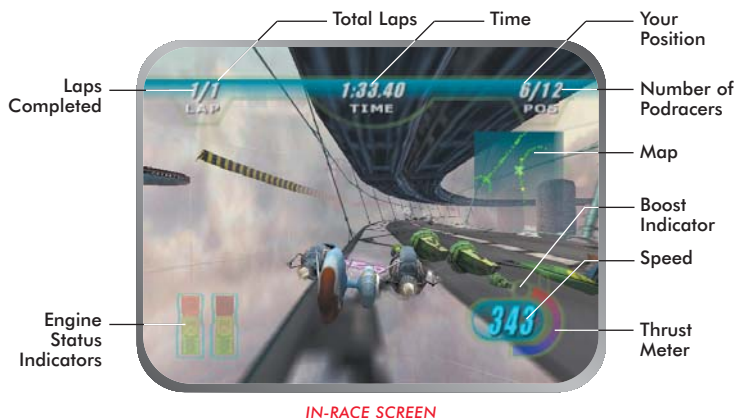
Repair

Slide

Roll Right

Look Back

Brake

Thrust

CONTROLLING YOUR PODRACER

STARTING YOUR RACE

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

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

Total Laps — Time — Your Position

Laps Completed

Number of Podracers

Map

Boost Indicator

Speed

Engine Status Indicators

Thrust Meter

IN-RACE SCREEN

IN-RACE SCREEN

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

Want to see how fast you're going? The number in the lower right corner displays your speed. The curved bar next to the speedometer is a Thrust Meter, which will fill up as you gain more speed. You can also use this Thrust Meter to go even faster. (See Boost Mode on page 17 for more information.)

Engine Status Indicators and Repair

If your Podracer hits an object on the course or becomes overheated, two

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

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

Camera Views

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

Race Progress

There are three ways to keep track of how you and your opponents are doing in the race. When you first start, you'll see a small map in the right side of the screen. It indicates a section of the track you're racing on. Your Podracer is the green X, and always stays in

PERIMETER PROGRESS LOOP

the middle. Your opponents appear as yellow dots. To change to a higher magnification, press the **CAPS LOCK** key. Your opponents will show up as blue Xs.

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

When you press the **CAPS LOCK** key again, you'll now see several

flag icons moving clockwise around a loop on the outside of your screen. In this Perimeter Progress Loop, the starting line and the finish line are both in the upper left corner.

DRIVING YOUR PODRACER

To steer your Podracer through the course, use left and right **ARROW KEYS**. Press and hold the **W** key to go faster, and press and hold the **S** key to

DIRECTIONAL ARROW

slow down. When you pitch down, you'll have a little more speed but less control. Pitching up reduces your speed but gives you more control.

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

Boost Mode

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

1. Accelerate your Podracer by pressing the **W** and the Pitch Down (**UP ARROW**) keys (or Throttle and push forward on your joystick) until the curved Thrust Meter is filled.

2. When the light on the tip of the Thrust Meter turns green, then yellow, tap the Boost key (left **SHIFT**). The light will turn red and you're now in Boost Mode.

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

Using Sebulba's Flamejet

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

Race Hazards

As you're hurtling down the track, remember to always be prepared for the unexpected, and keep an eye out for a variety of obstacles. These include large rocks, which your Podracer can smash into, along with small and

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

PAUSE SCREEN

PAUSING YOUR RACE

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

- **RESUME:** Returns you to the race at the point where you left it.
- **SETTINGS:** Lets you adjust certain in-game options.
- **QUIT RACE:** Terminates race; returns you to the Main Menu.
- **QUIT GAME:** Terminates game and returns you to the desktop.

RESULTS SCREEN

FINISHING THE RACE

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

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

While in a tournament, you can replay a race that you've already

completed. There's no prize money when you repeat a course, but you can improve your standing and awards and unlock Podracers you may have missed the first time around.

SETTINGS MENU

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

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

- **RESET DEFAULT SETTINGS:** Restores all settings to the default configuration.
- **RESTORE PREVIOUS:** Undoes changes you just made to the settings configurations.
- **ACCEPT SETTINGS:** Allows you to play with the new configurations you've chosen.

You'll see the following settings displayed:

VIDEO SETTINGS

Use this to adjust video display options.

- **REFLECTIONS ENABLED:** Certain surfaces in the game will reflect your Podracer. This setting allows you to turn them on/off.
- **LENS FLARE:** Turns lens flare from suns and other bright light sources on/off.
- **SMOKE AND DUST ENABLED:** Turns engine smoke and effects on/off.
- **TEXTURE RESOLUTION:** Cycles between high-, low-, and medium-resolution landscape textures. Higher detail degrades performance but looks sharper and clearer.
- **MODEL DETAIL:** Cycles through low, medium, and high detail for your opponents' Podracers.

AUDIO SETTINGS

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

- **SOUND SYSTEM ENABLED:** Turns all sound in the game on/off.
- **MUSIC:** Controls the volume for background music. Click on the left arrow or the bar to decrease volume, and the right arrow or the bar to increase it. Moving the bar all the way to the left turns music off.
- **SFX:** Controls the volume for sound effects**.** Click on the left arrow or the bar to decrease volume, and the right arrow or the bar to increase it.

Moving the bar all the way to the left turns all sound effects off.

- **3D SPATIALIZED SOUND ENABLED:** Click this checkbox if you want the game sounds to come from the correct, realistic directions. If you do not have a 3D card, you may have reduced performance.
- **RELATIVE GAIN ADJUSTMENT:** (Appears only if 3D Spacialized Sound Enabled checkbox is checked.) If the background sounds are too quiet, you can adjust this slider to match their volume with the volume of other sounds effects.
- **DOPPLER EFFECTS ENABLED:** Turn on if 3D sound is enabled. Doppler sound effects are based on your Podracer's speed.
- **HI-RES SOUND ENABLED:** Changes the quality of sounds. High-res sounds are clearer and fuller but low-res sounds may increase performance.

JOYSTICK SETTINGS

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

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

FLIP X: Reverses X-axis joystick input.

FLIP Y: Reverses Y-axis joystick input.

FLIP Z: Reverses the Z-axis.

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

MOUSE SETTINGS

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

MOUSE SETTINGS

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

FLIP X: *Reverses X-axis input.*

FLIP Y: *Reverses Y-axis input.*

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

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

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

KEYBOARD SETTINGS

*This displays the game functions that are currently assigned to your keyboard, and lets you reassign these functions to different keys. You'll be able to map up to three keys for each function. Highlight a function, press **ENTER**, then press the key on your keyboard you want this function assigned to. To get rid of a function, highlight it, then press **DELETE**. Note that the PITCH UP settings will move the nose of your Podracer up, and the PITCH DOWN settings will move its nose down.*

FORCE FEEDBACK SETTINGS

Use these if you want to play the game with a Force Feedback joystick or wheel.

▪ **ENABLE FORCE FEEDBACK:** *If you have a Force Feedback device set*

up, this box will be checked. If you want to turn all Force Feedback effects off, uncheck the box.

▪ **OVERALL FORCE STRENGTH:** Cycles between HIGH, MED, and LOW settings for the power of the Force Feedback effects.

▪ **AUTO CENTER STIFFNESS:** Cycles between HIGH, MED, LOW, and OFF settings for how firmly your device returns to center.

▪ **COLLISION EFFECTS:** Cycles HIGH, MED, LOW, and OFF settings for the amount of force you'll feel when your Podracer collides with an object during a race**.**

▪ **DAMAGE EFFECTS:** Cycles between HIGH, MED, LOW, and OFF settings for the amount of force you'll feel when your Podracer's engines are damaged.

▪ **TERRAIN EFFECTS:** Cycles between HIGH, MED, LOW, and OFF settings for the amount of bumpiness you'll feel when your Podracer veers off the track and onto rocky or sandy terrain.

▪ **PODRACER ACTION EFFECTS:** Cycles between HIGH, MED, LOW, and OFF settings for the amount of force you'll feel when you accelerate, brake, or turn your Podracer.

▪ **ENABLE G-FORCES:** Check this to feel an increasing amount of force as you accelerate.

▪ **ENABLE ENGINE RUMBLE:** Check this to feel the rumble of the Podracer's engines.

LOAD/SAVE SETTINGS FILE

After you've modified the settings to your liking, you can save them as a file to be used anytime you want, such as if a friend wants to use a different game control device. Choose this to load a saved settings file, or to save a settings file. In this screen you'll see a window with a list of pre-made default settings for a variety of game control devices. To load one of these settings, highlight the file you want to use, then click on LOAD SETTINGS. You can also save your own game settings by typing in a file name, then choosing SAVE SETTINGS or by pressing **ENTER**.

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

BACK

Brings up the Title Screen choices.

MULTIPLAYER MODE

Racer allows up to eight players to battle each other over Local Area Networks (LANs). For multiplayer games, each player will need to install the game and have a CD in his/her drive. Please see the Multiplayer section in the Readme for detailed instructions on multiplayer setup and options.

RACER WORLDS

Your Podraces will take place In these worlds:

AQUILARIS

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!

MON GAZZA

ANDO PRIME

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

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

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

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

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

OOVO IV

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

ORD IBANNA

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

BAROONDA

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

PODRACER CHARACTERISTICS

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

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

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

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

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

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

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

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

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

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

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

Elan Mak This large Podracer combines average handling and below average turn response with excellent acceleration.
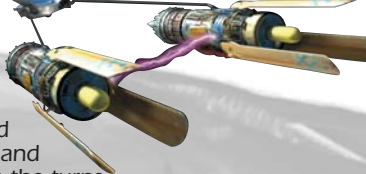
Fud Sang This small-to-medium-sized Podracer features average handling and acceleration, and is a little slower on the turns.

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

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

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

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

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

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

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

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

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

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

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

TIPS FOR SUCCESS

■ *Experiment with each Podracer to get a feel for the one that best fits your playing style.*

■ *Try to stay in the middle of the track and on the road. The road has less friction, so you'll be able to pick up speed if you stay on it.*

■ *Press the **SPACEBAR** while you're turning. This will skid your Podracer, and make it easier to maneuver around obstacles.*

■ *When going over a jump, pitch up for a longer jump, and pitch down for a faster jump.*

■ *To fit through tight spots, flip your Podracer on its right or left side by pressing the **D** or **A** keys.*
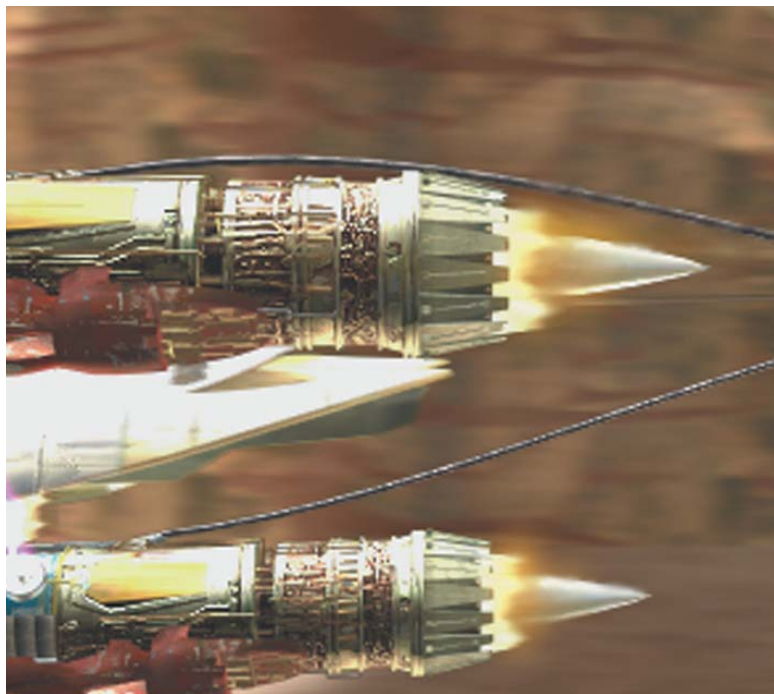
- *Don't be afraid to let go of the accelerator (**W** key) at certain times during a race. Even though you'll slow down, it may help you steer better.*

- *Keep a light touch on your game control device when steering. It responds to even the slightest movements, so avoid the temptation to pull it all the way left or right.*

- *Pitch down with your game control device when you want a higher top speed. Pitch up with your game control device when you want tighter turns.*

- *Try to get a turbo start at the beginning of the race. To do this, pitch down with your game control device and hit Thrust at the right time.*

- *Use the boosters wisely. They can make up for lost time, but an engine fire will cost you more.*

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http://www.activision.com/support

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EMAIL SUPPORT

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lucasarts@activision.com.au

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