STAR WARS DARK FORCES

Macintosh Manual: Coded Transmissions

LucasArts

TABLE OF CONTENTS

CODED TRANSMISSION: JAN ORS TO MON MOTHMA
SUBJECT: Reliability of Kyle Katarn

I understand there are questions regarding our continued use of Kyle as a freelance agent, both because of his background in Imperial service and his continued status as an occasional non-aligned mercenary rather than committing to regular service for the Alliance.

It's easy to see how certain individuals who either encountered him during his time with the Empire, or lost friends or loved ones during operations he commanded, could harbor such doubts. In fact, though, it is precisely his experience in Imperial service that has turned him solidly against the Empire, and will, I believe, eventually convince him of the necessity of the Alliance. I think you'll agree when I fill in more of his personal history.

Kyle came from Sulon, the moon of Sullust. Like many of our outworld recruits, he came from farmer stock, with a warm, close- knit family background. He adored his father, an agricultural machine salesman and mechanic with personal ties to the rural community he served. Kyle sought training at the Academy only to better follow in his father's footsteps when he returned home.

At the Academy he discovered a natural gift for cybernetics systems theory and information engineering. The time spent on his studies, extra-curricular martial arts and target-shooting classes left little time to worry about political rumors or changes in curriculum and policy, as the Empire consolidated its hold on the Academy. His quiet student existence was shattered when he received Imperial notification that a Rebel ambush had killed his parents during an Imperial rescue operation. The final blow came when the Academy refused to extend funeral leave.

At the time Kyle had no reason to doubt what was clearly an Imperial cover-up. Overwhelmed by pain and a burning hatred for the Rebels

4

who had supposedly killed his parents, he accepted a commission in the special operations division of the Imperial Army. It was here that he learned the true face of the Empire.

I first came to know him several years later, when I was working as a mole and double agent within the Imperial Intelligence Corps. Repeated contacts with Kyle showed me the scars he hid beneath a veneer of quiet competence, and his growing disillusion with the Army and all it represented. I saw to it that reports detailing the real story of the Imperial raid on Sullust came his way, and our friendship continued to deepen.

When my cover was blown and I was taken prisoner, Kyle ended his service in the Imperial Army by engineering my escape from torture and helping me get off the planet to a Rebel base. He joined me there a few days later on his way to the rim worlds, where, in the company of smugglers and pirates, he was to acquire the further skills of sabotage and subterfuge that have since made him so valuable to our cause.

I knew then, when we said good-bye, that he was not ready for a full commitment to the Alliance. The emotional manipulation he endured at the hands of the Empire has hardened him against causes and made the idealistic, trusting young man into a deadly efficient saboteur whose loyalty must be earned rather than bought.

One thing is certain. He may not totally trust the Alliance, but he will never forgive or forget what the Empire has done to him. Yes, he saved my life and is perhaps the most effective covert agent we have, but it is this hatred of the Empire that will insure his reliability to us. It is sad but true that ongoing Imperial atrocities and disregard for life continue to provide our best hope for recruits. — Jan Ors
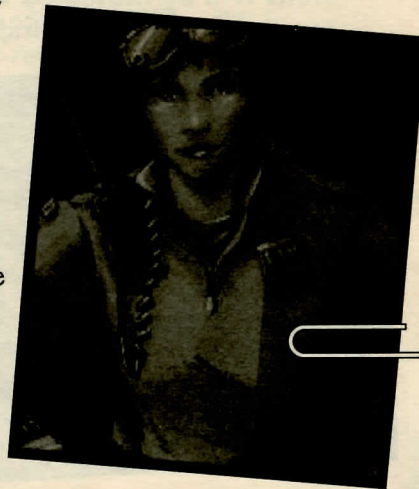
The first tactical display you will see is the Agent Menu screen. If this is your first encounter, you will be presented with a prompt for your agent's name. Your new agent will appear on the left side of the screen. You only need one agent to play, but you can create up to 14 agents by clicking on the **New Agent** button. Later on, when you have established a corps of experienced agents, you may select one by simply clicking on the desired agent. Each agent highlighted will display a list on the right of the missions to which they have thus far been assigned. Completed missions will be indicated with a red marker showing the difficulty setting the mission was completed on {E= Easy, M= Medium, H= Hard}. If you wish to remove an agent, highlight the agent name and click on the **Remove Agent** button. To begin play, select a mission from the mission menu on the right side of the Agent Menu screen and click on the **Begin Mission** button. {You may replay any completed mission.} To quit the game click on the **QUIT** button.

You will now see the Mission Briefing Screen. This is where your agent gets their information about the mission from their contact within the Rebellion, including the Mission Objectives, the goals you have to accomplish in order to complete the mission. Here you may also set the mission's difficulty by clicking on the **Easy, Med,** or **Hard** buttons. If you decide not to accept the mission at this time, click on the **Cancel** button, which will take you back to the Agent Menu screen. On the other hand, if you're set to go, click on **OK**, and get ready to take on the Empire.

6

SIMULATION CONTROLS
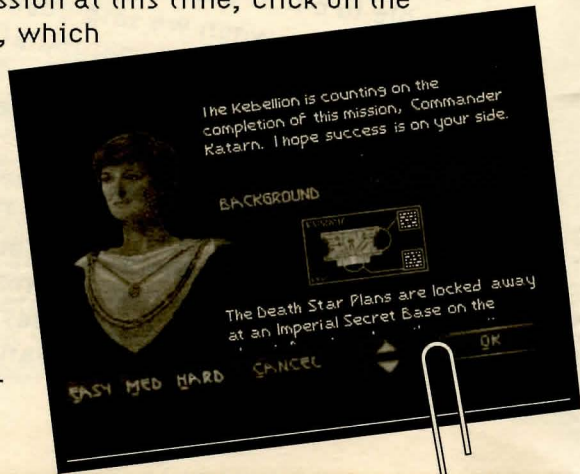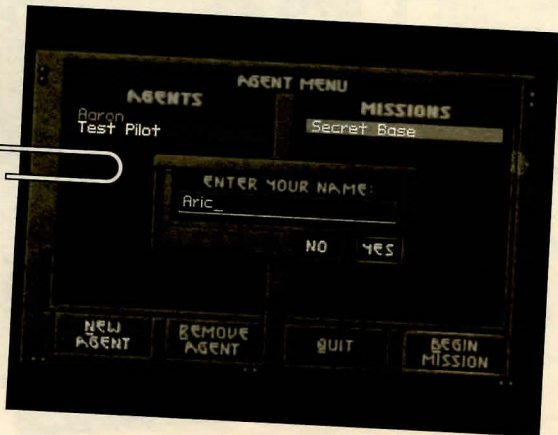
KEYBOARD

{keypad}   ### Movement

8 OR **↑** = Forward {up arrow}

6 OR **→** = Rotate Right {right arrow}

4 OR **←** = Rotate Left {left arrow}

2 OR **↓** = Back {down arrow}

Spacebar = Use {PDA Toggle / open / push / pull}

> OR **Option** + **→** = Strafe/ Dodge right

< OR **Option** + **←** = Strafe/ Dodge left

C = Crouch or Duck   **X** = Jump

Shift = Speed mode

CpsLck = Slow Mode {Cap Locks}

User controls may be customized by choosing **Preferences** from the **File** menu and selecting **Configure Keys** from the control options.

{keypad}   ### View

9 OR **PgUp** = Look down

3 OR **PgDn** = Look up

5 = Center View {keypad}

Weapons

Ctrl = Primary Fire   **Z** = Secondary Fire

0 TO **9** = Select weapon {0-9}

F8 = Put weapon in holster

F9 / **F10** = Cycle through Weapons {backwards/forwards}

Feature Controls

Tab = Overhead Map

+ / **−** = Zoom map {in/out}

F1 = Personal Digital Assistant {P.D.A.}

F2 = Goggles on/off   **F5** = Head lamp on/off

F3 = Cleats on/off   **F6** = Head Wave on/off

F4 = Gas Mask on/off   **F7** = H.U.D. on/off

Esc = Pause / Options

⌘ + **+** OR **−** = Change screen size

Delete = Toggle current/ last weapon

7

Look Down

Strafe Left ◄ ► Strafe Right

Look Up

USE(open/push/pull) or **Strafe** mode

Primary fire

Press to jump

Secondary fire

USE(open/push/pull) or **Strafe** mode

Primary fire

Secondary fire

Press to jump

Look Down

Strafe Left ◄ ► Strafe Right

Look Up
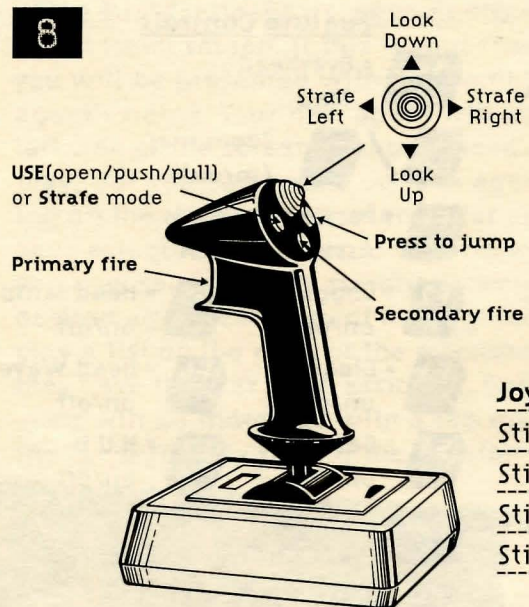
Joystick

Stick forward	Move forward
Stick Back	Move backward
Stick Right	Rotate Right
Stick Left	Rotate Left

Forward

Primary Fire

Rotate Left

Rotate Right

Back
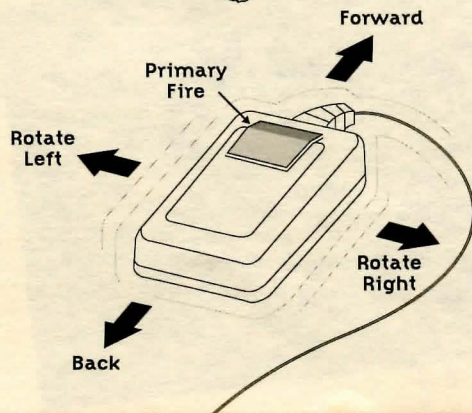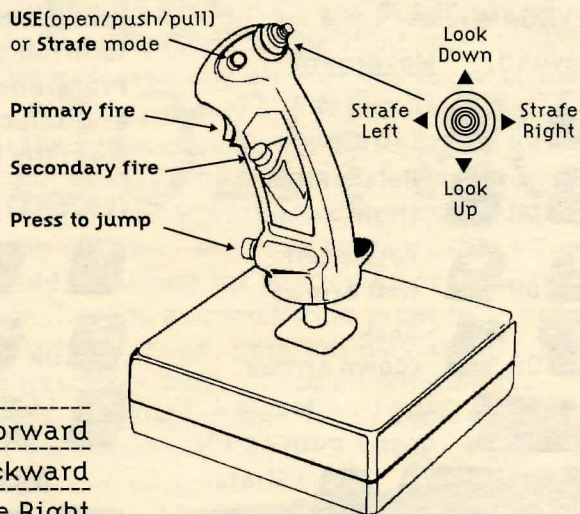
SIMULATION CONTROLS

If you need to leave the mission at any time, either to quit, run another application, or just to take a breather, you can hit the Esc key. The screen will blank and you will regain access to the menu bar. From here you can switch to other applications, quit Dark Forces, abort the current mission, open up the Preferences dialog {see below}, or resume to the game.

The **Preferences** screen contains a whole host of options you can use to change settings and tweak performance. All options are assigned to one of five groups.

The **Sound Options** let you control the music and sound effects volumes, switch between 8-bit and 16-bit sound, and turn stereo sound on or off.

The **Video Options** control the screen size and quality, the ship detail level, and the gamma correction {brightness}.

The **Control Options** let you choose either joystick or mouse control, and let you configure the keyboard, mouse, and joystick controls to your liking.

The **Game Options** give you the ability to toggle the heads-up display, your super shield, the side-to-side head motion, and the automatic mounting of the next best weapon when you run out of ammo.

The **Speed & Memory** options allow you to automatically quit all open applications, and to specify which features will be disabled first if your memory is low.

Sound Options
- ○ 8-bit sound output
- ● 16-bit sound output
- ☒ Stereo Panning

Volumes
- Effects: 4
- Music: 4

Speed & Memory Options
- ☐ Quit all open applications

In low memory, do this first:
- ○ Turn off music
- ● Reduce texture quality

Video Options
- Screen Size: 608 x 288 (standard)
- Screen Detail: low res, doubled
- Ship Detail: textures and shading
- Gamma Correction: standard

Control Options
- ● Mouse Control   ○ Joystick Control
- [Configure Keys...]   [Configure Mouse...]
- Mouse Sensitivity: fast

Game Options
- ☒ Status Display   ☐ Super Shield
- ☒ Head Wave   ☐ Weapon Automount

[Defaults]   [Cancel]   [OK]

Movement Controls
Forward	OPTION
Backward	KP 2
Turn left	KP 4
Turn right	KP 6
Strafe left	,
Strafe right	.
Crouch	C
Jump	H
Nudge	SPACE

Weapon Controls
Main trigger	CONTROL
Second trigger	2

View Controls
Look up	KP 3
Look down	KP 9
Center view	KP 5

Modifiers
Run	SHIFT
Half-speed	CAPS LOCK
Strafe	OPTION

Permanent keys:
ESC: show menubar
TAB: show map overlay
1–9 & 0: select weapon

Up Arrow: forward
Down Arrow: backward
Left Arrow: turn left
Right Arrow: turn right

Page Up: look down
Page Down: look up

F1/⌘1: bring up PDA
F2/⌘2: goggles toggle
F3/⌘3: cleats toggle
F4/⌘4: gas mask toggle
F5/⌘5: head light toggle
F6/⌘6: head wave toggle
F7/⌘7: HUD toggle
F8/⌘8: dismount weapon
F9/⌘9: previous weapon
F10/⌘0: next weapon

[Defaults]   [Cancel]   [OK]

Subject: Your Personal Data Assistant.

...///442618///...We've included in your stores a modular Personal Data Assistant {PDA} for inclusion in your personal onboard system. I know you'll find this an improvement over our old data displays {we've both complained enough about them!}.

The new system is a lot easier to use. Just hit **F1** on your keyboard and the display from the PDA will overlay your view screen. You will see five buttons at the bottom which, when clicked, access the five PDA functions {described below}. You may also use the space bar to switch functions.

MAP Displays all territory you have so far explored. The [arrow display] or the arrow keys on your keyboard move you around on the map. The [zoom display] or the + or - keys on your keyboard allow you to zoom in or out for close-up or overhead shots. The [layers display] or **left** and **right square brackets** on your keyboard toggle you through the different floors of the building.

10

WEAP {WEAPONS}. Displays each weapon you are currently carrying, and the keyboard key that brings it up.

INV {INVENTORY}. Displays all non-weapon items in your inventory.

OBJ Displays mission objectives and percent of secret areas found. The "bullets" to the left of each objective are filled in as you complete them. You must complete all objectives before proceeding.

MIS {MISSION}. Displays text of your mission briefing. Scroll up and down with up and down arrows...485//24963//4845//9852//...

Subject: The Heads Up Display

The Heads Up Display {or HUD} shows certain vital information you will want to constantly monitor. The two, green arcs on the left side show your shield status with corresponding numerical measurement

Moves map in direction of arrows

Zoom map in/out

Changes map level

MAP WEAP INV OBJ MIS EXIT

P.D.A.
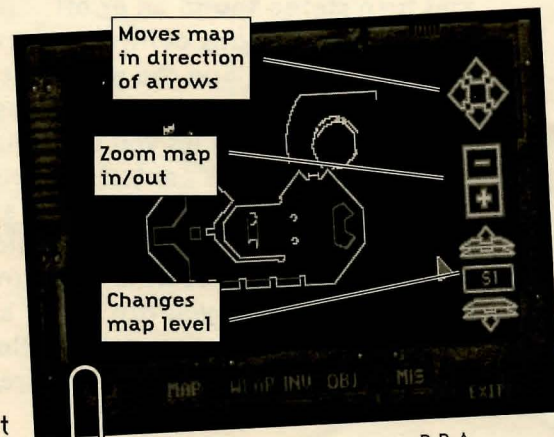
JAN ORS TO KYLE KATARN

below in green, and the red, oval monitors your vital signs to give you an overall health reading, also with a corresponding numerical value below in red. The red number to the right represents your "lives." {You can get more!}

Each mission has several invisible check points that are automatically logged when passed so that when you die, you will continue where you left off. When a life is lost, continue play by pressing **Space.** If you have lost all your lives, you must replay the mission from the beginning.

The right side of the HUD displays your battery power/ weapons status. The red light at the top is on when your head lamp is on. The green dots across the top are the battery power indicator. The large, red number displays either your power units {the equivalent of ammunition} for pistol/rifle type weapons, or the number of actual units in the case of grenades or mines {timed floor explosives}. Certain accessories {such as light goggles} will cause a drain on your battery power, so use them sparingly. The smaller green number represents the number of rockets for your rocket launcher, and only appears when you use this weapon...///+65844//465//98448512...

Health · Shielding · Shielding · Health · Lives

Headlight on/off Indicator · Battery Power · Rockets · Current Weapon's Ammo

Subject: Enemies

Here is the latest data on opponents you may run into at various Imperial installations. Some, such as stormtroopers, you are obviously familiar with, but the updated information may still help you out of a tight scrape. Obviously there will be a few things out there that we don't have data on yet. And, I don't have to remind you that if you disable an enemy, their weapon may be added to your personal arsenal.

11
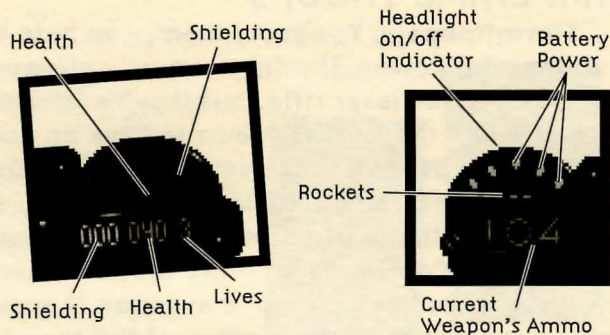
IMPERIAL TROOPS

Stormtroopers. You know them, you hate them. The assault soldiers of Imperial power. They're not overly clever, they're armed with only a standard issue laser rifle, but they're fanatically loyal, doggedly persistent, and the Empire seems to have an endless supply of them.

Imperial Officers. The average Imperial Officer prides himself on not stooping to carrying a melee weapon, but, as you well know, their accuracy with the pistol more than compensates for this.

Imperial Commandos. These are, of course, drawn from the Officer corps, and so have the same aversion to melee weapons. Their laser rifles give them a longer range of fire than the average Officer, and their intensive physical training means they can generally move faster as well.

Stormtrooper

Imperial Officer

Imperial Commando

MECHANICALS

Gun Turrets. Stationary, but capable of firing high-powered laser bolts in a complete circle.

Probe Droids. Do not be taken in by the slow floating movements of these nasty pieces of Imperial technology—their laser blasts pack as much punch as the standard rifle. These babies go out with a bang when disabled, so keep your distance when finishing them off.

12

Interrogation Droids. The more deadly "cousin" of the probe droid. This comes equipped not only with a stun device for "target motivation," but with a power blast for escape-minded prisoners.

Remotes. These small droids carry a relatively mild laser blast, but their speed, both in straight-out acceleration and direction change, is considerable. They're mostly a painful annoyance.

Interrogation Droid

Probe Droid

Gun Turret

Remote

OTHERS

Trandoshans. These reptilian bounty hunters have been known to do the occasional odd job for Darth Vader in the past. Knowing Vader's obsession with efficiency, Bossk's continued existence probably means he's very good at what he does. His usual preference in weapons is a concussion rifle.

Gran. These scoundrels have long been attached to the court of the infamous crime boss Jabba the Hutt. You can't miss them—they've got three eyes. They're skillful hand-to-hand fighters, but first you have to get past the thermal detonators they usually have up their sleeves.

Gamorrean guards. These pig-like creatures are incredibly tough and skillful with primitive weaponry {like the axes they usually carry}. Nothing a blaster or laser rifle can't handle. Just don't let them get too close.

Dianoga {sewer creatures}. Long thought to be figments of the imagination of drunken maintenance workers, these all-too-real predators strike swiftly from below the surface at anything that moves, so, if you're lucky enough to spot one before it sees you, stay well back and shoot fast. It also can swim submerged and come up in your face, so keep your wits about you. Remember that your shielding can't help with the dianoga!

Boba Fett. We've both run into this joker before. His skill as a bounty hunter is legendary, as is his ruthlessness and knack for escaping tight situations. He's fast on his feet, and his jet pack adds to his mobility.

Bossk
{a Trandoshan}

Ree-Yees
{a Gran}

Sewer
creature
(dianoga}

Gamorrean
guard

13

ENVIRONMENTAL HAZARDS

As you know these missions can take an agent into areas most folks wouldn't go near. If it looks dangerous or deadly, it probably is. The best strategy in most

Boba Fett

of these situations is strict avoidance. Remember, that all the shielding in the galaxy won't protect you from a bad fall or a close encounter with some industrial machinery. Here's a few things to watch for:

QS100 Welding Arms. Though not designed as weapons, these tools can be extremely dangerous, so try to keep your distance.

Mines. Pretty straightforward. You get too near them and they explode. Just keep your eyes open and watch the floor.

Chemical Gas {not pictured}. The Empire is not known for its responsible handling of industrial waste. They tend to handle these hazards by simply storing gas masks somewhere in the vicinity. The trick is finding a mask.

Chemical Storage {not pictured}. Once again the Empire tends to have a surplus of industrial waste. A mask won't help you here, though.

Power Generating Units {P.G.U.}. Keep an eye out for these during a fire fight. A stray laser can have a devastating effect {and can therefore work for or against you}. These P.G.U. are often left around starship maintenance facilities.

Mines

Power Generating Units

QS100 Welding Arm

Subject: Weapons And Other Useful Items

You know as well as I do that the Rebellion is low on resources and most of these go straight to the front, so on this type of operation we have to scrounge what we can from the Empire. It helps, though, to know what to look for. Weapons {and the units that power them} are obvious assets, but there are other objects you might want to grab if you get the chance.

WEAPONS

Overview: In general all weapons fire primarily with the **Ctrl** key, however some weapons may have a secondary fire operated by the **Z** key.

14

JAN ORS TO KYLE KATARN

Hand to Hand {1 key} {not pictured}. I assume you're already familiar with how this works. The good thing about a left hook is that it comes with unlimited ammo. {At least as long as you're still alive!}

Modified Bryar Pistol {2 key}. Compared to many Imperial weapons, the blaster is slow, since it's a single fire weapon. It makes up for this lack in a high degree of accuracy and a much stronger and more efficient single blast. Though, as with any laser weapon, its impact does diminish over distance. AMMO: Energy unit {1 UNIT PER FIRE}

Modified Bryar Pistol {Blaster}

Stormtrooper Laser Rifle {3 key}. You've been on both ends of these babies often enough, so you should know the specs. Faster than the blaster, but less accurate and more than a bit spendy on the ammo. The rifle also has the same tendency to lose strength over distance. AMMO: Energy unit {2 UNITS PER FIRE}

Stormtrooper Laser Rifle

Thermal Detonator {4 key}. This grenade-type weapon has two modes of detonation—the primary {**CTRL** key} mode explodes on impact, while the secondary mode {**Z** key} has a 3 second delay. The longer you hold down your firing key, the farther you will throw the detonator.

Thermal Detonator

Imperial Repeater Gun {5 key}. The primary mode of a rapid-fire weapon {**CTRL** key} delivers one shot per fire, while the secondary mode {**Z** key} delivers a cluster of three. AMMO: Power cells {1 CELL PER FIRE, PRIMARY; 3 CELLS PER FIRE, SECONDARY}

Jeron Fusion Cutter {6 key}. The fusion cutter is a construction tool, but can be used as a weapon in a pinch. The primary mode of operation {**CTRL** key} fires one barrel a time in straight, 3-shot bursts, while the secondary mode {**Z** key} fires all 4 barrels at once with a cone-shaped trajectory. AMMO: Power cells {1 CELL PER FIRE, PRIMARY; 8 CELLS PER FIRE, SECONDARY}

Jeron Fusion Cutter

**I.M. Mines {7 key}.** The primary mode {**CTRL** key} has a 3 second

Imperial Repeater   I.M. Mines

delay until detonation, so drop it and get out of the way fast! The secondary mode {Z key} is a proximity trigger with a motion sensor. It has a 1 second delay after placement before it is armed, but then immediately detonates when there is a moving object in its activation radius. Needless to say, you don't want to hang around after these are placed.
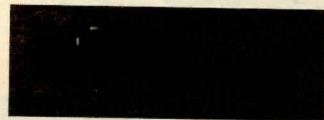
Packered Mortar Gun
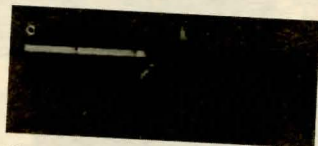
Stouker Concussion Rifle

Packered Mortar Gun {8 key}. The mortar gun lobs shells that explode on impact. AMMO: Shells {1 SHELL PER FIRE}

**Stouker Concussion Rifle {9 key}.** Fires compressed bullets of ionized air that explode in shock waves. AMMO: Power cells {4 CELLS PER FIRE}

Shielding. We're listing this under weapons because its primary use is in battle. The shield we have provided you acts as protection against energy-based weapons. It doesn't protect against direct physical assaults {a punch to the jaw, for instance} or falling from heights. AMMO: Shield units.

16

OTHER ITEMS

ITEM		USE
Key		Opens doors
Head lamp		Personal lighting {req. battery}
Infra-red goggles		Illuminates heat {req. battery}
Ice Cleats		Traction on ice
Air Mask		Filters contaminated air {req. battery}
Battery		Powers headlight, airmask, and infra-red goggles
Shield units		Powers personal shield
Energy units		Ammo for various weapons {see WEAPONS above}

Power cells		Ammo for various weapons {see WEAPONS above}
Shells		Ammo for Mortar Gun
Med kit		Health boost

BONUS POWER UPS

POWER UP		EFFECT
Shield Supercharge		Invincible shielding
Revive		Full charge health & shield
Weapon Supercharge		Doubles weapon fire rate
Life		One {1} extra life

CODED MESSAGE: KYLE KATARN TO JAN ORS

...///051532065///13265031///1511616//168616//6546546///......//61164//...//6549871/...You asked me for a few tips for training Alliance information recovery agents, and here's what I came up with...

1. Fighting your way through Imperial installations can be disorienting as well as dangerous. Consult your mission briefings to refresh your memory and compare your surroundings to your map to make sure you're not doubling back.

2. Examine your surroundings carefully. Relatively subtle changes in wall texture or indentations or extrusions may indicate a door to a secret room. Treat suspected doors as you would a regular door. [**SPACE** bar]

3. Combat situations aren't the only place where ducking or crouching are useful. You can sometimes use this for low passages or partially raised gates as well.

4. When cornered by Imperial forces, don't forget the possibility of windows as a quick exit.

5. Speaking of quick exits, many Imperial buildings have low walls along the edge of balconies that can be jumped, as well as

ledges that can be jumped onto and then trav-
eled. It doesn't hurt to look down and make sure
where you're putting your feet.

6. Acquire as much ammo as possible, but if
you find yourself running low, look for secret
ammo rooms or switch to another gun that uses
different ammo. {Your blaster is always a reli-
able backup.}

7. Shield and health packs also need to be
stockpiled, and these, too, may be found in
secret rooms. If you notice you're running low,
don't run into a new area until you've stocked
up.

8. For some reason, new agents seem to forget
the possibility that enemies above or below you
can be picked off by shooting up or down. Explo-
sives often work well here.

9. Explosives can be occasionally used to take
out walls or other barriers. It's certainly worth
trying if you have a decent supply of explosives
and your objective seems blocked.

10. A few combat and movement tips. Some of
these may seem obvious, but the obvious is easy
to forget in a firefight.

a. Don't let foolish courage prevent you from
running away from a fight if your health is run-
ning low. The point is to achieve your objective
and get home alive.

b. Running {Shift key} can also help you effect
a longer jump. Keep running until the last
moment, then jump.

c. Crouching or staying in dark areas when
your enemy is in the light can throw off their
aim. Bear in mind that keeping your head light
on eliminates your darkness advantage.

Well, that's about it. I'm sure you'll develop
your own strategies. Remember to rely on your
brain before your blaster.

— Kyle Katarn

Credits

Project Leader = Daron Stinnett
Lead Artist = Justin Chin
3D Engine = Ray Gresko
Story = Justin Chin
Programming = Daron Stinnett, Ray Gresko
and Winston Wolff
Game Design = The Dark Forces Team with
Special Thanks to Justin Chin
Level Design = Ingar Shu, Jim Current,
Matt Tateishi and Brett Tosti
Tools = Winston Wolff
Macintosh version = Aaron Giles
Mac Programming Assistance = Eric Johnson, Brad Post and the
Apple/Motorola Power PC Games Kitchen Staff
Texture Placement = Aaron Muszalski and Chris Ross
Texture Artwork = Chris Hockabout, Patrick Sirk
and Tom Payne
3D Artwork = Ralph Gerth IV, Scott Baker,
David Vallone, Ron Lussier and Bill Stoneham
2D Cutscene Artwork = Justin Chin, Jon Knoles
and Paul Mica
Art Technician = Aaron Muszalski
Video Effects = Michael Levine, C. Andrew Nelson
and Mark Christiansen
Animations = Leonard Robel and Gordon Baker
Additional Art Design = Paul Mica
iMUSE™ Interactive Music System = Michael Land, Peter McConnell,
Michael McMahon and Justin Graham
Music and Orchestration = Clint Bajakian
Digital Sound Effects = Clint Bajakian
Voice Directing and Editing = Khris Brown
Voice Producer = Tamlynn Barra
Kyle Katarn, Imperial V/O = Nick Jameson
Jan Ors = Julie Eccles
Rom Mohc = Jack Angel

Mon Mothma = Peggy Roberts-Hope
Stormtrooper, Dying Rebel
and Narrator = Denny Delk
Darth Vader = Scott Lawrence
Install Utility = Gary Brubaker
Landru System Developed By = Edward Kilham
Executive Producer = Steve Dauterman
Project Coordination = Dan Connors
Lead Testers = Brett Tosti {IBM} & Dana Fong {Mac}
Testers = Chris Snyder, Chris Purvis, Leyton
Chew, Reed Derleth, Darren Johnson, William W. Burns, Al Chen,
John Hannon, Dana Fong, Brian Kemp and Sean Matheis
Compatibility Testing = Doyle Gilstrap and Chip Hinnenberg
Quality Assurance Supervisor = Mark Cartwright
Product Marketing Manager = Barbara Gleason
Public Relations = Sue Seserman and Tom Sarris
Package Design = Jon Knoles, Justin Chin
and Terri Soo Hoo
Package Cover Art {front} = Ron Lussier
Package Cover Art {back} = David Vallone
CD-ROM disc Art = David Vallone
Manual Written by = Jo "Captain Tripps" Ashburn,
Mark Cartwright and Brett Tosti
Manual Design = Shepard Associates
Product Support = Mara Kaehn {Manager}
Jason Deadrich {Supervisor}, Tabitha Tosti & the Product Support Team
Key Accounts Manager = Meredith Cahill
Manufacturing Manager = Jason Horstman
International Manager = Lisa Star
Additional Programming = Mark Haigh-Hutchinson
Special Thanks = Wayne Cline, Donald Bies,
Aric Wilmunder, Eric Klein, Lucy Wilson, Stacy A. Mollema,
Julia Russo, Howard Roffman and Lucasfilm Ltd.
Original Music Score = John Williams
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