

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS™

— EPISODE I —

THE PHANTOM MENACE™



INSTRUCTION MANUAL



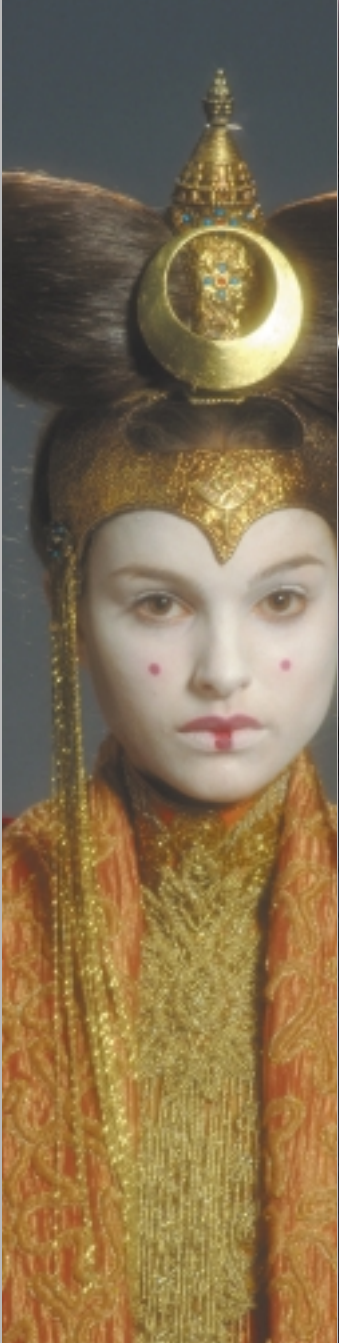
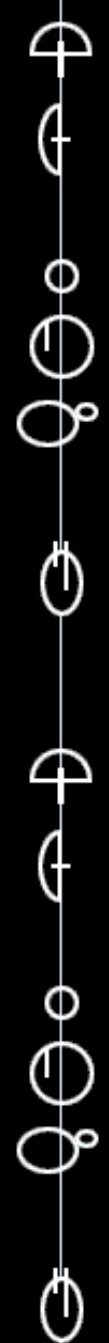


TABLE OF CONTENTS

- 2 | OVERVIEW
- 4 | INSTALLATION
- 5 | IF YOU ARE HAVING TROUBLE INSTALLING
- 5 | RUNNING THE GAME
- 5 | THE START MENU
- 6 | OPTIONS MENU
- 8 | THE IN-GAME MENU
- 10 | CHARACTERS
- 12 | KEYBOARD CONTROLS
- 13 | JOYSTICK AND GAMEPAD CONTROLS
- 14 | ACTIONS AND STRATEGY
 - INTERACTING/SPEAKING
 - LIGHTSABER
 - FORCE PUSH
 - JUMPING
 - TRADING
 - SIDE QUESTS
- 15 | ESCORTING
- 15 | LOCALES
- 20 | WEAPONS/HEALTH/ITEMS
- 22 | LEVEL 1 WALKTHROUGH
- 28 | CUSTOMER SUPPORT
- 29 | SOFTWARE LICENSE AGREEMENT
- 31 | CREDITS



THE GALAXY STANDS POISED AT A MOMENT OF TREMENDOUS CHANGE THAT WILL FOREVER ALTER THE LIVES OF ITS BILLIONS OF INHABITANTS. WHEN THE GREEDY TRADE FEDERATION MOBILISES FOR AN INVASION OF THE PEACEFUL PLANET NABOO, THE JEDI MASTER QUI-GON JINN AND HIS APPRENTICE, OBI-WAN KENOBI, FIND THEMSELVES EMBROILED IN THE VIOLENT CONFLICT. MEANWHILE, IN THE CITY OF THEED, THE YOUNG QUEEN AMIDALA AND HER FAITHFUL GUARDIAN, CAPTAIN PANAKA, MUST CALL UPON ALL OF THEIR TRAINING TO SURVIVE THE FIRST ATTACK. AND IN THE SWAMPS OF NABOO, THE CLUMSY GUNGAN JAR JAR BINKS MOVES EVER CLOSER TO HIS FATEFUL MEETING WITH QUI-GON. BUT IT IS ON THE DESERT WORLD OF TATOOINE, FAR REMOVED FROM THE MACHINATIONS OF THE TRADE FEDERATION AND THE ENDLESS DEBATE IN THE GALACTIC SENATE, WHERE THE JEDI WILL EVENTUALLY DISCOVER A YOUNG SLAVE NAMED ANAKIN SKYWALKER. DESPITE HIS HUMBLE BEGINNINGS, THE BOY COULD EVENTUALLY SAVE THEM ALL.



INSTALLATION

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

21 Put *The Phantom Menace* disc in your CD-ROM drive.

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

- **Install *The Phantom Menace*:** Installs the game on your hard drive.
- **Readme and Troubleshooting:** We strongly suggest you open the Readme to view the most up-to-date game information. See the Troubleshooting Guide for detailed installation and troubleshooting tips. You can also view the Software License Agreement or install DirectX 6.1.
- **Analyse Your Computer:** Check to see if your computer meets system requirements.
- **Exit to Windows:** Returns you to your desktop.

41 To install, click the **Install *The Phantom Menace*** button. Follow the onscreen instructions to setup and install.

51 Next, choose the destination for *Star Wars: Episode I The Phantom Menace* installation. The default directory is: **C:\Program Files\LucasArts\The Phantom Menace**. (The letter of your hard drive may be different.) If this is not what you want, specify a



INSTALL SCREEN

different drive or directory name.

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

71 Setup will create a *The Phantom Menace* Program Folder for the program icons. Click Next to choose the default (**Program Files\LucasArts\The Phantom Menace**) or you can create a new folder or select an existing folder, then click Next.

81 You'll be prompted to create a shortcut for your desktop.

91 Next, you'll be prompted to calibrate your joystick if you have one connected.

101 If the game successfully installed, you will see a Setup Complete screen.

111 After installing *The Phantom Menace*, you will be asked to install DirectX 6.1, which is necessary to run the game. If DirectX 6.1 (or a later version) is detected on your system, the checkbox to install it will remain empty.

121 If you have Internet access, you can register electronically with the LucasArts Express Club or you

can visit the LucasArts Web site.

131 Now you are ready to play *The Phantom Menace*.

IF YOU HAVE TROUBLE INSTALLING

If you are having trouble installing the game, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

- 11 Open the Installer as described in step 3 above.
- 21 From the Installer, click Readme & Troubleshooting, then Troubleshooting Guide.

RUNNING THE GAME

11 To run the game, insert *The Phantom Menace* disc into your CD-ROM drive. The game's Launcher will appear automatically if Autoplay is active.

21 If Autoplay is disabled, you will have to find the game directory on your hard drive and double-click the application icon, or double-click the CD-ROM icon on My Computer, then double-click the **TPM.exe** file. Select **Play *The Phantom Menace*** in the Launcher to play the game.

THE LAUNCHER

Once the game is installed, the Launcher appears. This Launcher appears whenever you insert your game disc, when you double-click the CD-ROM icon, or when you select *The Phantom Menace* shortcut from your Start menu, or when you double-click the **TPM.exe** file. The Launcher has the following options:

- **Play *The Phantom Menace*:** This button launches the game.



LAUNCHER SCREEN

• Readme and Troubleshooting:

We suggest you open the Readme for the most up-to-date information. See the Troubleshooting Guide for troubleshooting tips, and to view the Software Agreement or install DirectX 6.1.

• Hardware Configuration:

Here you can analyse your computer, change 3D video cards or access joystick options. See the Readme and Troubleshooting Guide for details on 3D video card setup.

• **Registration and On-Line Options: Hardware Configuration:** If you have Internet access, you can register electronically with the LucasArts Express Club or you can visit the LucasArts Web site.

• **Uninstall *The Phantom Menace*:** Removes the game from your system.

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

THE START MENU

When you first start the game, you will see the game's Start Menu, which consists of the following four items: Start, Load Game, Options and Quit.

START

Start a new game beginning with Level 1.



START MENU



LOAD GAME SCREEN

LOAD GAME

By highlighting the name of a previously saved game in the list, you may load it by clicking the Load Game button, or delete it by clicking the Delete button.

QUIT

Quits to the desktop.

OPTIONS MENU

Brings up the Options Menu, which contains the following items:



OPTIONS MENU SCREEN



GENERAL OPTIONS SCREEN

GENERAL OPTIONS MENU

This menu has the following options:

- **Dialog Text/Voice:** Turn voice and text on/off.
- **Stats Always On:** This setting determines whether your Health, Weapon and Force Power Meters appear on screen. With this option off, the on-screen displays will fade out after a few seconds of inactivity.
- **Auto-Save:** This setting automatically saves your game after you complete each level. The default setting is on.
- **Screen Resolution:** Pick from the available screen resolutions in the list, then click the Apply Screen

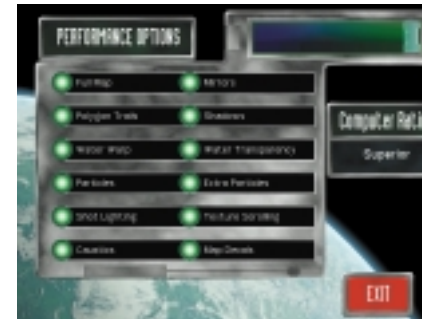
Resolution button to activate your choice. Reducing your screen resolution may improve performance.

- **Adjust Monitor Brightness:** Use this slider to change screen brightness.

PERFORMANCE OPTIONS MENU

This allows you to choose whether or not to include various special effects that may affect game performance. At the top of the Performance Options screen is a slider that lets you choose between four different preset assortments of features, from highest performance/all effects to lowest performance/no effects. When you first see this, the software will already have analysed your computer and given you the computer rating and set the features that will provide optimum performance. The more powerful your system and video card are, the less you need to worry about turning off features to improve performance. Turning off some of the features listed below may improve performance.

- **Full Map:** Turn on to see full visual details drawn.
- **Mirrors:** Reflects images on reflective surfaces.



PERFORMANCE OPTIONS MENU

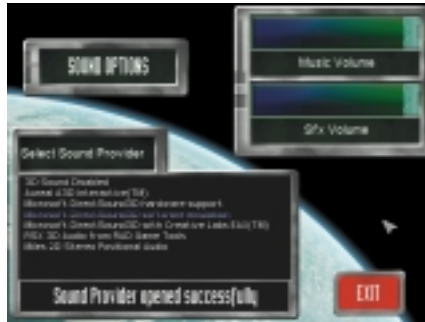
Resolution button to activate your choice. Reducing your screen resolution may improve performance.

- **Polygon Trails:** See illuminated trails from lightsabers and laser blasts.
- **Shadows:** Turns all character shadows on/off.
- **Water Warp:** Makes objects and characters appear as if they are under water when appropriate.
- **Water Transparency:** Makes water appear transparent.
- **Particles:** Turn on to show major particle special effects like puffs of smoke. Turning this option off noticeably reduces special effects. Turn option off to speed up battles if you have a slower machine.
- **Extra Particles:** Turn on to show all special particle effects. Turning it off will turn off minor special effects. Turn off effects if you have a slower machine, but try turning off Extra Particles before your turn off Particles.
- **Shot Lighting:** Turn on to make weapon blasts act as a light source while moving.
- **Texture Scrolling:** Enables animated textures.
- **Caustics:** Turn on underwater lighting to account for light refraction.
- **Map Decals:** Turns on scorch marks, ripples and footprints.

SOUND OPTIONS MENU

The Sound Options screen contains sliders for adjusting music and sound effects/voice volume. Moving the sliders to the right increases the volume, and to the left decreases the volume. This screen also contains a series of possible ways your computer may enable 3D sound.

If you know which option your computer uses, move the cursor over that option and click the mouse. If you get the message, "3D Provider opened successfully," then the game will be able to provide 3D sound using



SOUND OPTIONS MENU

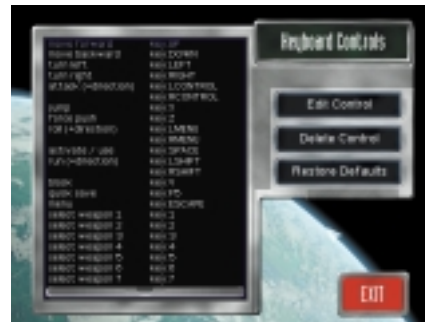
that source. If not, you may try other options to see if you can get this message. If none of the options produces a positive message, you will not hear 3D sound, but you should still be able to hear stereo sound.

CONTROL OPTIONS MENU

The Control Options screen allows you to change default settings for the keyboard and/or joystick. In either case, move the cursor over the setting you wish to change, then click the Edit Control button. You will then be prompted to enter the new keyboard key or joystick button you wish to use in place of the default. For example, the default keyboard setting for using a weapon is the **CTRL** key. If you wished to use the **SPACEBAR** for this function, you would move the cursor over Use Weapon on the Keyboard Controls screen, then click the Edit Control button. You would then be prompted to strike the new key. Press **SPACEBAR** to change the setting. If you wish to restore the original settings, press the Restore Defaults button.



CONTROL OPTIONS MENU



KEYBOARD CONTROLS MENU

THE IN-GAME MENU

The In-Game Menu (accessed by using the **ESC** key), in addition to displaying a picture and the health of your character, contains the following choices:

- **Items:** Displays which items your character has in his/her inventory. By moving the cursor over the item, you can see the name of the item below and a brief description.
- **Weapon:** Works like the Items Menu, but displays



ITEMS MENU



WEAPON MENU



SAVE GAME SCREEN



LOAD GAME SCREEN

weapons. Information may include how many rounds of ammunition are available for the highlighted weapon.

- **Options:** Same as the Start Menu Options screen (see page 6).
- **Save Game:** Prompts you to save a game name. Type in a name if you wish, then click on the Save Game button to save. The number of games you can save is limited only by your hard drive space. Within the game, the **F5** key can be used for a quick save. Remember

to save frequently at the beginning of a level, before a dangerous jump when entering strange areas, or whenever else it seems wise.

- **Load Game:** By highlighting a previously saved game, you may load it by clicking the Load Game button, or delete it by pressing the Delete button.
- **Quit:** Allows you to exit to the Start Menu.
- **Continue:** Allows you to return to the game.

HEROES (Playable Characters)

OBI-WAN KENOBI Qui-Gon Jinn's impulsive young student and ally. He does not understand his teacher's unquestioning love for all life forms, yet he is intensely loyal and models himself after Qui-Gon in all other ways. *Special Weapons: Lightsaber, Force Push*

QUI-GON JINN The venerable Jedi Master who, along with Obi-Wan, is sent to solve the Trade Federation dispute. He is one of the most skilled of the Jedi warriors. Despite his strength and wisdom, Qui-Gon has never sat on the Jedi Council due to his unconventional views. *Special Weapons: Lightsaber, Force Push*

CAPTAIN PANAKA Leader of the Naboo Royal Security Forces, and the Queen's loyal protector. He has uncanny instincts, and is known as "the quickest eyes on Naboo." He has difficulty trusting others, especially when it could jeopardise the safety of his charge. *Special Weapon: Hand-to-Hand Combat*

QUEEN AMIDALA The newly elected leader of Naboo who sometimes adopts unique and very personal solutions to problems. She has been trained for her position since childhood, and gained great respect as the ruler of Theed before assuming the throne. Her elaborate costumes are not a sign of vanity, but rather a series of masks concealing her true appearance so that without them she may walk unnoticed among her people to gather information. *Special Weapon: Droid Stunner*

OTHER CHARACTERS

ANAKIN SKYWALKER A young boy on the planet Tatooine. One of Watto's slaves and a mechanical genius, Anakin is currently building a Podracer and a protocol droid. The Force is amazingly strong with this boy, although his future is clouded. He forms an immediate attachment to the Queen's handmaiden, Padmé.

JAR JAR BINKS A clumsy Gungan who aids the heroes, partially because he believes he owes a life debt to Qui-Gon. He has been banished from Otoh Gunga, yet his role in uniting the Gungans with Queen Amidala will eventually bring him honour and respect from his people.

ENEMIES

BATTLE DROID The primary enemy encountered by the heroes. Battle droids have been developed secretly by several factions, including the Trade Federation, despite the restrictions of the Republic. They are extremely efficient and have been programmed for a variety of combat situations.

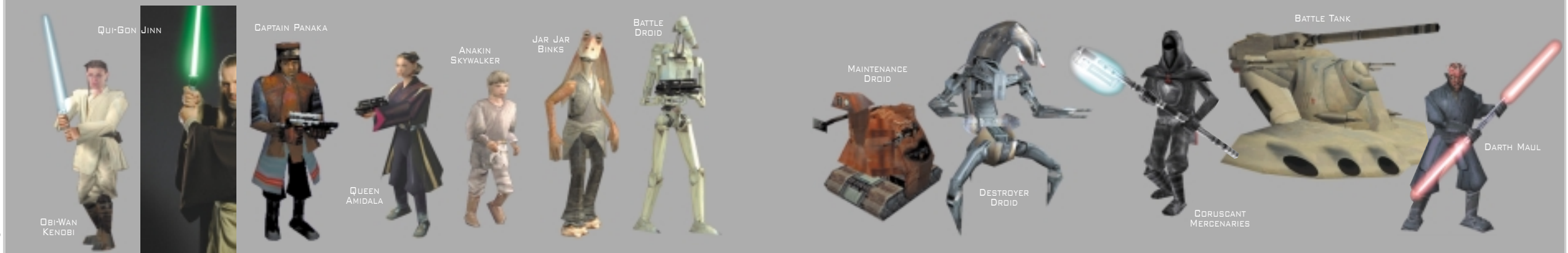
MAINTENANCE DROID The cleaning droids found in air vents on the Trade Federation ship. They are not dangerous as such, but they are programmed to recognise obstructions as dirt and obliterate them with electrostatic energy.

DESTROYER DROIDS Incredibly dangerous rolling battle units with personal deflector shields for defence. These shields, along with their mobility and heavy armament, make them an even more formidable foe than the battle droids.

CORUSCANT MERCENARIES Armed with force pikes, the Coruscant Mercenaries are trained in stealth and melee fighting.

BATTLE TANK The Trade Federation battle tank, also known as an Armored Attack Tank or AAT. These tanks confront the enemy with a heavily armored facade and a blistering hail of assault fire from five laser guns and six energy shell launchers. Their deployment on Naboo are the tanks' first use in open combat.

DARTH MAUL A Sith Lord and apprentice to Darth Sidious. He wields a double-bladed lightsaber. His appearance is fearsome, with horns covering his bald head, and red and black tattoos on his face. His absorption in the dark side of the Force is total, and he fights with frightening ferocity.



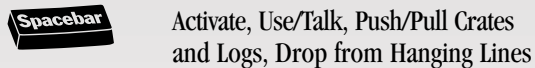
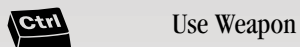


KEYBOARD CONTROLS

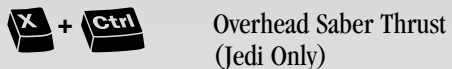
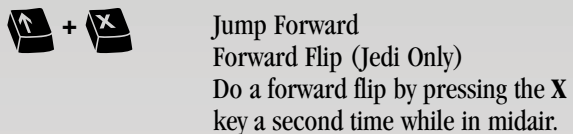
MOVEMENT



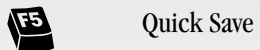
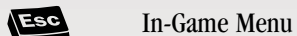
BASIC CONTROLS



SPECIAL MOVES

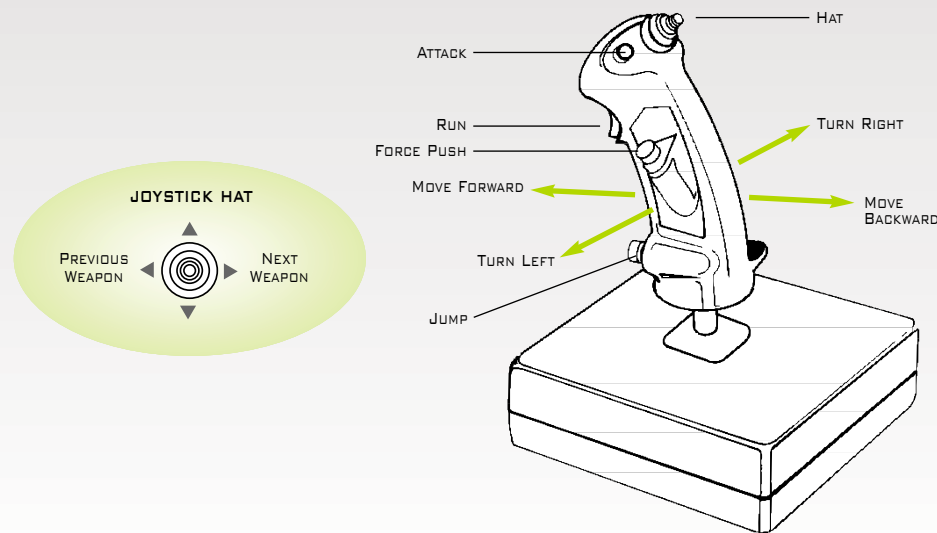
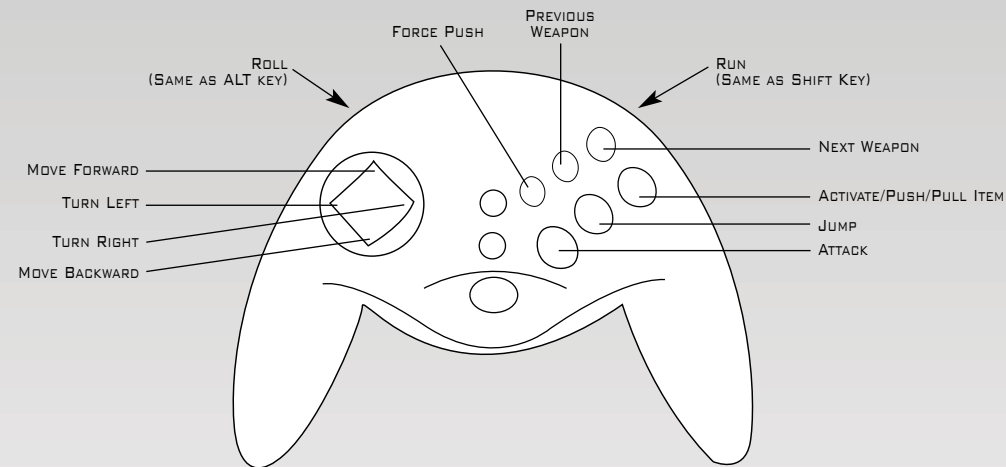


FUNCTION KEYS



JOYSTICK AND GAMEPAD CONTROLS

NOTE: Keyboard or gamepad are recommended.



ACTIONS AND STRATEGY

INTERACTING/SPEAKING

The **SPACEBAR**/Activate button allows you to activate switches, buttons, use machines and talk to other characters. Walk up to a character if you want to talk to him/her, and press the **SPACEBAR**. If dialogue lines appear at the bottom of the screen, you can talk to this character. Use the **UP** and **DOWN ARROWS** to scroll between these dialogue lines until you highlight the one you like, then press the **ENTER** key to choose it. If one line of dialogue does not seem to produce any useful results, keep trying others. Occasionally there will be one line of dialogue (coloured pink in brackets) that represents a Jedi mind trick. Choosing this option may allow your Jedi character to influence the actions of others.

The **SPACEBAR** can also be used to move large objects like logs or crates. Walk up against the object, then tap the **SPACEBAR** in combination with the appropriate **ARROW KEY** to push or pull the object in a given direction. Sometimes crates contain useful items as well.

LIGHTSABER

(Available only to Qui-Gon and Obi-Wan)

The most powerful weapon of the Jedi is the lightsaber. It is not only a dangerous offensive weapon, but the experienced Jedi can use the lightsaber for defence as well. Occasionally defence is turned to offense, when a blocked shot is skillfully returned at the right angle to take out the enemy.

FORCE PUSH/FORCE POWER BAR

(Available only to Qui-Gon and Obi-Wan)

Press the **Z** key to enable Force Push. Use Force Push to temporarily disable enemies, push certain objects, or to activate some levers or switches. A blue Force Push meter located in the lower left corner of your screen shows your Force Push power level. Force Push diminishes with frequent use, so give it a few seconds between uses to recharge to full power.

JUMPING

You can make difficult leaps over chasms. Use the **X** key to jump. Qui-Gon and Obi-Wan can also do a forward flip to achieve greater jumps. To execute a forward flip, press **X** a second time while in midair. The leap is also useful for reaching overhead lines, which can be used to cross greater distances than a normal leap would allow.

TRADING

When speaking to characters, there are opportunities to trade objects. The dialogue options will indicate whether or not you can trade. Trade with as many characters as possible.

SIDE QUESTS

There are side quests or other paths that your character can sometimes follow that may furnish you with useful items or extra challenges. Certain characters may ask you to help them throughout the game. These quests are not essential to finishing the game, but they may prove useful once you reach the later levels.

ESCORTING

Occasionally your character may have the responsibility of escorting other characters through a dangerous environment. It is your duty to protect those you are escorting, and if they are injured or killed, your game may end.

LOCALES

TRADE FEDERATION BATTLE SHIP

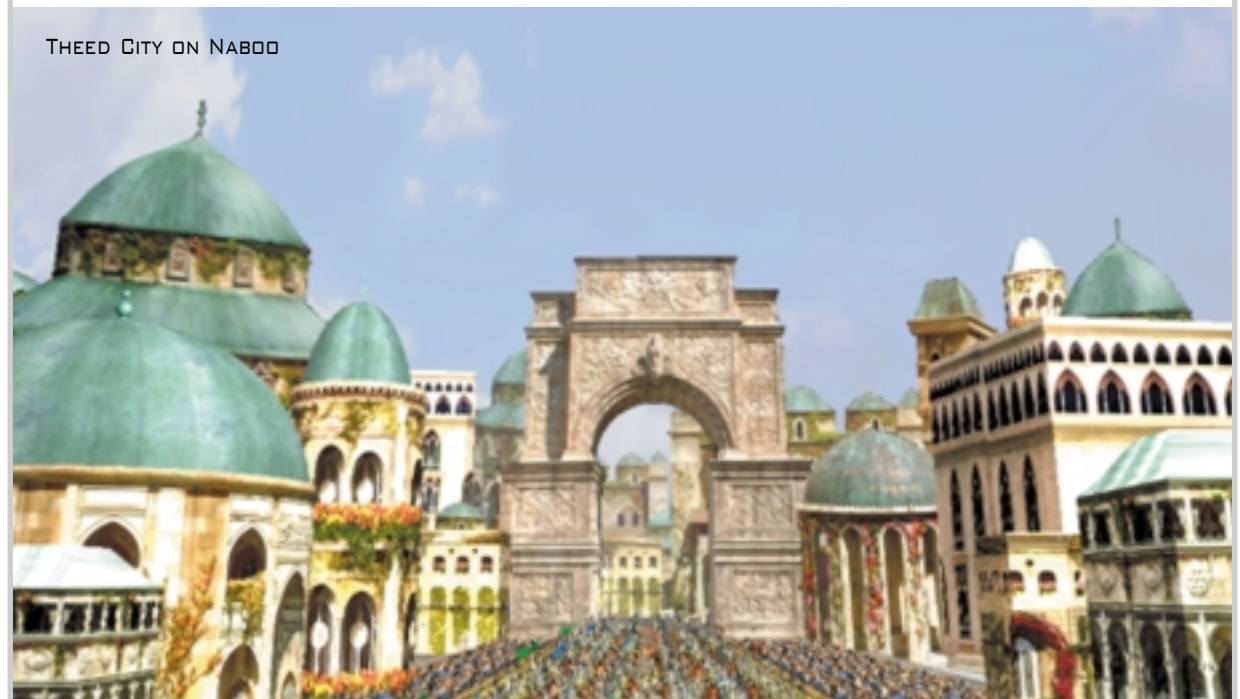
Full of labyrinthine passages, battle droids, and destroyer droids, the Trade Federation battle ship, which was to be the site for the peace conference between the

Neimoidians and the Jedi, quickly becomes a deathtrap for Obi-Wan and Qui-Gon.

NABOO

The small planet of Naboo is home to two distinct advanced civilisations that have created beautiful cities. Otoh Gunga, the vast underwater city of the Gungans, is composed of intricate bubble domes and passages. Otoh Gunga is the former home of the exiled Jar Jar Binks, who befriends the Jedi in the swamps. The city of Theed is currently under siege by the Trade Federation. Explore the Theed palace and gardens in an attempt to rescue Queen Amidala.

THEED CITY ON NABOO



NABOO SWAMP

Unusual creatures populate this swamp where Obi-Wan must reunite with Qui-Gon.

OTOH GUNGA

While travelling through Otoh Gunga, Obi-Wan must successfully navigate shifting underwater passages of the strange city and rescue Jar Jar Binks without harming any Gungans.

THEED PALACE GARDEN

The Palace Garden is an elaborate and beautiful place, perfect for contemplation when the planet isn't being

invaded. But after the Trade Federation takes control of the city of Theed, Obi-Wan must explore the garden in search of a path into the palace.

THEED CITY

Obi-Wan must safely escort the Queen from the Theed Palace to a hangar, where they hope to escape the planet in her Royal Starship.

TATOOINE

Tatooine is a desert planet on the galactic frontier, and home to many alien species. Mos Espa, one of Tatooine's few cities, houses a variety of galactic

flotsam, and offers both refuge and danger to visitors from outside. Mos Espa is the setting of the famous Boonta Eve Podrace, presided over by the crime boss Jabba the Hutt.

MOS ESPA

After fighting off Tusken Raiders, Qui-Gon, Jar Jar, and Padmé enter the bustling city of Mos Espa in search of parts for the Queen's Royal Starship. While the handmaiden and the Gungan obtain supplies, the Jedi encounters many colourful inhabitants...several with their own problems, requests, or grievances. Unless he acts in self-defence, Qui-Gon must avoid harming the

residents of Mos Espa, as many have powerful friends. In fact, Qui-Gon would be wise to keep his weapons hidden until they are needed. Eventually, Qui-Gon will find a young slave named Anakin, and the meeting will change both of their lives forever.

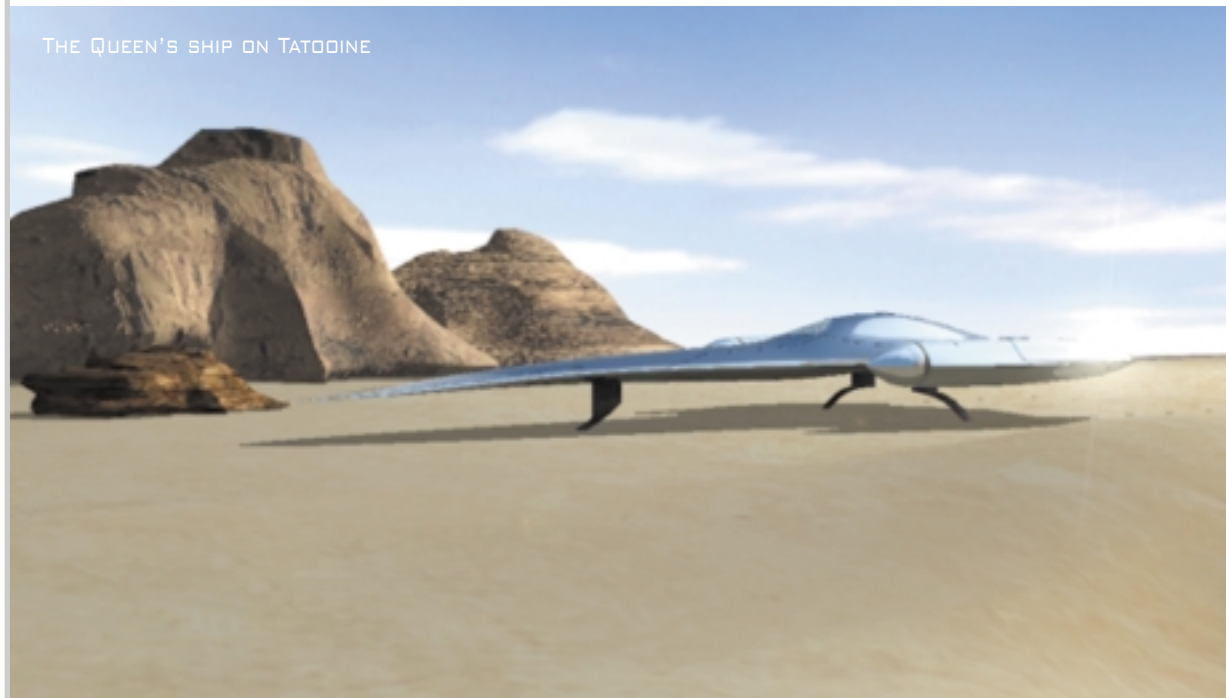
MOS ESPA ARENA

The arena is a crowded site, filled with a variety of beings and encounters for the venerable Jedi Master, Qui-Gon. In order to obtain the money he needs, Qui-Gon must deal with the vile Jabba the Hutt. Then, he must find a way to place a bet on the Boonta Eve Podrace.

OTOH GUNGA



THE QUEEN'S SHIP ON TATOOINE





DESERT LANDING ON TATOOINE

While returning to the Queen's Royal Starship, Qui-Gon is ambushed by a dangerous Sith warrior named Darth Maul. Their battle on the outskirts of Mos Espa will not be their last confrontation.

CORUSCANT

The seat of galactic government for as long as records have existed, Coruscant is the jewel of the Core Worlds and the centre of the known universe. Kilometre-high skyscrapers and numerous spaceports cover the capital, Imperial City. The lowest, darkest levels of Imperial City were abandoned long ago and are now

home to countless vermin and subhuman beings moving through the shadows.

RETURN TO NABOO

The Jedi and their allies return to Theed in a last, desperate effort to defeat the evil Trade Federation and to restore peace and freedom to the planet of Naboo.

THE FINAL BATTLE

Queen Amidala reaches the Theed Palace and must acquire a series of keys in order to rescue several Naboo prisoners and capture the Trade Federation Viceroy. As the Queen fights to free her planet, Obi-Wan and Qui-Gon engage in a climactic battle with the fearsome Darth Maul.

THE CITY OF CORUSCANT



WEAPONS

Located on screen to the right of the Health Meter, the Weapon Indicator shows the current weapon being used and how much ammo you have available, if applicable.

LIGHTSABER

The primary weapon of the Jedi. Deadly in offense, and quite formidable in defence, the energy blade of the lightsaber can cut through almost any object and can deflect incoming energy blasts. Only Qui-Gon and Obi-Wan can wield a lightsaber in the game.

BLASTER RIFLE

A lightweight, long-range sidearm. Standard weapon for battle droids.

LIGHT REPEATING BLASTER

Has a superior fire rate when compared to standard issue blasters and blaster rifles.

NABOO BLASTER

Standard issue for Naboo Royal Guards. (Only Panaka uses this in the game.)

PROTON MISSILE LAUNCHER

Launches missiles with miniature proton warheads. The weapon can destroy many vehicles and inflict significant damage on other large machinery.

R-65 HEAVY BLASTER

Fires high-powered energy bolts that reflect off of most surfaces. It's extremely useful in tight combat zones.

DROID STUNNER

Emits an energy pulse capable of stunning almost any enemy. Very useful against battle droids. Only Queen Amidala can use the droid stunner.

THERMAL DETONATOR

Spherical baradium fusion explosive. Thermal detonators destroy all matter within a blast radius of 5-20 meters. Use with extreme caution.

GUNGAN ENERGY BALL

An explosive sphere developed by the Gungans for large-scale battles. Energy balls consist of an unstable energy encased in a thin organic matrix. The weapons

are designed to be hurled at opponents to temporarily stun them.

FLASH GRENADE

Small-area explosive designed primarily to blind opponents. More powerful flash grenades can be quite destructive, but are not as powerful as thermal detonators.

HEAVY REPEATING CANNON

This weapon can lay down a devastating barrage of fire within a short range. Typically they are used by battle droids to defend key strategic positions. Activate the cannon by pressing the **SPACEBAR** while standing behind it. Use the **ARROW KEYS** to aim.

HEALTH

HEALTH METER

The green Health Meter on screen shows your character's level of health from 0-100. Your health will go down if you are injured. If your health goes down to 0, you'll need to restart the level. Replenish your health with health packs that you find throughout the game.

HEALTH PACK

Restores the character's health to maximum.

SMALL HEALTH PACK

Restores 25 points of the character's health. Will not restore health beyond the maximum limit.

ITEMS

ENERGY SHIELD

Protective energy shield, which surrounds the player and repels blaster attacks. Pick up to activate.

KEY CARD

You'll find a variety of key cards and security passes which will allow access to secure areas in certain levels.

BUTTONS

Throughout the game, you'll find buttons you can push (use **SPACEBAR**) to open various doors and panels.





WALKTHROUGH

A BRIEF START ON LEVEL 1

(For Beginners Only)



Obi-Wan and Qui-Gon are waiting in the conference room for the Trade Federation representatives. Suddenly they notice poison gas emerging from the vents in the floor.



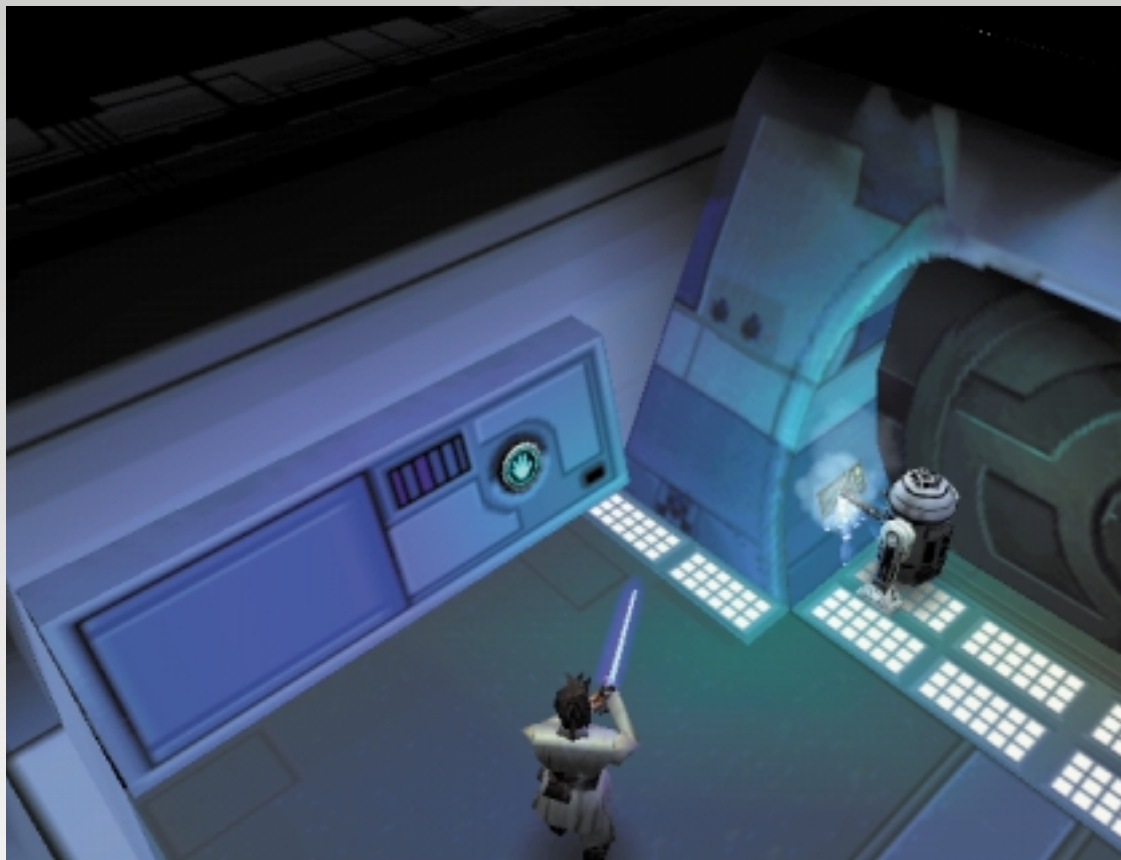
You must find a way to escape the conference room, but be prepared for the battle droids. Do not forget the powers of the Force.



EXPLORE THE ENTIRE AREA. THERE ARE MANY ITEMS ON THE SHIP THAT WILL AID IN YOUR ESCAPE. TRY EVERY SWITCH AND DOOR.



LISTEN TO QUI-GON, HE WILL OFTEN GIVE YOU ADVICE ABOUT WHAT TO DO.



THE R2 UNIT MAY ALSO OFFER HELP, IF YOU LET HIM.



EVENTUALLY YOU AND QUI-GON WILL ENCOUNTER THE DEADLY DESTROYER DROIDS. REMEMBER, THERE ARE ALTERNATIVES TO FIGHTING.

MAY THE FORCE BE WITH YOU



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Complete product title.

Exact error message reported (if any) and a brief description of the problem.

A copy of your Direct X Diagnostics report. To access this go to Start → Run and type
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On which port is each configured?

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At what speed are you connecting?

Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

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What kind of serial card is being used?

Do you have a seven-wire serial cable?

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Can you see other computers on the network?

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What brand of network card do you have?

What network software are you running? What version number?

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EPISODE I

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