

# STAR WARS<sup>®</sup> *SUPER BOMBAD* RACING<sup>™</sup>



EVERYONE<sup>®</sup>  
**E**  
CONTENT RATED BY  
ESRB

Developed and Published by



LUCAS  
LEARNING<sup>®</sup>

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## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

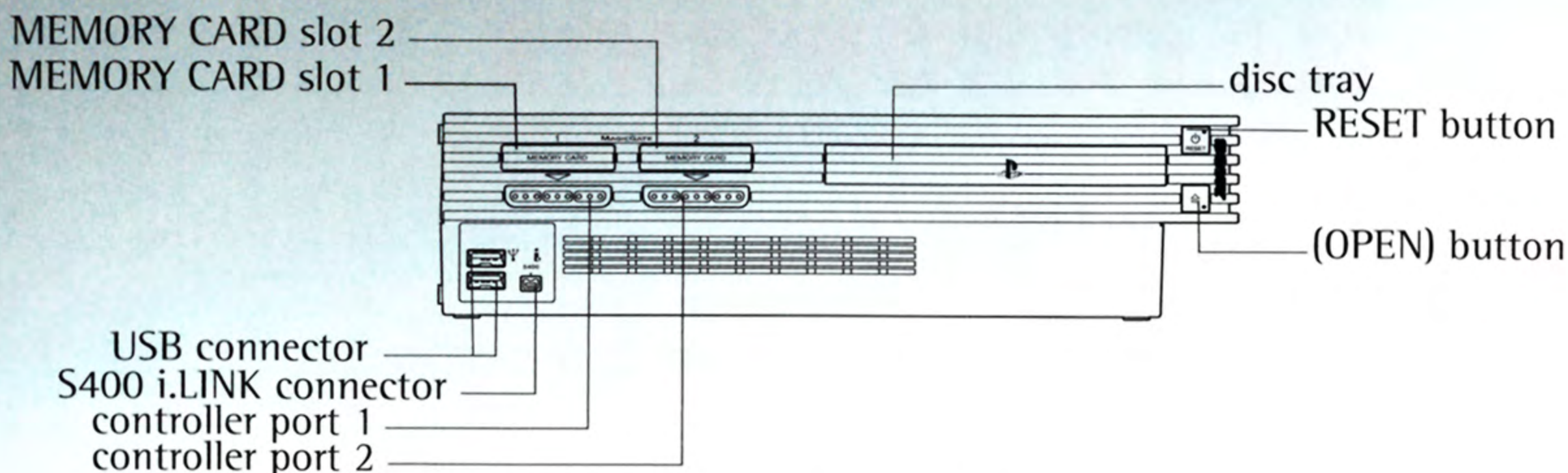
## **HANDLING YOUR PLAYSTATION®2 FORMAT DISC:**

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GETTING STARTED

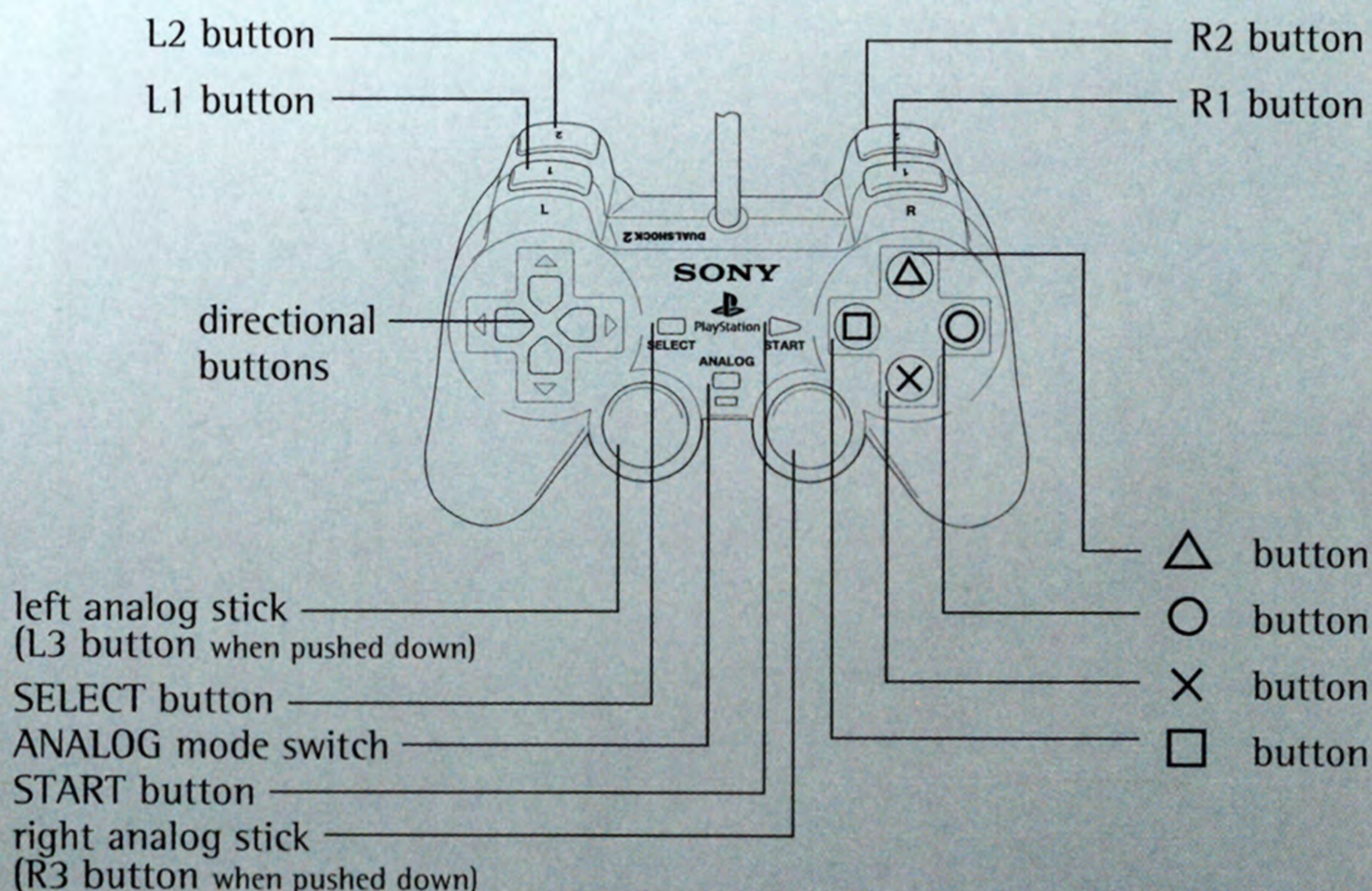


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Star Wars Super Bombad Racing*™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## STARTING UP

### DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATION



# CONTROL SUMMARY

|                   |                                                      |
|-------------------|------------------------------------------------------|
| left analog stick | Steer Bombad Racer                                   |
| START button      | Pause/Unpause Game,<br>Bring Up Pause Menu           |
| ⊗ button          | Accelerate, Select Menu Options                      |
| ⊠ button          | Brake and Reverse,<br>Bombad Turn (While Pressing ⊗) |
| △ button          | Cycle Camera Views,<br>Go Back to Previous Menu      |
| ○ button          | Tap for Honk, Hold for Taunt                         |
| L1 button         | Boost and Anti-Grav Boost                            |
| L2 button         | Look Back                                            |
| R1 button         | Use Gadget                                           |
| R2 button         | Jump                                                 |
| SELECT button     | Change HUD Display/Maps                              |

Note: you can reconfigure the controls with the CONTROLS SCREEN found on the MAIN MENU.

## USING YOUR DUALSHOCK™ 2 ANALOG CONTROLLER

Thank you for purchasing *Star Wars Super Bombad Racing*. Please note that the software is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing.

*Star Wars Super Bombad Racing* is for one to four players. Before turning the MAIN POWER switch ON, connect controllers or other peripherals (if applicable) into the controller ports. Connect one controller to control port 1. To play with two, three, or four people, connect additional controllers and/or a multitap for PlayStation®2 (sold separately).

# OVERVIEW

Welcome to the fantastic world of *Star Wars Super Bombad Racing*™! This is *Star Wars*® like you've never seen it before. Pick your favorite character from *Star Wars Episode I: The Phantom Menace*™ to race and battle your way through 13 familiar (and not so familiar) *Star Wars* locations. Keep in mind that each character has unique attributes and special abilities that you'll need to master if you want to win.

*Star Wars Super Bombad Racing* isn't just about who can drive the fastest or take turns the tightest. It's all about using cool gadgets such as tractor beams and probe droids. Master each of the 25+ gadgets and the 5 modes of game play and you'll be a *Star Wars Super Bombad Racer* in no time!

## PLAYING THE GAME

### NAVIGATING

Use your left analog stick or the directional buttons to move through all of the menu screens in the game. Pressing the (X) button confirms your selection. Pressing the (Δ) button cancels your selection or returns you to the previous screen.

### QUICK START

Want to start racing right now? Here's all you need to do:

1. First make sure that your PlayStation®2 console is turned ON. Insert the game disc into the disc tray then close the tray.
2. At the Title Screen, keep pressing the (X) button until you're at the starting line, where your race as Darth Maul in the Naboo swamp will begin!

### MAIN MENU SCREEN

Once you start the game, you will see the Title Screen, followed by the Main Menu, which has these choices:



**NUMBER OF PLAYERS:** Select the number of people playing. (You must have additional DUALSHOCK™ 2 analog controllers plugged in to select anything other than 1 player.) Certain game types are only available with certain numbers of players. Selecting the number of players will activate the Game Type menu.

**OPTIONS:** Choose this to adjust game settings.

Move your left analog stick up or down to highlight your choice, then move the left analog stick left or right to change a setting. Pressing the (X) button will bring you back to the Main Menu screen.

**CONTROLS:** You can reconfigure the game controls to suit your taste.

**CREDITS:** Choose this to see a list of the fine people who made Super Bombad Racing.

## GAME TYPE

**RACE:** The first racer to complete all the laps of the race wins. If you place first you are able to save your race as a “challenge race.” Requires a memory card (8MB) (for PlayStation®2).

**TEAMS:** Only available for 2 and 4 players. The racers are all in two person teams (team 1 = player 1 and player 2, team 2 = player 3 and player 4, etc.). Whichever team gets someone over the finish line first wins.

**CHALLENGE:** Requires a memory card (8MB) (for PlayStation®2). Load a previously saved Challenge Race and try to beat the opponent.

**ARENA:** Use gadgets and clever flying to wear down your opponents' force fields. When you crash, you're eliminated from the competition. The last player remaining wins.

**RACE MIRROR:** Similar to RACE, but the tracks are reversed. See “unlocking courses and arenas” to make this option available. Press the (X) button to choose.

## CHOOSING BOMBAD RACERS

At the next screen, you'll choose the racer(s) you want to play. Use the left analog stick to move the selector. When you've found the character you want to race with, press the (X) button. All players must choose a racer to advance to the next screen.



## CHOOSING RACE COURSES

If you chose a RACE or TEAM game, you'll now choose a single course or a series of race courses. There are three circuits of races, each made up of three unique tracks. GALAXY CIRCUIT offers all nine courses. Move the left analog stick to select a circuit, any single unlocked course, or GALAXY CIRCUIT (if unlocked). Press the (X) button to choose. To access locked courses, see UNLOCKING COURSES AND ARENAS below.

## CHOOSING ARENAS

If you selected an ARENA game, you'll now choose an arena in which to test your skills. Move the left analog stick to select any unlocked arena or arena circuit. Press the (X) button to choose it.

## UNLOCKING COURSES AND ARENAS

TO UNLOCK A LOCKED TRACK a player must achieve first, second, or third place in SINGLE PLAYER RACE MODE in the preceding track (and not last place).

TO UNLOCK A LOCKED CIRCUIT all tracks of that circuit need to be unlocked.

TO UNLOCK "RACE MIRROR" MODE a player needs to win the GOLD CUP in the GALAXY CIRCUIT.

TO UNLOCK A LOCKED ARENA a player must place first in the preceding arena.

Rumor has it that playing Super Bombad Racing long enough to win the gold cup in the GALAXY CIRCUIT can turn a racer to the dark side of the Force.

## IN-GAME CONTROLS

### STARTING YOUR RACE

Once you've selected a race course, you'll move to the starting line of the course you've selected. The track's start line movie will play and your race will start. Holding down both the (X) button (accelerate)



and the R2 button (jump) a moment before the final start light illuminates will give you a jumping boost off the starting line.

Your heads-up display (HUD) shows the following important information:



**RACE TIME:** The elapsed time of the race.

**LAP COUNTER:** The current lap and the total number of laps to complete the race.

**LAP TIME:** The time it took you to complete a single lap.

**RACE POSITION:** Your current position in the race or your standing in an arena.

**MAP:** See next page for details.

**GADGET INDICATOR:** The gadget you are carrying (if you have one).

**BOOST METER:** Shows how much boost energy you currently have as well as your boost capacity (how much boost energy your ship's thrusters can hold). As long as you have some boost energy, pressing and holding the L1 button will give you a burst of speed. You can get boost energy and increase your boost capacity by picking up boost gadgets. Note: different racers have different boost capacities.



**FORCE FIELD METER:** Shows how much force field energy you currently have. Your force field protects you from collisions and certain projectiles. If you're out of force field energy a small collision can cause you to crash. Note: different racers have different force field capacities.

## CAMERA VIEWS

Pressing the  button switches between three different views of your Bombad Racer on the track.



You can also look behind your racer by pressing and holding the L2 button. While looking backwards, frontal gadgets fire behind you.

## RACE MAPS

There are three ways to keep track of how you and your opponents are doing in the race. In single player racing, the map that normally appears is the HUD race map.



Each of the racers will appear as colored icons on the map. Your racer will have a white outline. Pressing the **SELECT** button brings up the vertical progress bar (VPB) on the left side of your screen. The bottom of the bar represents the starting point of the lap and the top of

the bar represents the end of the lap. Keep in mind that racers may not be on the same lap number. Pressing the **SELECT** button again turns off the VPB and hides most of your HUD, except for your gadget. Press it again to make the HUD appear. In multiplayer racing, the map that normally appears is the Horizontal Progress Bar (HPB). The left side of the bar represents the start of the lap and the right side of the bar represents the end of the lap. In 3-player racing the HUD map appears in the 4th quadrant. Pressing the **SELECT** button in multiplayer racing cycles the HUD elements.

In arenas, the HPB and VPB show the current rankings (i.e., the relative amounts of force field energy). The racer at the top of the VPB (or the right of the HPB) is winning and has the most force field energy.

## DRIVING YOUR BOMBAD RACER

To steer your racer through the course, move your left analog stick left or right. Press and hold the (X) button to go faster, and press and hold the (□) button to slow down. Holding the (□) button down for a few seconds will make your racer go into reverse. Holding the (□) button and the (X) button at the same time lets you do a Bombad Turn (a very sharp turn), which may cause homing droids to miss



you. If you have boost energy, hold down the **L1** button for a burst of speed. Pick up boost gadgets to get more boost energy. To jump, press the **R2** button while your racer is near the ground. If your racer is too far from the ground your repulsor lifts will be ineffective. Pushing the left analog stick forward pitches your ship's nose downwards. This is handy for returning to the ground more quickly during a jump. Pulling back on the left analog stick pitches your ship's nose upwards. This allows you to catch more air during jumps. If you're going the wrong way on a course, arrows will appear on either side of your racer to point you in the right direction. They will go away when you're facing the correct direction. If you get too far off the track (e.g., fall down a hole) you'll be put back on the track. Hitting hard against the ground, walls, objects, and other racers will lower your force field energy. When you are out of force field energy and you have a collision, you will crash and spin out. If you land on another racer's head (or vice-versa), he'll get squished into his ship for a few seconds. A squished racer's top speed is reduced.

## PAUSING YOUR RACE

If you want to temporarily stop your race, press the **START** button. This will bring up a Pause menu with the following options:

**RESUME:** Returns you to the race at the point where you left it.

**RESTART RACE:** This starts the current race over.

**MAIN MENU:** Ends the race and returns you to the Main Menu.

## END OF RACE

After the race is over, droid cams will show the racers flying around the track from cool angles on a victory lap. Pressing the **(X)** button on your controller will halt the victory lap. Next you'll see either a winning or losing screen (unless you're playing a multi-player circuit race) followed by the race results. If you're racing a Circuit, your cumulative score must be in the top three to continue on to the next race. (1st Place=30 pts., 2nd=20 pts., 3rd=10 pts., 4th=1 pt.)



## ARENA GAME PLAY

In an arena game the goal is to use clever flying and gadgets to knock out the other contestants' force fields. The last contestant intact wins.



**ARENA STANDING:** Your rank of force field energy relative to other contestants (i.e., the contestant with the most force field energy is 1st).

**FORCE FIELD METER:** In an arena, force fields are slightly different than in a race. All contestants start at the same force field energy level and the force fields are stronger (i.e., force field energy is depleted at a slower rate). When your force field energy is gone you are out of the game. After you're out of the game in a multi-player arena, you'll still be able to fly around as peko peko and pick up gadgets, but you won't be able to use any gadgets.

**ARENA MAP:** Watch the HUD map to keep track of where you and the other contestants are.

In arenas, the HPB and VPB show the current rankings (i.e., the relative amounts of force field energy).

## SAVING CHALLENGE RACES

You will need a memory card (8MB) (for PlayStation®2) to save Challenge Races. Super Bombad Racing may require up to 40k of free space to save a challenge race. You can save up to 15 races on a memory card (8MB) (for PlayStation®2). The space required to save the options data is 110k.

To save a Challenge Race, select "Save Challenge" at the Race Results menu. This option is only available if you've achieved first place in a race. Press the (X) button to save your challenge race.

**WARNING:** While saving a game, never turn OFF the PlayStation®2 power, remove the memory card or disconnect the controller or other peripheral equipment. If the memory card (8MB) (for PlayStation®2) falls out during game play, push the memory card back in place and resume playing.



# COURSES AND ARENAS

There are nine race courses and four arenas in Super Bombad Racing. To access them all see UNLOCKING COURSES AND ARENAS.

## RACE COURSES

### CIRCUIT 1

**NABOO SWAMP:** The misty swamps on the planet of Naboo are home to ancient temples and exotic plants such as the giant tassler tree. Watch out for the local critters such as the fambaa and the ever-hungry fanback.

**DUNE SEA:** This arid desert on the planet of Tatooine is populated by dewbacks and trigger-happy Jawas as well as the bones of those lost in the frequent sandstorms.

**THEED CITY:** The grand city of the Naboo people, home to Queen Amidala, has lovely waterways, statues and picturesque architecture. It has recently been occupied by Trade Federation tanks and battle droids. Enjoy the scenery, but watch your step!

### CIRCUIT 2

**PODRACE:** The setting for this race is the site of the famous Boonta Eve Podrace. You and the other Bombad Racers have decided to give it a try during the off-season. Check out the narrow canyons and wild rock formations that make this race course famous throughout the galaxy. Keep your eyes peeled for rolling boulders.

**OTOH GUNGA:** The underwater bubble city of the Gungans, home to both Jar Jar Binks and Boss Nass, is situated near a twisty kelp forest and a rocky tunnel. Beware of the lurking opee sea killer that loves to snack on passing ships.

**MOS ESPA:** Anakin Skywalker's hometown has a bustling marketplace, as well as Watto the junk dealer's elaborate junkyard. Jira, a vendor in the market, starts this race and doesn't like it when people drive too close to her stand.



## CIRCUIT 3

**CORUSCANT:** This planet is one giant city filled with massive skyscrapers and flying traffic. This race takes place high atop rooftops, so be careful. It is a long way down.

**POWER STATION:** Speed along narrow, treacherous catwalks and race down hallways in the Theed Palace. Beware of the generator core!

**DROID CONTROL SHIP:** This is a Neimoidian-controlled ship in orbit above the planet of Naboo. Make sure you don't stray too far out into deep space. It's cold out there!

## ARENAS

**NABOO BATTLEFIELD:** A great battle took place between the Gungans and a droid army on the grassy plains and hills of Naboo. Catapults have been left behind that can send you flying.

**JEDI TEMPLE:** This austere building, home to the Jedi Council, has many ramps and jumps that make it a great place for flying around.

**GREAT PIT OF CARKOON:** The dreaded Sarlacc lives in the Great Pit of Carkoon and will try to eat anyone or anything that comes too close.

**HOTH ASTEROID:** This large asteroid is one of many in the dangerous Hoth asteroid belt. The gaseous clouds as well as the rising and setting moon almost make the desolate rock seem like a nice place for a picnic.

## GADGETS

There are five classes of gadgets that racers will encounter:



**BOOST GADGETS** Increase boost energy and let you go faster.

**FORCE FIELD GADGETS** Help protect you from attacks and collisions.

**FRONTAL GADGETS** Allow you to hinder racers in front of you.





**REAR GADGETS** Let you hinder racers that are behind you.

With **MYSTERY GADGETS** you do not know what type of gadget you're going to get.

The **SPECIAL GADGET** performs differently for each racer.

To pick up a gadget, drive your racer into it. The gadget then appears in the gadget indicator on your dashboard. To use a gadget that is in your dashboard use the **R1** button. You can only carry one gadget at a time.

## BOOST GADGETS



**BOOST** Gives you a small amount of boost energy.

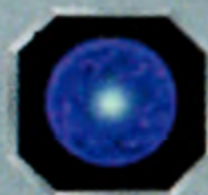
**FULL BOOST** Fills your boost energy to capacity.

**SUPER BOOST** Increases your boost capacity and gives you a full boost.

**INVINCIBLE BOOST** Same as the Invincible (see Force Field Gadgets) with an added speed boost.

**ANTI-GRAVITY BOOST** (Arena only): Turns your boost meter green and fills you to capacity with anti-grav boost. While anti-grav boosting (**L1** button), pull back on the left analog stick to fly.

## FORCE FIELD GADGETS



**POWER CELL** Gives you a little force field energy.

**FULL POWER CELL** Fills your force field energy to capacity.

**SUPER POWER CELL** Increases your force field capacity and gives you full force field.

**INVINCIBLE** Makes your racer temporarily invulnerable to attacks and crashes.



## FRONTAL GADGETS



**TRAINING DROID** This droid homes in and bonks the closest forward racer in sight.

(Note: If you look back (the L2 button), frontal gadgets can be fired behind you.)

**PROBE DROID** This insidious droid seeks out the 1st place racer and bonks him.

(Note: If your racer is targeted by a training or probe droid, an exclamation point (!) will appear above your racer's head. A bombad turn just before it hits may cause it to miss, or look back (the L2 button) and zap it with a frontal gadget.)



**PHOTON BURST** Pressing the R1 button will cause up to twelve high-energy photon particles to fly out of your ship.



**FORCE FIELD COUPLER** Drains an opponent's force field energy and transfers it to your power cells—very useful in arenas.



**TRACTOR BEAM** Grapples another ship and slingshots you forward and them backwards.



**INVERSION RAY** Spins targeted racer upside down.



**JAMMER** Scrambles the target racer's screen for a few seconds.

## REAR GADGETS



**ION NET** When this shimmering energy net is used, it floats horizontally above the track, waiting for a hapless driver to encounter it. At that point the vehicle spins out of control.



**GOO** Drops a small blob of goo on the course. If a racer drives into it, the blob expands to temporarily surround the vehicle. This causes the racer to drive slowly and bounce along the road for a few seconds, until the goo wears off.



**MULTI-GOO** This gadget is almost identical to the goo above, but it drops three goo blobs onto the course, rather than one.





**ENERGY BALL** Anyone who runs into a Gungan energy ball loses boost and force field energy.

**MULTI-ENERGY BALL** Same as a single energy ball, but three energy balls are deposited on the course.

## SPECIAL GADGETS



Hard to find “special” gadgets allow each Bombad Racer to make use of his or her special power.

**ANAKIN (ENERGY COUPLER)** He drains a nearby racer’s force field and boost energy, which might increase Anakin’s capacities as well.

**JAR JAR (TONGUE)** His tongue can grapple another racer and slingshot Jar Jar forward. He’ll also grab a gadget, if the target is carrying one.

**QUEEN AMIDALA (REFLECTIVE BLAST)** Her ship can emit a blinding flash that will temporarily “white out” the screens of nearby racers.

**DARTH MAUL (LIGHTSABER)** Maul tosses his double-bladed lightsaber, whacking the closest racer and causing the target’s shields to drop.

**BOSS NASS (SPIT SPRAY)** He waggles his head and spit goes flying, striking everyone nearby, which lowers their shields.

**OBI-WAN (LEVITATE)** Obi-Wan levitates the closest racer upwards and backwards.

**YODA (FORCE INVERSION)** The Jedi Master causes all the other racers to turn upside down!

**SEBULBA (JUNK TOSS)** Tosses dangerous junk that homes in on the nearest racers.



# RACERS

Each of the Bombad Racers has unique behaviors and attributes. Play them all to learn their secrets. Some of their attributes are summarized in the table below.

|                                                                                     | RACER            | MASS | TOP SPEED | ACCEL | TURNING |
|-------------------------------------------------------------------------------------|------------------|------|-----------|-------|---------|
|    | Yoda             | low  | low       | high  | high    |
|   | Sebulba          | low  | med       | med   | high    |
|  | Anakin Skywalker | low  | low       | high  | high    |
|  | Queen Amidala    | low  | low       | med   | med     |
|  | Obi-Wan Kenobi   | med  | med       | med   | med     |
|  | Jar Jar Binks    | med  | high      | low   | low     |
|  | Darth Maul       | high | high      | low   | low     |
|  | Boss Nass        | high | high      | low   | low     |
|                                                                                     | Secret Racer     | high | high      | low   | low     |

## OPTIONS MENU

When you select OPTIONS from the Main Menu, you'll see these game settings you can adjust:

**MAXIMUM # OF RACERS:** This setting affects how many computer-controlled racers will be in a race. Note that the maximum number of racers in 2-player mode is six. In 3- and 4-player modes, the maximum is four.



**# OF LAPS:** This setting sets the number of laps required to finish a race.

**VIBRATION:** This setting allows you to turn vibration on or off.

**ANALOG BOOST/BRAKE:** This setting allows you to turn pressure sensitive boosting and braking on or off.

**MUSIC VOLUME:** This setting allows you to set the volume of the background music separately from sound effects.

**EFFECTS VOLUME:** This setting allows you to set the volume of the sound effects separately from the background music.

**TO CHOOSE AN OPTION:** Move the left analog stick up and down.

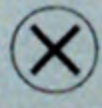
When you get to an option you want to change, move the left analog stick left or right.

## **TIPS FOR SUCCESS**

Learn the strengths and weaknesses of each Bombad Racer. For example, Yoda's top speed might be lower than some, but if he picks up a **SPECIAL** gadget, everyone watch out!

Keep an eye on the race map to know when racers are coming up behind you. They may be about to use a gadget on you or bump you off course. Take evasive action (bombad turn) or zap them (drop some goo).

Look for shortcuts in the courses to shave a few seconds off your time and find cool, hidden gadgets.

Hold down the  button and the  button at the same time to make a sharp, bombad turn.

If a homing gadget (e.g., a training droid), is zeroing in on you, an exclamation mark will appear above your racer's head. Perform a bombad turn a moment before impact and the gadget may miss you.

Master the gadgets. Knowing when to use which gadget is one of the keys to success. For example, hold on to that multi-goo until you boost in front of a pack of racers and then let the goo fly!



# CREDITS

## STAR WARS SUPER BOMBAD RACING TEAM

|                    |                                             |
|--------------------|---------------------------------------------|
| Michael McCormick: | Project Leader                              |
| Patrick Shaw:      | Associate Project Leader/Sr. Art Technician |
| Colleen Brode:     | Associate Project Leader                    |

## ART

|                   |                            |
|-------------------|----------------------------|
| Todd Reamon:      | Lead Artist                |
| Joe Ching:        | Lead Level Designer        |
| Matt Intrieri:    | Character Modeler          |
| Yumiko Konishi:   | Character Animator         |
| Ron Lussier:      | Modeler/Animator           |
| Rich McKain:      | Animator                   |
| Paul Warne:       | Level Designer             |
| Anthony Evans:    | Level Designer             |
| K.C. Murphy:      | Art Technician             |
| Corrine Wong:     | Art Technician             |
| Jeff Walkup:      | Art Technician             |
| Michael Gaiser:   | Modeler                    |
| Francis Hsu:      | Concept and Texture Artist |
| Ricardo Tringali: | Texture Artist             |
| Ian Berry:        | Additional Textures        |
| Rick O'Connor:    | 2D Animator                |

## PROGRAMMING

|                    |                 |
|--------------------|-----------------|
| Paul Wenker:       | Lead Programmer |
| Travis Hilton:     | Programmer      |
| Nick Porcino:      | Programmer      |
| Jesse Auerbach:    | Programmer      |
| Steven Splinter:   | Programmer      |
| Darrell Klotzbach: | Programmer      |



## SOUND

|                                        |                          |
|----------------------------------------|--------------------------|
| Nick Peck:                             | Lead Sound Designer      |
| Clint Bajakian,<br>C.B. Studios, Inc.: | Music Supervisor         |
| Jeff Kilment:                          | Sound Department Manager |

Original *Star Wars* sound effects by Ben Burtt  
Music composed and arranged by Peter McConnell  
Based on Original *Star Wars* music themes composed by John Williams © Warner-Tamerlane Publishing Corp. & Bantha Music BMI. All rights administered by Warner-Tamerlane Publishing Corp. All rights reserved. Used by permission.

## MARKETING—LUCAS LEARNING

|                                          |                               |
|------------------------------------------|-------------------------------|
| Mark Polcyn:                             | Sr. Product Marketing Manager |
| Lisa Dawson:                             | Product Marketing Manager     |
| Stephanie Anders:                        | Graphics Production Assistant |
| Chris Jones:                             | Public Relations Manager      |
| Thea Crosby-Levine:                      | Public Relations Specialist   |
| Cindy Tapp:                              | PR/Marketing Coordinator      |
| B.D. Fox & Friends<br>Advertising, Inc.: | Package Design                |
| Albert Co:                               | Cover Illustration            |

## MARKETING—LUCASARTS

|                 |                                            |
|-----------------|--------------------------------------------|
| Lisa Star:      | Manager of International Business          |
| Simon Etchells: | International Marketing Manager            |
| Tom Sarris:     | Director of Public Relations               |
| Andrea Dunning: | International Business and Sales Analyst   |
| Kathy Apostoli: | International Public Relations Coordinator |
| Darren Hedges:  | Localization Department Manager            |
| Bryan Davis:    | Localization Coordinator                   |
| Mary Bihr:      | VP Worldwide Sales and Marketing           |
| Kristi Kaufman: | International Assistant                    |



## DEVELOPMENT

Craig Southard:

Feyna Oman:

Erin King:

Richart Herron:

Director of Development

Senior Production Manager

Development Coordinator

Art Tech Supervisor

## QUALITY ASSURANCE

Dan Pettit:

Theresa O'Connor:

Johnny Szary:

Bryan Erck:

Andy Alaman:

Jo "Captain Tripps" Ashburn:

Jim Diaz:

Erik Ellicock:

Scott Glasgow:

Stephen Hancock:

Alice Henderson:

Matthew Keast:

Peter Lim:

Chuck McFadden:

Alex Neuse:

Max Roghi:

Roger Romero:

David Silverstein:

Chris Susen:

Wendy Kaplan:

Kellie Walker:

Quality Assurance Manager

Quality Assurance Supervisor

Lead Tester, Technical Writer

Assistant Lead Tester

Tester

Tester

Tester

Tester

Tester

Tester

Tester

Tester

Tester

Tester

Tester

Tester

Tester

Tester

Tester

CD Burning Goddess

CD Burning Goddess

## PRODUCT SUPPORT

Paul Purdy:

Eric Rauch:

Product Support Manager

Product Support Point Person

## VOICE

Darragh O'Farrell:  
Haden Blackman:  
Peggy Bartlett:  
Cindy Wong:  
Hans Larson:

Producer/Director  
Associate Voice Director  
Voice Production Supervisor  
Voice Editor  
Voice Editor

## VOICE ACTORS

Anakin Skywalker:  
Jar Jar:  
Obi-Wan:  
Queen Amidala:  
Yoda:  
Sebulba:  
Darth Vader:  
Darth Maul:  
Boss Nass:  
Chancellor Valorum:  
Battle Droid:

Jake Lloyd  
Ahmed Best  
Lewis Macleod  
Grey Delisle  
Tom Kane  
Lewis Macleod  
Scott Lawrence  
Clint Bajakian  
Kevin Michael Richardson  
Tom Kane  
Tom Kane

Voices were recorded at the following studios:

ScreenMusic Studios, Studio City, California

The Sound Company, London

LucasArts Entertainment Company LLC, San Rafael, California

## SUBJECT MATTER EXPERTS

Kevin Cloutier  
Cleveland Justis  
Michael Murphy

Michael O'Haire  
Michelle O'Haire  
Kermit Parker

## CONTENT

Katy Evans:

Coordinator

## THANKS TO

Ann Marie Nemanich  
Blaire Hughes  
Camela B. Martin  
Dan Riha  
Dave Dresden  
Jannett Shirley-Paul  
Jason 'Magic Fingers' Peacock  
Jedi Knight Texture Artists  
Ken Corr  
Kijana Williams  
Mary Bonfilio  
Matthew Fillbrandt

Melanie Lamoureux  
Michelle Riddle  
Mick Foley  
Nori Kricensky  
Seth Steinberg  
Sheila Gibson  
Stacy Cheregotis  
Starfighter Team  
Suma McGourty  
Susan Schilling  
Tamlynn Niglio  
Teresa Correa  
Chris Gollaher

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Jane Boston

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George Lucas

# HOW TO CONTACT LUCAS LEARNING LTD.

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When contacting us, please be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system.

You can reach our Technical Support department by calling (415) 448-8000. We are available to help you Monday-Thursday from 8:45 a.m.-11:45 a.m. or 1:00 p.m.-5:30 p.m. On Friday we are available from 8:45 a.m.-11:45 a.m. or 1:00 p.m.-4:30 p.m. (Pacific Standard Time).

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## **TECHNICAL SUPPORT FAX**

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When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

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Lucas Learning Ltd., P.O. Box 10667, San Rafael, CA 94912, Attn: Product Support

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## **ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# STAR WARS SUPER BOMBAD RACING™



## CONTROL SUMMARY

|                   |                                                      |
|-------------------|------------------------------------------------------|
| left analog stick | Steer Bombad Racer                                   |
| START button      | Pause/Unpause Game,<br>Bring Up Pause Menu           |
| ⊗ button          | Accelerate, Select Menu Options                      |
| ⊠ button          | Brake and Reverse,<br>Bombad Turn (While Pressing ⊗) |
| △ button          | Cycle Camera Views,<br>Go Back to Previous Menu      |
| ○ button          | Tap for Honk, Hold for Taunt                         |
| L1 button         | Boost and Anti-Grav Boost                            |
| L2 button         | Look Back                                            |
| R1 button         | Use Gadget                                           |
| R2 button         | Jump                                                 |
| SELECT button     | Change HUD Display/Maps                              |



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