



# STAR WARS EPISODE I

THE GUNGAN FRONTIER™

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

LUCAS  
LEARNING



## Welcome to Lucas Learning Ltd.

### **A Message from George Lucas**

Creative Director of Lucas Learning Ltd.

Many years ago as a filmmaker I developed an interest in interactive technologies. As I began to work with them, I realized that they had great potential for opening up new kinds of learning experiences for young people. They offered an alternative to some of the traditional approaches to education that did not work for me as a youth. As a result, for over 15 years I've been committed to finding ways to capture kids' natural interest in learning and engage them more actively and productively in the learning process. Lucas Learning reflects my own passion for learning as it creates products like this one. The Gungan Frontier explores rich content in an immersive and entertaining environment as it engages the player in constructing and managing an ecosystem. I hope you enjoy the experience and that it will contribute to your own lifetime of learning.



George Lucas



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## Welcome To Lucas Learning Ltd.

### Lucas Learning Ltd. Company Philosophy Statement

Lucas Learning Ltd. is committed to creating uncommon learning opportunities through software that inspires and entertains. Our games are imaginative, challenging, and engaging, yet grounded in solid content and an understanding of how we actually learn. Our philosophy is based on a fundamental respect for people's natural desire to direct their own learning through exploration and discovery. Our goal is to provide you with an entertaining, enduring, and substantial learning experience set in the familiar worlds of the **Star Wars** galaxy.

### Online registration

If you have an Internet connection, please take a minute to register your product. After registering you'll be able to download extra **Star Wars** creatures to add to your Gungan Frontier for FREE! This will also give you access to online technical support and allow us to keep you informed of program updates, contests, new products, online events, and whatever else we dream up!

The first time you insert The Gungan Frontier CD, you will be asked if you would like to register.

In Windows 95 or 98, you may also register by clicking on START on the Windows Task Bar, then Programs, then Lucas Learning, **Star Wars** The Gungan Frontier, Register Online.

On the Macintosh, you may also register by clicking on either the Netscape Navigator or Internet Explorer documents in The Gungan Frontier folder on your hard drive. This should bring you to the Lucas Learning registration web site.

*Note: You may need to be connected to the Internet before you can register.*

### Windows 95/98 Users

#### Installation

If AutoPlay is enabled on your system, simply insert The Gungan Frontier disc into your CD-ROM drive. In a few seconds, the launcher should appear. Follow the prompts to complete the installation.

If AutoPlay is not enabled on your system, follow these steps:

1. Insert The Gungan Frontier disc into your CD-ROM drive.
2. Double-click on the **My Computer** icon on your desktop.
3. Double-click on your **CD-ROM** drive (typically drive D:).
4. Double-click on the **Launch.exe** icon.
5. Register electronically via the Internet.
6. Click on **Install *Star Wars* - The Gungan Frontier**.

Follow the on-screen prompts to finish installing The Gungan Frontier.

Please see the ReadMe.txt file for last-minute changes and information. To access the ReadMe.txt file before or after installing, click on View ReadMe on the game launcher.

#### Start-Up

If AutoPlay is enabled on your system, simply insert The Gungan Frontier CD into your drive. The launcher will appear automatically. Click on the **Play *Star Wars* The Gungan Frontier** button to start the game.

If AutoPlay is not enabled on your system, follow these steps:

1. Click on the **Windows Start** button (on your Task Bar)
2. Click on **Programs**
3. Click on **Lucas Learning**
4. Click on ***Star Wars* The Gungan Frontier**
5. Click on **Play *Star Wars* The Gungan Frontier**

## Macintosh Users

### Installation

1. Insert The Gungan Frontier disc into your CD-ROM drive.
2. Double-click on **The Gungan Frontier CD** icon on your desktop.
3. Double-click on **Install The Gungan Frontier**.

Follow the on-screen prompts to finish installing The Gungan Frontier.

Please see the ReadMe file for last-minute changes and information.

### Start-up

To start The Gungan Frontier, double-click on the **Lucas Learning folder** on your hard drive (or the folder that you have installed to.) Next, click on **The Gungan Frontier folder**. Double-click on **The Gungan Frontier icon** to launch the game.



## The Gungan Frontier

The underwater city of Otoh Gunga has become dangerously overcrowded. Colonization of the water moon of Naboo is about to begin.

In preparation, the Gungans have collected many exotic creatures from the small planet of Naboo and from throughout the galaxy that should thrive on the empty moon. Establishing an ecosystem in which the new plants, animals and Gungans can all live in balance is not an easy task.

The Gungan Council has called upon Obi-Wan Kenobi and Queen Amidala, heroes of the Battle of Naboo, to meet this challenge...

In The Gungan Frontier, you will fly to the empty water moon of Naboo to set up a new underwater home for the Gungans. The Gungans need food and raw materials to build a new underwater city. Your mission is to populate the moon with plants and animals and advise the Gungans on what to harvest. If you never harvest, there will be no city. If you harvest too much, everyone will suffer.

While it might seem like The Gungan Frontier is just a game, it actually simulates real-world ecological principles with fantastic animals and plants. A player explores the interconnectedness of people (Gungans, actually), animals, plants, and the environment, as well as population and life cycle dynamics, food webs, and many other important ideas that apply to our lives here on Earth.

As with any simulation, only certain variables are taken into account, and others are omitted. The Gungan Frontier tracks every individual animal and plant on the surface of the moon and knows who is hungry when, when the last time each critter reproduced, what types of terrain lifeforms like to forage in, how long a lifeform can live, how many babies are in a litter of tookes, and so on. There are also some real-world variables that have not been included in the simulation: weather, temperature, time of day, seasons, nests and refuges, drinking, sexual reproduction (except for the narglatch), and migration.

We hope you enjoy playing The Gungan Frontier. While you are playing, keep in mind that the key to success is balance.

## Getting Started

If you would like detailed instructions on how to play The Gungan Frontier, please read the MAIN MENU and PLAY sections in this manual. If you would like to get started playing as quickly as possible, read the QUICK START directions.

## Characters

In The Gungan Frontier, Boss Nass asks you for help creating and maintaining a colony of Gungans on the water moon of Naboo. He needs one volunteer to accompany Jar Jar and R2-D2. Each time you begin a new game, you may choose to be either Queen Amidala or Obi-Wan Kenobi.

### Queen Amidala

Queen Amidala is the recently elected ruler of the Naboo. Young, talented and extremely well-trained, she has great compassion for her people and for all living things. The Queen is an excellent choice for your mission.

### Obi-Wan Kenobi

Obi-Wan Kenobi is a young and noble Jedi Knight. Since Jedi are peacemakers who help communities and champion justice, Obi-Wan is also very well suited for the challenges of The Gungan Frontier.



## Boss Nass

Boss Nass is the leader of the Gungans and head of the High Council. He has called upon the heroes of the Battle of Naboo to help set up a new colony on the moon. He is tough, but he cares about his people. See the In-Game Help section of this manual for more information.



## R2-D2

R2-D2, a faithful astromech droid who was helpful in the Battle of Naboo, will accompany you on your adventure. R2-D2 can communicate with your probe droid and will give you important information about the new ecosystem. See the In-Game Help section of this manual for more information.



*And to keep you company...*

## Jar Jar Binks

Jar Jar is a clumsy but friendly Gungan who frequently gets into trouble. Most of the time he putters around off-screen in other parts of your ship. Occasionally he sticks his head out and lets you know what he's thinking. If he's getting on your nerves you can tell him to go take a nap by selecting **Jar Jar Asleep** in the **Settings** menu.



## Quick Start


Can't wait to start playing? Here's a brief description of how to begin.


*Note: If you attempt to start playing The Gungan Frontier for the first time and have never completed the Training Mission, a screen will appear suggesting you try the Training Mission first.*

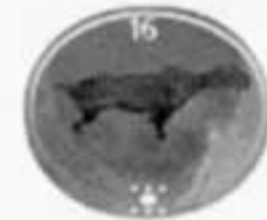
1. Click on **New Game** on the Main Menu screen.
2. Click on **Beginner** on the Game Selection screen.

*Note: In the Beginner game, your ship is automatically loaded and a landing site on the moon is chosen for you.*

3. Watch the introduction to the game and listen to Boss Nass describe your mission.
4. Choose which character you would like to be, Queen Amidala or Obi-Wan Kenobi.
5. Watch as your ship is loaded; a site is selected; and your ER-1C probe droid is released. The probe droid divides in two. One part will monitor the underwater Gungan city and the other part flies into the sky and monitors the animals and plants on the surface of the moon. The images these probes send back to you will be what you see in your holoviewer.
6. Now you are looking at your ship's console and a holographic projection of the surface of the moon. The console is loaded with tools and buttons that will help you create and monitor a new ecosystem and Gungan city. The moon is empty and you have a spaceship full of plants and animals. It's time to go to work!
7. At the center of your ship console is the Species Indicator. The Species Indicator shows the currently selected species of plant or animal. Move the mouse over the ground or water and click to release the current species onto the moon. The more times you click, the more creatures will be released. If the plant or animal can't live in the terrain you clicked on, R2-D2 will let you know. Move your cursor to the edge of the screen to move around the moon. The holoviewer will stop moving if you reach the edge of the probe droid's sensor range. You are unable to release anything outside of sensor range.

*Note: In the Beginner game, food for each critter you release is automatically released onto the moon along with the critter. If you do not wish to have food for your critters automatically released, press the  on your keyboard (i.e. turn caps lock on).*

8. Click on the **Species Indicator** to open the Food Web (or press the  key on your keyboard) and select a new critter or plant. Click on the critter in the center of the Food Web to close the web and begin releasing that critter onto the moon.



9. Click on the **Tool Selector** and choose the **Bio-Scan** tool. Scan your critter or click on another one in order to see how that critter is faring in its new environment.



10. Click on the **Harvest** button to open the Harvest screen. Are you ready to let the Gungans start collecting this species for use in their city? If so, click on the **maintain** button. The Gungans will then harvest any amount of this species that grows beyond the current population level, helping that species to maintain its current population level on the moon.



11. Open the **Food Web** again. Choose another plant or animal. Click on the critter in the center of the Food Web to close the Food Web and begin releasing more creatures.

Have fun! Remember, the key to success lies in building and maintaining a balanced ecosystem on the water moon of Naboo.

## Main Menu

After the Lucas Learning logo plays, you will see the Main Menu screen. It's easy to spot - there should be all sorts of creatures walking across your screen! The Main Menu is your gateway to The Gungan Frontier. From the Main Menu you can begin a new game, load a saved game, create your own critters, and more!



## Training Mission

If you are new to The Gungan Frontier or are simply unsure of how to play the game, the Training Mission is a good place to start. While completing the Training Mission, you will learn the key elements necessary to successfully build and maintain a new ecosystem on the moon of Naboo.

Your ultimate goal is to maintain a healthy, vibrant *underwater* bubble city for the Gungans. To support this new population of Gungans, you must build and maintain a healthy ecosystem on the *surface* of the moon. You will release plants and animals and advise the Gungans on what they can harvest. On the way to completing the training mission, you'll receive helpful pointers, such as how to navigate the Food Web and how to turn on Bubble Help.

*Note: Many game features in the Training Mission are inactive until you need them.*


## New Game

When you select New Game, the Game Selection screen will appear. You must choose between Beginner, Advanced, and Missions.



## Beginner

Beginner is a good choice if you have already played the Training Mission or if you are interested in building an ecosystem on the moon as quickly as possible. Your ship will be automatically loaded with a well-balanced set of plants and animals. A landing site will be chosen for you. You will then be able to release critters and plants into their new habitat. The number of critters you have on your ship is unlimited, and when you release an animal onto the moon, food will be automatically released for it (and food for its food!).

*Note: If  is on, auto-food release is turned off in the Beginner game.*



## ADVANCED

Ship loading: Player Controlled  
Site Selection: Player Controlled  
Food Release: Player Controlled

## Advanced

When you understand how to play The Gungan Frontier and are ready for a greater challenge, the Advanced game is a good choice.

In the Advanced game, you will be responsible for loading your ship with up to 12 species each of animals and plants. If you are not happy with the critters you have loaded, you can cancel the lift-off by clicking **Abort Launch**, then choose new animals and plants. Once you leave Naboo and fly to the moon, however, you will not be able to return, so you must choose carefully.

In the Advanced Game, you will need to select a site on the moon that has the right type of land for your plants and animals. Unlike in the Beginner Game, the number of critters you can release on the moon is limited to the number of each species you have aboard your ship. Also, you will need to release food for any critter you release. Harvest levels will need to be carefully set and monitored in order to balance the needs of the underwater Gungan city with those of your newly-created ecosystem on the surface.

## MISSIONS

Test your skills in this series of eco-challenges

## Missions

If you are looking for more goal-oriented game play, missions are for you. Each mission, whether it is easy, medium or hard, presents you with an ecological challenge that needs to be solved.

There are 13 missions, not including the Training Mission.

They are:

### Easy

Garden Moon  
Happy Herbivores  
New Gungan Home  
Save the Poms

### Medium

Endangered Kaadu  
Food Fight  
Hydenock Campaign  
Peko Peko Peril  
Veermok Chow

### Hard

Blow in the Wind  
Clodhopper Alert  
Greedy City  
The Domino Effect

Click on a mission and a brief explanation of the mission goals will appear.

## Load Game

This button allows you to load a game that you have previously saved. If you have no saved games, a dialog box will appear with that message.

## Create-a-Critter

Here you have the opportunity to create and name your own plants and animals. You can even decide their behaviors! All of the animals and plants you create in Create-a-Critter will appear in the game, just like any other. Look for them in the Food Web, Index, and Kresch. For further explanation of the Food Web, Index, and Kresch see the PLAY section of this manual.

When you create a lifeform in The Gungan Frontier, you get to decide the following for both plants and animals:

- Name of the lifeform
- Kingdom (plant or animal)
- Size (small, medium, or large)
- Habitat (water, land, or amphibious)
- Color (both primary and secondary)
- Offspring (number and frequency of reproduction)
- Life-span

For animals only:

- Food (herbivore or carnivore, and size of food)
- Speed
- Sound
- Whether the animal travels in a herd or not

When you click on **Save Critter**, the lifeform you have created will be added to the list of critters you can load onto your ship. Make sure you remember what you called your creation, so you can find it in the Index.

## Options

The Options screen allows you to customize your game play.

### Performance Options

Clicking on the circle to the left of each option (such as Bones), toggles it on and off.

Turning off any of the performance options will change how the game looks and may also improve how The Gungan Frontier performs on your computer. For optimal performance, turn all options off.



## Terrain Quality

There are four settings, **Low** through **Very High**. They refer to the detail with which the ground and ground cover plants are drawn on the screen. Lowering the Terrain Quality setting will change how the terrain looks and may also improve how The Gungan Frontier performs on your computer. For optimal performance, set the Terrain Quality to **Low**.

## Sound and Visual Effects

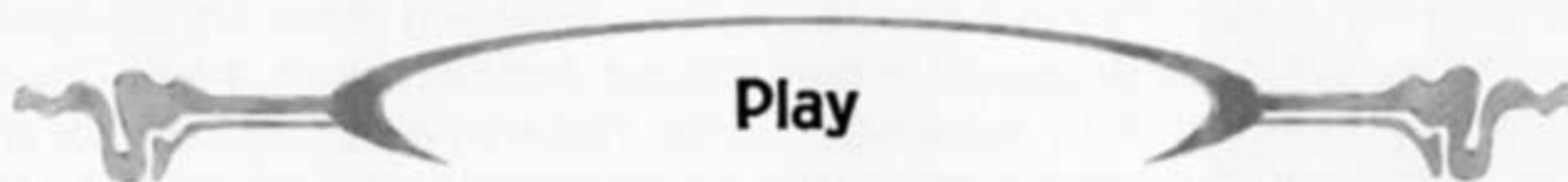
Move the sliders by clicking and dragging them with your mouse. Move the sliders to the right to raise the volume or brightness. Move them to the left to lower the volume or brightness.

## Credits

Click this button to see a list of all the people who worked hard to create The Gungan Frontier. The credits are also included in this manual.

## Quit

Click Quit to close the game and return to the desktop.



## Choose A Character

In The Gungan Frontier, Boss Nass asks you for help creating and maintaining a colony of Gungans on the water moon of Naboo. He needs one volunteer to accompany Jar Jar and R2-D2. You may choose to be either Queen Amidala or Obi-Wan Kenobi. For more information on these characters, please see CHARACTERS in the OVERVIEW section of this manual.

## Load Your Ship

Your ship needs to be loaded with plants and animals that can survive together. This is done for you in the Beginner game. In the Advanced game, you must do this yourself. Your ship can hold up to 12 species of animals and 12 species of plants, but choose carefully. Once you leave Naboo, you can not return for more creatures.

## Food Web

The Food Web screen is where you will choose animals and plants to load on your ship.



Use the **Load** button to choose a species that you want on your ship.



The **Unload** button removes that species from your ship.



Some species take up more than one slot on your ship. Kaadus, for example, need space for their eggs. If your ship is empty and you load kaadu adults, kaadu eggs automatically get loaded as well. You will then be able to load ten more animal species. If you unload kaadu adults, the kaadu eggs will automatically be unloaded.

*Note: When you load a creature or plant, the amount loaded has been predetermined for you. You need only concentrate on selecting the right mix of species for your new ecosystem.*

The Food Web has two tabs on the right hand side, Food Web and Index. When Food Web is highlighted, you will be able to see what the displayed critters can eat and what eats them. The plant or animal pictured in the center is the currently selected lifeform. The animals in the top row all like to eat this animal or plant. The animals and plants below the center selection are all eaten by this creature.

If there are more than four predators or prey for the current lifeform, you will see an arrow on the left or right side of the predator or prey row for scrolling through the selections.

Pass your mouse over buttons on the screen and text will pop up that describes each button's function. Some buttons may be disabled depending on whether the currently selected lifeform is an animal or a plant. For example, plants do not make sounds, so the Sound button will only be enabled when the currently selected lifeform is an animal.

## Index

Clicking on the Index tab switches the Food Web screen to the Index screen. The Index is similar to the Food Web but it organizes the information in a different way. The main difference is that the Index allows you to see a list of all available animals and plants. On the left side of this screen is a list of creatures and plants. The Index list can be narrowed or expanded by clicking on the categories on the right side of the Index screen. For example, if you would like to see only small plants listed in the Index, click on the **Plants only** button and the **Small** button. The center of the screen displays the currently selected lifeform. Notice that the predators of the current animal or plant appear in red in the Index list. Similarly, prey of the current animal or plant appear in green.



## The Kresch



When Boss Nass first explains the mission he has for you, he promises you the help of R2-D2 and Jar Jar (well...he's company anyway!). Boss Nass also gives you a "sacred, wise creature" known as the Kresch. The Kresch is a quasi-sentient mollusk that has stored much knowledge about the Gungans and their way of life. This creature looks like a large greenish shell when closed and like a beautiful encyclopedia when open. It is a wonderful source of information. The Kresch is always available to you in the lower, left-hand corner of your screen. To open it, simply click on it.



The Kresch contains information about all the creatures and plants in the game, including creatures you have designed yourself in CREATE-A-CRITTER. On the far right side of each Kresch entry are three buttons you can click to look up information: **Animals/Plants**, **Ecology** and **Civilization** (e.g. Who is Queen Amidala, anyway?), or you can click a fourth button, **Table of Contents**, to view an alphabetical listing of all entries contained in the Kresch.

## Blast-Off

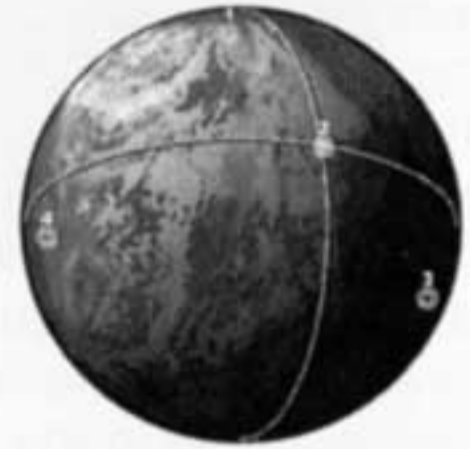
Once you are satisfied with the mix of animals and plants you have loaded onto your ship, it's time to blast off. Click on the **Blast-off** button located in the lower left of your screen, next to the top of the Kresch. R2-D2 will analyze your mix of animals and plants, and inform you of any problems. Once R2-D2 has

performed this analysis, you may continue with the blast-off, or go back and change your selections. To go back and adjust the contents of your ship, click the **Abort Launch** button. If, however, you are sure that you are ready to leave Naboo and fly to the moon, confirm that you would like to launch your ship by clicking on the **Confirm Launch** button.

*Note: This step happens automatically in the Beginner game.*

## Choose a site

In the Beginner game, R2-D2 analyzes the possible landing sites and chooses the one best suited for the plants and animals on board your ship. In the Advanced game, however, you must strategize about where to create your new ecosystem.



To examine a landing site, click on a **site number** on the holographic image of the moon. Notice how the map at the upper left of your screen changes to show the terrain of the landing site you selected. Try to pick a site that has the right types of land and water for the creatures on your ship. Consult the **Info** button in the Food Web, or read the Kresch for information about where things like to live. You can also receive feedback from R2-D2 to assist you with deciding which site will work best for the creatures you have selected. To get help from R2-D2 in choosing a site, first click a site number, then click on **R2-D2**.

- Once you've decided on an ideal landing site, click the corresponding site number, then click the **Land at Site** button (where the Blast-off button used to be). You can also double-click the chosen site number on the moon.

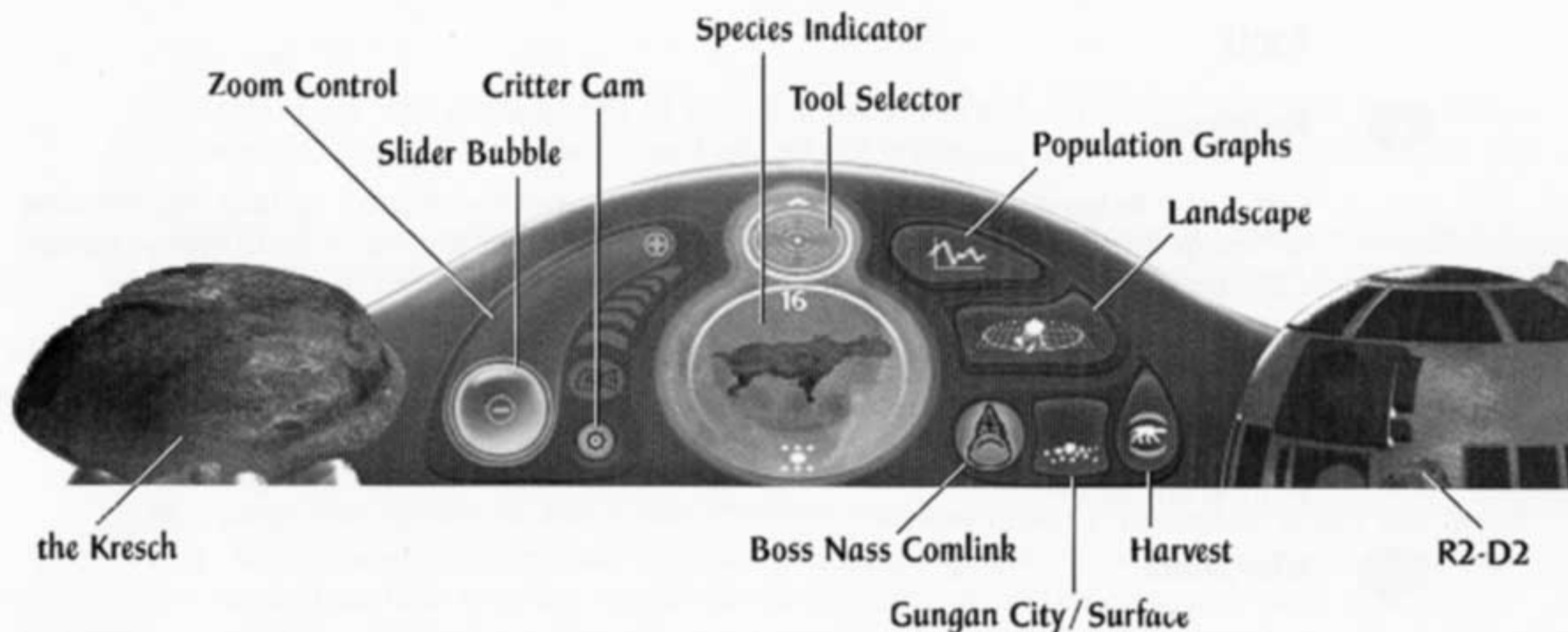
## ER-1C Probe Droid



After your ship lands on the moon, a probe droid is automatically released from your ship. The probe droid splits in two. One part will monitor the underwater Gungan city and the other part flies into the sky and releases bio-sensors that will monitor the surface animals and plants. The images these probes send back to you will be what you see in your holoviewer.

## Ship Console

Although it appears that you are looking through the cockpit window of your Mantaris Amphibious Transport ship, you are actually looking at a holoviewer screen. The holoviewer displays images sent back to you from the probe droid you just deployed.



## Zoom Control

This control lets you adjust the magnification of your holoviewer. Click on the **Slider Bubble** and drag it up or down with your mouse to achieve the view you prefer.



## Critter Cam

When Critter Cam is on, the holoviewer will track the currently selected creature and try to keep it on screen. You can turn Critter Cam on and off by clicking the **Critter Cam** button. Releasing an animal or plant automatically turns Critter Cam on and selects the most recently released lifeform.

## Species Indicator

At the center of your ship console is the Species Indicator. It is a blue circle that shows the currently selected species of plant or animal. If you move your mouse over the Species Indicator, the name of the current species will appear. Clicking on the **Species Indicator** opens the Food Web or Index, whichever you were last viewing.



## Tool Selector

The Tool Selector shows the tool that you currently have selected and lets you change your tool. Clicking on the **Tool Selector** pops up a menu of the four tools you can choose from: Release, Bio-Scan, Stun, and Capture. These are discussed below.

## Tools



### Release

Select the **Release** tool and move your mouse over the moon's surface. Notice how an image of the currently selected critter is carried at the tip of your mouse cursor. Click on the moon's surface to release the currently selected species.



If the plant or animal can't live in the terrain your cursor is over, a red "prohibited" circle will appear. If you try to release the critter in a prohibited terrain, R2-D2 will also tell you that critter can not live in that terrain, and will recommend a different terrain.



### Bio-Scan

Selecting the **Bio-Scan** tool makes the Bio-Scan screen appear in the upper right of the holoviewer, and changes your cursor to the Bio-Scan cursor. Click on an animal or plant to see how it is doing or to track it with Critter Cam. Information about the selected critter and its species is displayed in the Bio-Scan window.



### Stun

Select the **Stun** tool and click on an animal. Your probe droid will temporarily immobilize it with a stun beam. This can be useful if a carnivore is about to eat an endangered herbivore, if an animal is starving and you want to release food for it, or if a hungry predator seems too slow to catch its speedy prey.

*Note: Stun does not work on plants.*



### Capture

The Capture tool lets you return a plant or animal to your ship. Select the **Capture** tool and click on the animal or plant you want to capture. In the Advanced game, you won't be able to capture a lifeform if your ship has no room for it.



### Population Graphs Button

Clicking on the **Population Graphs** button brings up the Population Graphs screen. This screen has two tabs for charting the progress of your ecosystem. The first tab (named for the currently selected species) shows you how many of the currently selected species are on

the moon (i.e. the population). If you click on the **Graph All** tab on the right hand side of the screen, you will be able to see how all the creatures and plants on the moon are doing.

The Population Graphs screen also allows you to graph and compare the Gungan population and the Bio-Score of your ecosystem. Notice that the Bio-Score sometimes goes down as the Gungan population goes up. They are interconnected.



### Landscape Button

Clicking on the **Landscape** button opens the Landscape screen. Use the Landscape screen to change the terrain on the moon. Click on the new type of ground or water you want (e.g., Deep Swamp). Then click on **Start Landscaping**. Click and drag your mouse across the moon's surface to show the Z3-N0 landscaping droid the area you want changed.



### Boss Nass Comlink

Click on the **Boss Nass Comlink** button to find out how the new Gungan city is doing and if they need anything, such as food or building materials.

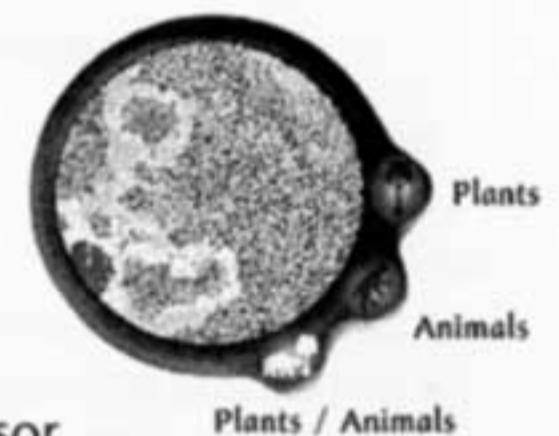


### Gungan City Button

Click the **Gungan City** button to change the holoviewer from the surface of the moon to the new underwater city of the Gungans. Click this button again to return to the view of the surface.

## Map

The circular screen at the upper left of the holoviewer is a map of the moon's surface at your site. To rapidly move to a particular point on the map, just click on it. The holoviewer screen will instantly change to the new view. If you scroll too far, you will come to the edge of your probe droid's sensor range, which will appear black. You can not develop an ecosystem beyond the boundaries of your probe droid's sensor range. Scroll in the opposite direction to return to the playable area.



One way to use the map is for observing your plants and animals from a great distance, thereby seeing barren areas, overpopulation problems, etc. Each lifeform growing at your

site is displayed on the map as a colored dot. Three buttons on the right of the map allow you to set what is displayed on the map – **Plants**, **Animals**, or **Both**. Plants show up as green dots. Herbivores (plant-eating animals) show up as yellow dots and carnivores (meat-eating animals) appear as red dots.

Bio-Score: 6,849  
Gungans: 151

## Bio-Score and Gungan Population

These two displays appear in the upper-right of the holoviewer. The Bio-Score is calculated by how many lifeforms and how many different species there are on the moon. The Gungan population is simply how many Gungans are currently living in the new underwater city.



## Main Menu Button

This button is in the top center of the holoviewer. Clicking this button will return you to the Main Menu. A dialog box will ask you if you first want to save your game.

## Menu Bar

The Menu Bar is generally hidden while you are playing The Gungan Frontier. If you move your mouse cursor to the top of the screen, the Menu Bar will appear.

The Menu Bar has the following menus and options:

<b>File &gt;</b>	New Game Load Game... Save Save As... Save Picture... Exit	<b>Disasters &gt;</b>	Critter Escape Disease Moonquake Pollution Spill Probe Droid Malfunction Toxic Cloud Allow Random Disasters
<b>Settings &gt;</b>	Slow Normal Fast Pause Name Lifeform... Find Lifeform by Name... Options... Jar Jar Asleep	<b>Help &gt;</b>	Bubble Help R2-D2 Auto Help Boss Nass Auto Help Keyboard Shortcuts...

If you are playing a mission, the following will also appear in the Menu Bar:

<b>Missions &gt;</b>	Show Goal Restart Mission
----------------------	------------------------------

## Release Lifeforms

Once you are on the moon and your probe droids are deployed, you are ready to create an ecosystem from scratch! In the Advanced game, it is a good idea to release plants first so the animals have something to eat. In the Beginner game food for animals is released automatically. Select the **Release** tool to release the species in the Species Indicator. Use the Food Web to select other species. For more information about releasing lifeforms, see SHIP CONSOLE in the PLAY section of this manual.



## Harvest

One of your main goals in The Gungan Frontier is to build a thriving Gungan city. To do this, you must not only build a healthy ecosystem of plants and animals on the surface of the moon, but also control how much the Gungans harvest from your carefully built ecosystem.

Click on the **Harvest** button to open the Harvest screen. The Harvest Screen allows you to control how much of any species the Gungans can use for food and construction of their city. The settings range from **None** to **A Lot**.



For an explanation of how the harvest settings work, turn on Bubble Help and move your mouse over the harvest settings or read GAMEPLAY STRATEGY in this manual.



## The Gungan City

Click on the **Gungan City** button on your ship console to see how the underwater Gungan city is doing. Text information about how the city is doing appears in the Bio-Scan window in the upper-right corner of the holoviewer.

*Note: Bio-Scan is always on in the City View of the holoviewer.*

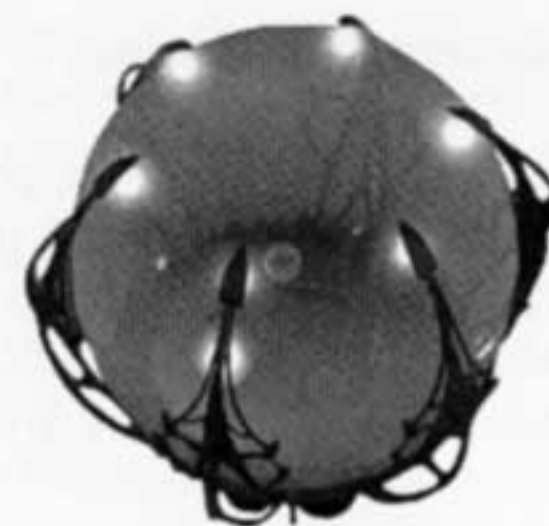
### How Harvesting Affects the Gungan City

The Gungan City will grow and shrink depending on what and how much you allow the Gungans to harvest from your surface ecosystem. When more is harvested than the city currently has a use for, the Gungans store the excess. When you are looking at the city, these excess supplies are shown in the Bio-Scan window in the upper right corner of the holoviewer. Food Supplies and Building supplies let you know how much raw material is coming into the city from harvesting compared to how much stuff the city is using. If they both show “increasing” the city is probably growing (i.e., there is more than enough food and building supplies). If they both read “decreasing” or “empty” the city is probably shrinking, or will start shrinking soon.

## Bubble Buildings

The Gungan city is made up of bubble buildings. As the population in your Gungan city grows, so will the diversity of the bubble buildings.

Click on any **bubble building**. Information describing that particular building will appear in the Bio-Scan window in the upper right corner of the holoviewer. If you have no buildings in your city you probably aren't harvesting enough, or aren't harvesting the right species from your surface ecosystem. Better click on the **Harvest** button and get to work!





## In-Game Help

File Settings Disasters Help



### Bubble Help

Turn on Bubble Help by pressing the  key or  key on your keyboard. You can also turn on Bubble Help with the Menu Bar. Move your cursor to the top of the screen to make the Menu Bar appear. Click on **Bubble Help** under the Help menu.

When the cursor changes to a question mark, move the cursor to the area of the screen with which you need help and a bubble of helpful text will appear. Clicking anywhere will turn off Bubble Help.

### R2-D2

R2-D2 uses the data transmitted from your ER-1C probe droid to monitor the lifeforms on the surface of the moon. Clicking on R2-D2 causes him to analyze the ecosystem and translate his beeps and whirrs into text. When **R2-D2 Auto-help** is on, R2-D2 will tell you how the ecosystem is doing and what the currently selected lifeform is up to. You can turn R2-D2's auto-help feature on and off via the **Help** menu. You can click on R2-D2 in the right hand corner of your screen at any time and he'll analyze the new ecosystem for you.



### Boss Nass

Boss Nass, leader of the Gungans, will keep you up-to-date on how the new underwater Gungan city is doing. Click on his call button on your ship's console to see if the Gungans are in need. When **Boss Nass Auto-help** is on, he'll automatically pop up from time to time. You can turn his Auto-help feature on and off from the **Help** menu.

## Keyboard Shortcuts



To see the keyboard commands while playing a game, move your cursor to the top of the screen to make the Menu Bar appear and select **Keyboard Shortcuts** under the Help menu.

KEYBOARD SHORTCUTS			
P	Pause on/off	A-Z	When in Index or Kresch, a-z scrolls to the first lifeform with that name.
Space	Opens Food Web/Index, or closes currently open display.	Arrow Keys	Scrolls surface/city view.
N	Names current lifeform.	left/right arrow	Previous and next in the Kresch.
F	Finds current lifeform.	up/down arrow	Previous and next in Index.
V	Toggles surface/city view.	+/-	Zooms surface/city view.
W	Opens Food Web screen.	</>	Rotates surface view.
I	Opens Index screen.	Help/F1	Toggles bubble help on/off.
G	Opens Graph screen.	CAPS LOCK	Turns off auto-release of prey in beginner games.
L	Opens Landscape screen.		
H	Opens Harvest screen.		
K	Opens Kresch.		
M	Toggles critter cam on/off.		
R	Sets tool to Release.		
C	Sets tool to Capture.		
B	Sets tool to Bio-Scan.		
S	Sets tool to Stun.		

## Gameplay Strategies

Here are some helpful hints on how to get the most out of The Gungan Frontier. Most of the hints are for the Advanced game, but they can also help you in the Missions and the Beginner game as well.

### General

- There is a lot of good advice in Bubble Help. Turn on Bubble Help from your keyboard with the  or  keys. Move the mouse cursor around the game screen and read the Bubble Help that pops up for each component.
- Once you are on the moon, start by releasing plants. They are the base of the food chain and without them, you cannot have an ecosystem.
- Use keyboard shortcuts to carry out your actions more quickly. For a list of shortcuts, refer to **Keyboard Shortcuts** in the **Help** menu.
- Save your game regularly. Sometimes small changes have surprising results and drastic effects can show up in your ecosystem. If things don't go as you hoped, you can always reload your saved game.

### Loading your Ship

- Bring the maximum number of plant and animal species that your ship can hold.
- Heed R2-D2's feedback about critters not having food. Also be aware of which lifeforms have no predators.
- Try to load plants and animals that provide a lot of resources to the Gungans. See GUNGAN CITY on the following page for more information.

## Game Speed Settings

- Use **Slow**, **Fast**, and **Pause** in the **Settings** menu to your advantage.
- The simulation keeps going while you read the Kresch or use the Food Web or any of the other screens. Use **Pause** when you will be studying a screen for a while so the ecosystem doesn't get out of control without you noticing.
- If too much is going on and things are getting out of control, you might set the game to **Slow** or **Pause**, which will give you more time to sort it out.

## Harvesting

- Don't start harvesting right away. First let your ecosystem build up to a Bio-Score of 1000 or more.
- **Some** and **Maintain** are the best settings for getting a stable city.
- Setting the harvest rate to **A lot** is good for reducing the population of a troublesome species. This setting will quickly make the species die out. Use **A lot** with caution.
- Greedy harvesting (i.e., **A lot**) will get the city growing quickly at first. However, **A lot** can not be sustained and the city will quickly collapse.
- When a species population has grown to fill up its terrain, a harvest setting of **Some** or **Maintain** will result in almost NO harvesting. These two settings collect critters based upon how much *new growth* there is. If a species has no room to expand there is almost no new growth and therefore not much is collected.
- To maximize the harvest of a particular species, set the harvest rate to **Maintain** when the species population is at 50% of its terrain limit. For example, if the muddy ground at your site can hold about 1000 splinter ferns, setting the harvest rate of splinter ferns to **Maintain** when the splinter fern population is at about 500 will give the Gungans the best yield and help their city the most over the long run. Of course, this assumes that the splinter fern isn't being gobbled up by hungry herbivores.

## Gungan City

- You should first try to build up a thriving ecosystem on the surface of the moon and THEN worry about building the city.
  - Harvest the species that provide the most resources to the Gungans. To find out how useful each critter is to the Gungans, click the **Info** button in the Food Web, or consult the Harvest screen.
  - Get familiar with how much food and shelter the different plants and animals provide to the Gungans when they are harvested. Some provide "a lot" of shelter or building supplies (e.g., bubble spore), and some provide "a lot" of food (e.g., nuna).
  - Keep in mind how fast the different plants and the animals reproduce. Even if a species provides a lot of food and shelter when harvested, if it only reproduces slowly there won't be enough to help a big city.
  - Different types of buildings get built at different Gungan population levels. The hardest buildings to get are the Queen's Monument and the Jedi Monument.
  - The color of the buildings depends on what is harvested. If you only harvest one species, all of your buildings will be the same color. Boring!
  - If the buildings are popping, the Gungans are moving out, supplies are empty and you can't seem to harvest enough, what do you do? You've probably built a bigger city than your ecosystem can support.
- 24 Or perhaps a key species that other species depend on has gone extinct. You should probably hit **Pause**,

examine your ecosystem and see if you can salvage it. You might lower the harvest rates of some key species that your ecosystem depends on. Use the Bio-Scan on different species and see who's been eating what. You may have to let your city get smaller before you can get it to grow again.

## Disasters

- **Critter Escape:** By accident, Jar Jar releases some of every species you have on board your ship. You can use multiple clicks of the **F** key on your keyboard or the **FIND** button in the Food Web to track down the species you don't want on the moon. When you find them you can use the Capture tool (hint: press the **C** key on your keyboard) to return them to your ship.
- **Disease:** There's not much you can do about this one. The disease will run its course over time. If you have healthy members of the diseased species on board, you might release them to help maintain the population. Newly released lifeforms will not have the disease. Be careful though. Animals that eat infected food will become diseased themselves.
- **Moonquake:** The actions you should take depend on where the moonquake hits and how badly it damages your ecosystem. If it strikes where you have no plants or animals, no harm done. If it strikes in a heavily populated area, you might try to repair the damage by releasing similar plants and animals to the ones that were damaged in the quake. If you don't have any on your ship you might capture lifeforms from one area and release them near the epicenter of the quake to repopulate the area.
- **Pollution Spill:** The Gungan city has leaked some nasty, toxic sludge that has floated up to the surface of the deep swamp. It kills all the plants and animals that touch it. Use your Z3-NO landscaping droid to clean up the mess. If it were only so easy on our planet.
- **Probe Droid Malfunction:** This disaster doesn't really cause too many problems. If you wait a bit, all the critters should thaw out.
- **Toxic Cloud:** This is one of the nastier disasters. It kills all of the plants on the moon. You better release a lot of plants fast or your ecosystem will quickly perish. If you don't have any plants left on your ship, you are in BIG trouble. You should probably start a new game.

## Fun Lifeform Facts

- If the pom hoppers seem like they aren't reproducing, it is probably because you did not release any poms. Check out the Kresch entry on pom hoppers for more information.
- The suma plant needs clodhoppers to spread its seeds. Without the clodhopper, the suma will not reproduce.
- Bubble spore seeds are carried by the wind. Every time you play, the wind blows in a different direction and with a different speed. Try the Blow in the Wind mission.
- If the male or female narglatches are not making baby narglatches, you might not have both a male and a female on the moon. For all the other species, you don't need a male and a female. The narglatches are different.
- Have you watched what happens when a shiro meets a tooke trap? If not, you should check it out. Their symbiotic behavior is similar to hermit crabs and sea anemones.
- Have you found out what happens to a rancor when it eats a tooke?
- Have you watched a veermok eat a shaupat?

# Credits

## The Gungan Frontier Team

Todd Daggert: Programmer  
Anthony Evans: 3D Artist  
Francis Hsu: 2D Artist  
Matt Intrieri: 3D Artist  
Yumiko Konishi: 3D Artist  
Michael McCormick: Project Leader  
Suma McGourty:  
    Associate Production Manager  
Todd Reamon: Lead Artist  
Patrick Shaw: Art Tech  
Steven Splinter: Lead Programmer  
Chris Turner: 3D Artist

## Additional Help

Peter Chan: Concept Illustrator  
Richard Herron: Additional Art Tech  
Tom Passow: Additional Art Tech  
Paul Wenker: Additional Programming  
Terryl Whitlatch: Creature Designer

## Content and Learning

Jane Boston: Director of Content  
    and Learning  
Scott Daily: Content Intern  
Melanie Lamoureux:  
    Design Research Analyst  
Katy Evans:  
    Content & Research Assistant

## Subject Matter Experts

Melissa Aronson  
Gretchen Daily  
Diane Demee-Benoit  
Sherry Jensen  
Dr. Thomas Schoener  
Dr. Donald Strong  
Eric Thiel

## Sound and Music

Michael Land: Music Editing and  
    additional composition  
Larry the O: Sound Design  
Kristen Becht: Sound Coordinator

## Music Credits:

Original Star Wars Music Composed  
and Conducted by John Williams

## Voice

Tamlynn Niglio:  
    Voice Department Manager  
Darragh O'Farrell:  
    Producer/Director - Voice  
Coya Elliott: Voice Editor  
Cindy Wong: Assistant Voice Editor  
Peggy Bartlett:  
    Voice Production Coordinator

## Voice Cast:

Ahmed Best: Jar Jar Binks  
Greg Burson:  
    Boss Nass, Gungan Librarian  
Clint Bajakian: Narrator  
Julianne Buscher: Gungan Teenager,  
Gungan Orderly, Gungan Teacher,  
Gungan Wife, Gungan Baby

## Voices Recorded at:

ScreenMusic Studios,  
    Studio City, California  
LucasArts Entertainment Company LLC,  
    San Rafael, California

## Quality Assurance

Mark Cartwright: QA Manager  
Dan Pettit: QA Supervisor  
Deedee Anderson: Lead Tester  
Catherine Haigler:  
    Assistant Lead Tester  
Dana Fong:  
    Consulting Macintosh Tester  
Corey Navage: Tester  
Orion D. Nemeth: Tester  
Johnny Szary: Tester  
Stephen Hancock: Tester  
Brian Watson: Tester  
Torii Swader: Tester  
Elton Dean: Tester

## Additional Testing Provided by Beta Breakers

Karla Simon: Tester  
Greg Masada: Tester

## Compatibility

Chip Hinnenberg:  
    Compatibility Supervisor  
Jim Davison: Compatibility Technician  
Lynn Taylor: Compatibility Technician  
Jason Lauborough:  
    Compatibility Technician  
Dan Mihoerck:  
    Compatibility Technician  
Charlie Smith:  
    Compatibility Technician  
Darren Brown:  
    Compatibility Technician  
Karsten Agler:  
    Compatibility Technician

## **Product Support**

Dan Gossett:

Product Support Manager

Dave Harris:

Product Support Supervisor

Tabitha Tosti: Hint Line Supervisor

Scott Taylor:

Product Support Point Person

## **Technical Writers**

Deedee Anderson:

Technical Writer, ReadMe

Chip Hinnenberg: Technical Writer,

Troubleshooting Guide

Lynn Taylor: Technical Writer,

Troubleshooting Guide

Kristin Meyer: Manual Editor

## **Marketing**

Christin Bosque:

International Coordinator

Lisa Dawson:

Channel Marketing Manager

Dave Dresden: Director of Marketing

Christopher Downing:

Public Relations Coordinator

Ellen Jacobson: Marketing Manager

Chris Jones: Public Relations Manager

Norm Karns:

Marketing Development Manager

Cindy Tapp: Marketing Coordinator

Tony Yun: Product Marketing Manager

## **Package and Manual Design**

Planned Marketing Solutions

International, Inc.

## **Development**

Ken Corr: Director of Development

Feyna Oman: Sr. Production Manager

## **Thanks to:**

Lori Aultman

Christina Boston

Camela Boswell

Colleen Brode

Doug Chiang

Steve Dauterman

Fay David

Casey Donahue-Ackley

Jo Donaldson

Mike Ebert

Jessica Forys

Sheila Gibson

Tony Grahm

Mark Hedlund

Jon Knoles

Susan Lee-Merrow

Rick McCallum

Collette Michaud

Stacy Mollema

Lauren Morimoto

Jim Morris

Alphonse Mucha

Geoffrey Nahashon

Christine Owens

Athena Portillo

Dan Riha

Howard Roffman

Jeremy Salesin

Susan Schilling

Danielle Schofield

Jannett Shirley-Paul

Pam Statz

Peggy Stok

Dennis Turner

Michael Wyman

Everyone else at:

Lucas Learning Ltd.

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George Lucas

### Printing

The Gungan Frontier does not directly support printing. However, if you would like to print a picture of your ecosystem or the new underwater city, you can use the **Save Picture** function in the **File** menu. This will save a document called ScreenDumpX (the X will be replaced by a number) into the Gungan Frontier directory on your hard drive. You may then load the saved picture into your favorite graphics program for editing and printing.

### Selected Reading

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Attn: Product Support

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