
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00884
3153505
LucasArts Entertainment Company Presents
STAR WARS
EPISODE I
THE PHANTOM MENACE
SPECIAL BONUS
INCLUDES
STAR WARS
"Duel of the Fates"
MUSIC VIDEO
Soundtrack available on
SONY CLASSICAL
The Adventure Begins
LUCAS Arts

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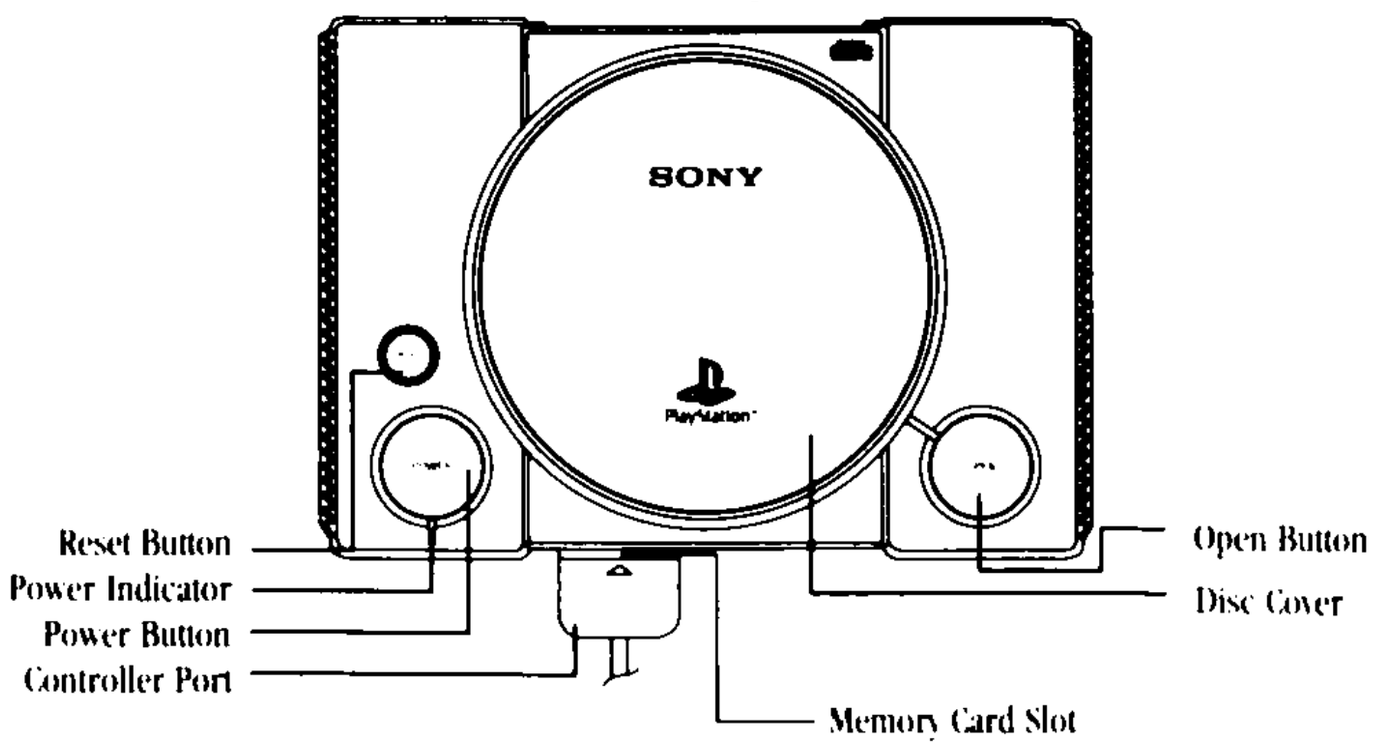
The Galaxy stands poised at a moment of tremendous change that will forever alter the lives of its billions of inhabitants. When the greedy Trade Federation mobilises for an invasion of the peaceful planet Naboo, the Jedi Master Qui-Gon Jinn and his apprentice, Obi-Wan Kenobi, find themselves embroiled 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.

GETTING STARTED

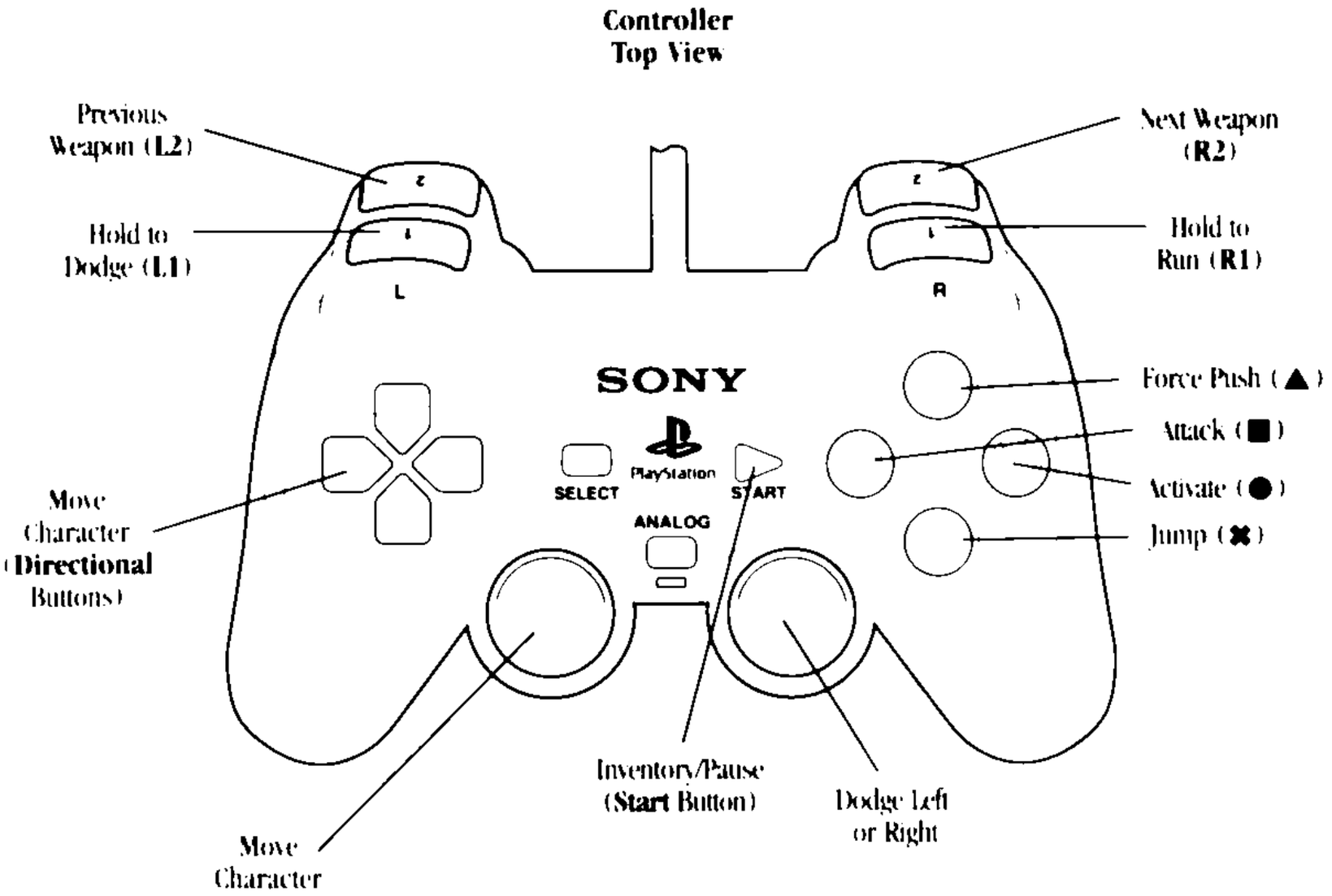
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert **The Phantom Menace** disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start the game.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

Console Top View



DEFAULT CONTROLS



NOTE: You can only use the left and right sticks if your Analog Controller (DUAL SHOCK) is in ANALOG mode (LED: RED).

THE MAIN MENU

When you first start the game, you will see the game's Main Menu, which consists of the following three selections: New Game, Load Game, and Options.

NEW GAME

Start a new game beginning with Level 1.

LOAD GAME

By highlighting a previously saved game from the list, you may load it by pressing the ✖ button.

MEMORY CARD

Each saved game will require one block on your Memory Card. You can save as many games as you have free blocks, or you can overwrite other **The Phantom Menace** saved games. **NOTE:** If you choose to overwrite a previous saved game, that information cannot be recovered. Be careful which files you choose to overwrite.

MAIN MENU

OPTIONS

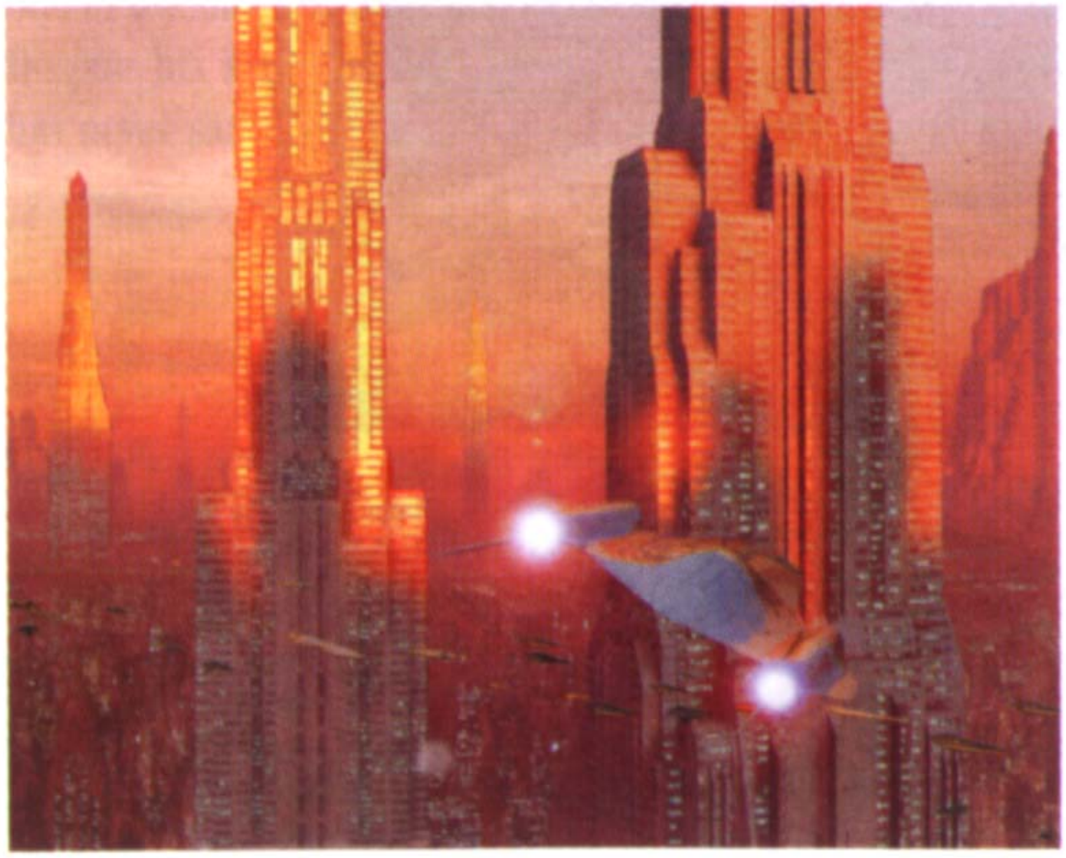
- **Voice:** Adjust the voice volume by pressing the ← button to decrease the volume, and the → button to increase the volume.
- **Music:** Adjust the music volume by pressing the ← button to decrease the volume, and the → button to increase the volume.
- **SFX:** Adjust the sound effects volume by pressing the ← button to decrease the volume, and the → button to increase the volume.
- **Stereo/Mono:** Choose stereo or mono sound.
- **Vibration:** Analog Controller (DUAL SHOCK) only. Turn the vibration function on/off.


STAR WARS
EPISODE I
THE PHANTOM MENACE
New Game
Load Game
Options
Music Video
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• **Subtitles:** Turn the text subtitles on/off.
• **Credits:** View the team credits.
• **Controls:** Press the ✖ button to go to the Controller Configuration screen where you can change your default controls. Once you are at the Controller Configuration screen, use the ← and → buttons to cycle through three control settings. Press the ✖ button to make your selection.
• **Music Video:** Highlight and press the ✖ button to play the exclusive *Duel of the Fates* music video.

The Inventory Menu

The Inventory Menu (accessed by pressing the **Start** button from within the game), displays the following information:
• **Items:** Displays the items your character has in his/her inventory. By highlighting the item with the Directional buttons, you can see the name of the item and a brief description.
• **Weapon:** Works like the Items Menu, but displays weapons. Information may include how many rounds of ammunition are available for the highlighted weapon.
• **Options:** Same as the Main Menu Options screen. (See previous page.)
• **Save Game:** Prompts you to save a game.
• **Load Game:** By highlighting a previously saved game, you may load it by pressing the ✖ button.
• **Quit:** Allows you to exit a level and return to the Main Menu.
• **Continue:** Allows you to return to the game.



GAME SCREEN

Boss Health Meter
Certain enemies are harder to defeat. In special cases a Boss Health Meter will appear to show the boss' health status.

Force Power Bar
Displays available Force Push power (Jedis only).

Health Meter
Displays your character's current health status.

Weapon Indicator
Shows the currently active weapon.



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


Qui-Gon Jinn
Captain Panaka
Anakin Skywalker
Jar Jar Binks
Obi-Wan Kenobi
Queen Amidala

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

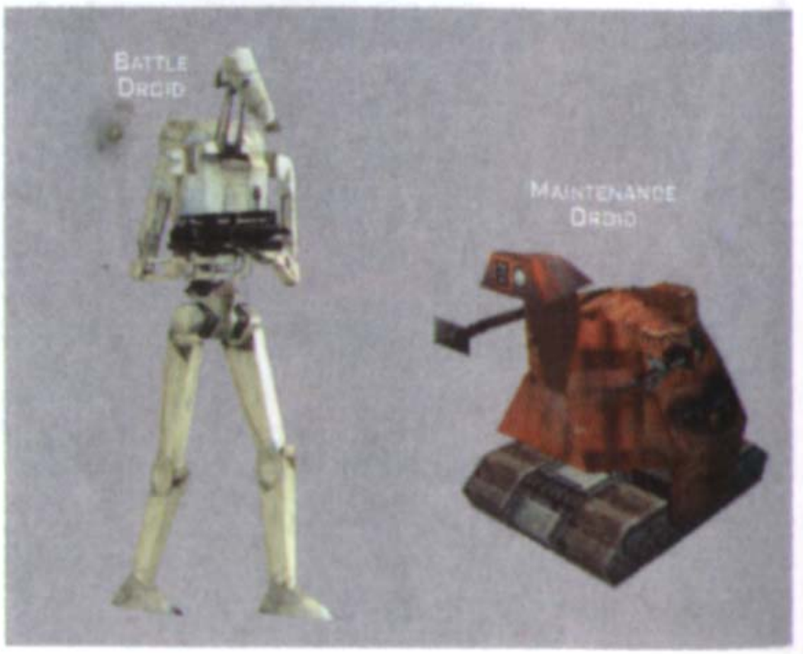
ANAKIN SKYWALKER A young boy on the planet Tatooine. One of Watto's slaves and a mechanical genius, Anakin is currently building a Podracer and a protocol droid. The Force is amazingly strong with this boy, although his future is clouded. He forms an immediate attachment to the Queen's handmaiden, Padmé.

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 many 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.

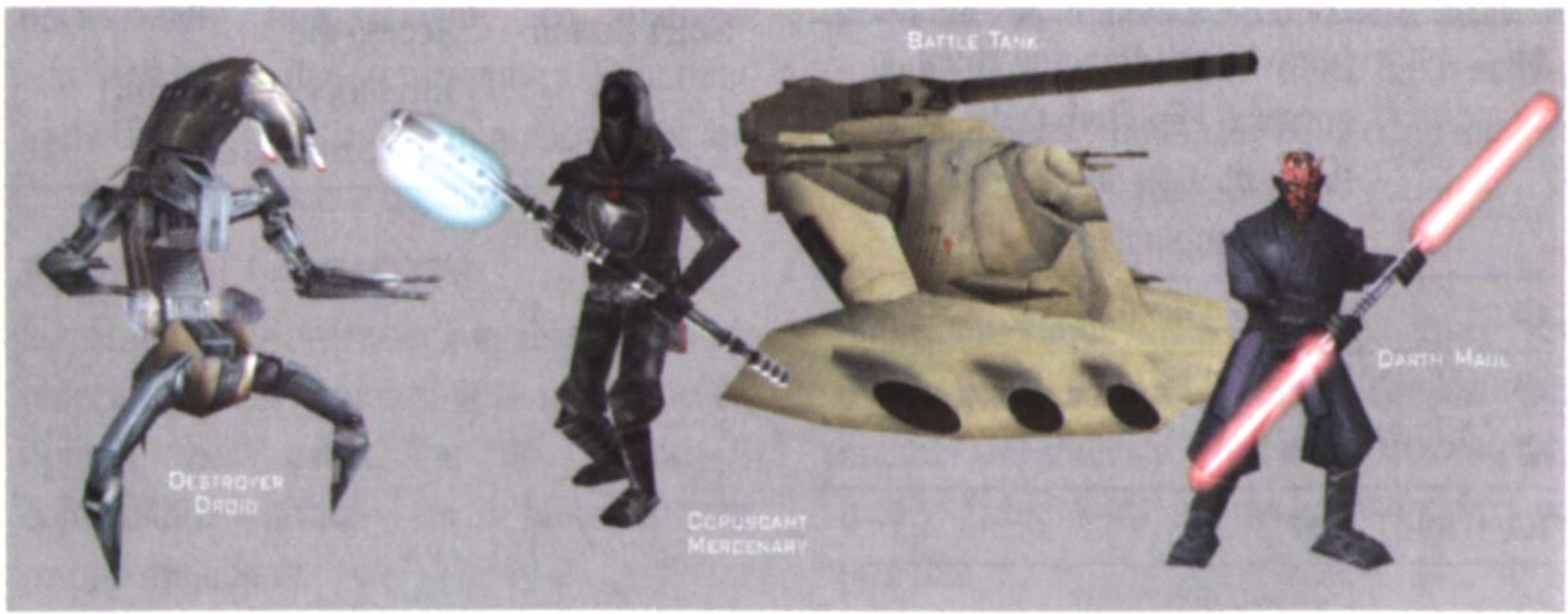

Battle Droid
Maintenance Droid

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 MERCENARY Armed with a force pike, the Coruscant Mercenary is trained in stealth and melee fighting.

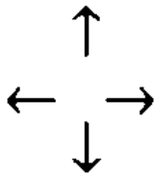
BATTLE TANK The Trade Federation battle tank, also known as an Armoured Attack Tank or AAT. These tanks confront the enemy with a heavily armoured facade and a blistering hail of assault fire from five laser guns and six energy shell launchers. Their deployment on Naboo are the tanks' first use in open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


Battle Tank
Destroyer Droid
Coruscant Mercenary
Darth Maul

MOVES

MOVEMENT



MOVE IN EACH DIRECTION

Left Stick	Move in Each Direction
Right Stick	Dodge Left or Right

BASIC CONTROLS

■	Attack/Block Shots (Lightsabers Only)
L2	Previous Weapon
R2	Next Weapon
✖	Jump/Reach Hanging Lines Forward Flip (Jedi Only: Press ✖ a second time when jumping.)
●	Activate, Use/Talk
● + ↑ ● + ↓	Push/Pull Crates and Logs
R1 (Hold)	Run

SPECIAL MOVES

L1 (Hold) + ←	Dodge Left
L1 (Hold) + →	Dodge Right
✖ + ↓	Jump Backwards (Non-Jedi) Flip Backwards (Jedi Only)
✖ + ↑	Jump Forward
✖ + ■	Jumping Saber Attack (Jedi Only)
Tap, Then Hold ■	Overhead Saber Twirl (Jedi Only)
▲	Force Push (Jedi Only)

IN-GAME CONTROLS

Start Button	Access the Inventory Screen and Pause the Game

Actions and Strategy

INTERACTING/SPEAKING

The ● 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 ● button. If dialogue lines appear at the bottom of the screen, you can talk to this character. Use the ↑ and ↓ buttons to scroll between these dialogue lines until you highlight the one you want to select, then press the ● or ✖ button to choose it. If one line of dialogue does not seem to produce any useful results, keep trying others. While playing as a Jedi, you will occasionally find a line of dialogue <in brackets> that represents a Jedi mind trick. Choosing this option may allow your Jedi character to influence the actions of others.

PUSH/PULL OBJECTS

Sometimes your character can also move large objects like logs or crates. Walk up against the object, then press the ● button in combination with the ↑ or ↓ button to push or pull the object.

FORCE PUSH/FORCE POWER BAR

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

Press the ▲ button to use Force Push. Use Force Push to temporarily disable enemies, push certain objects, or to activate certain 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 by pressing the ✖ button to jump. Qui-Gon and Obi-Wan can also do a forward flip to achieve greater distance. To execute a forward flip, press the ✖ button a second time while in midair. The jump is also useful for reaching overhead lines, which can be used to explore otherwise inaccessible areas.

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. Some 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.

WEAPONS

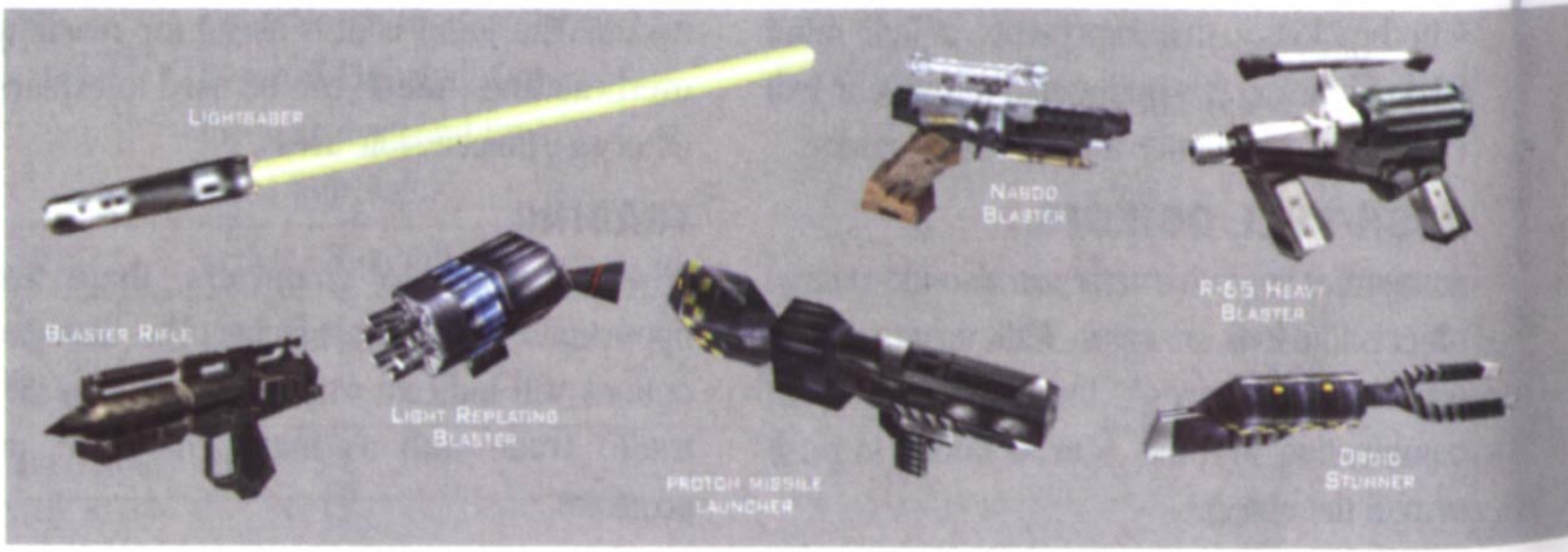
Located on screen to the right of the Health Meter, the Weapon Indicator shows the current weapon being used and how much ammo you have available, if applicable.

Available weapons are:

LIGHTSABER

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

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.


Lightsaber
Naboo Blaster
R-65 Heavy Blaster
Blaster Rifle
Light Repeating Blaster
Proton Missile Launcher
Droid Stunner

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

(Available only to Captain Panaka)
Standard issue for Naboo Royal Guards.

PROTON MISSILE LAUNCHER

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

R-65 HEAVY BLASTER

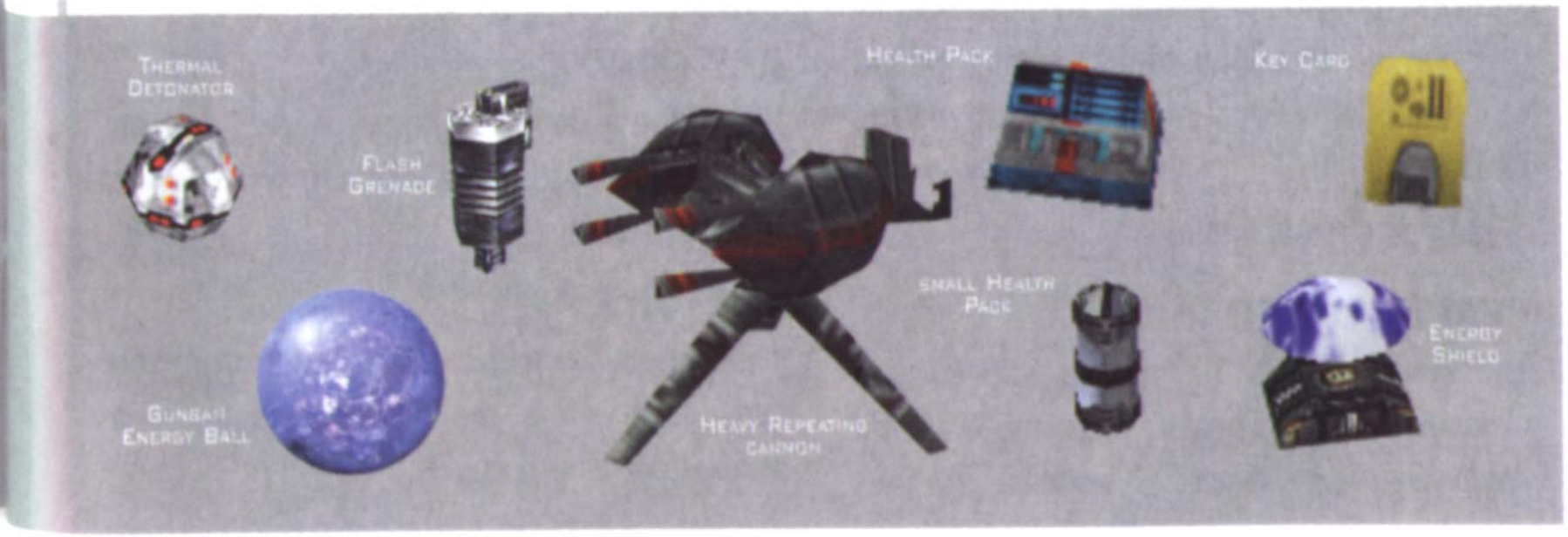
Fires high-powered energy bolts that reflect off most surfaces. It's extremely useful in tight combat zones.

DROID STUNNER

(Available only to Queen Amidala)
Emits an energy pulse capable of stunning almost any enemy. Proves very useful against battle droids.

THERMAL DETONATOR

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


Thermal Detonator
Flash Grenade
Health Pack
Key Card
Gungan Energy Ball
Heavy Repeating Cannon
small Health Pack
Energy Shield

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 ● button while standing behind it. Use the Directional buttons to aim and the ■ button to fire.

HEALTH

HEALTH METER

The Health Meter on screen shows your character's level of health. Your health will go down if you are injured. If your health goes down completely, you will need to restart the level or load a previously saved game. 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 percent 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 (press the ● button) to open various doors and panels.

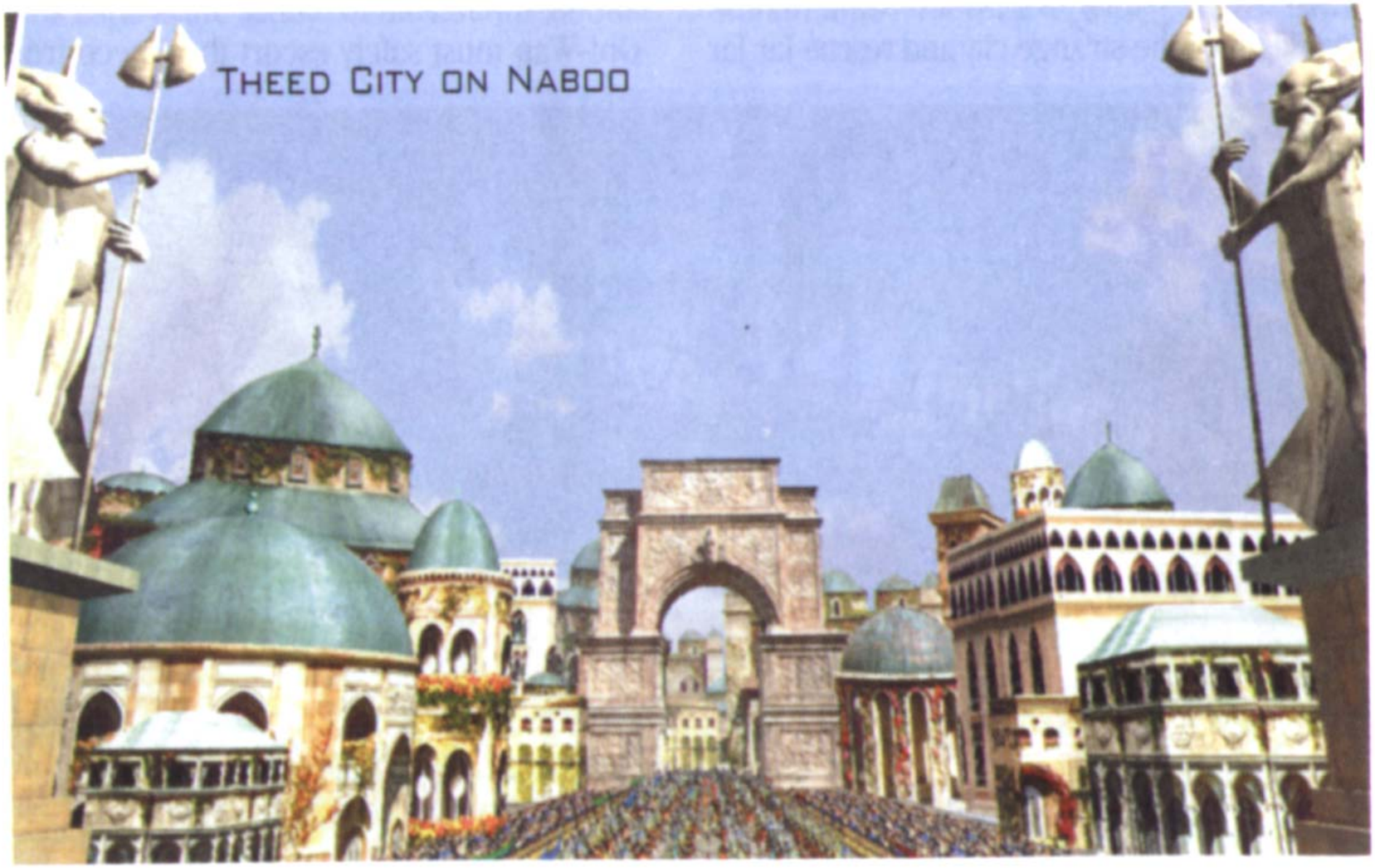
Locales

TRADE FEDERATION BATTLE SHIP

Full of labyrinthine passages, battle droids, and destroyer droids, the Trade Federation battle ship was to be the site for the peace conference between the Neimoidians and the Jedi. Instead, it 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


THEED CITY ON NABOO

under siege by the Trade Federation. Explore the Theed palace and gardens in an attempt to rescue Queen Amidala.

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, Obi-Wan must explore the garden in search of a path into the palace.

THEED CITY

Obi-Wan must safely escort the Queen from


Otoh Gunga

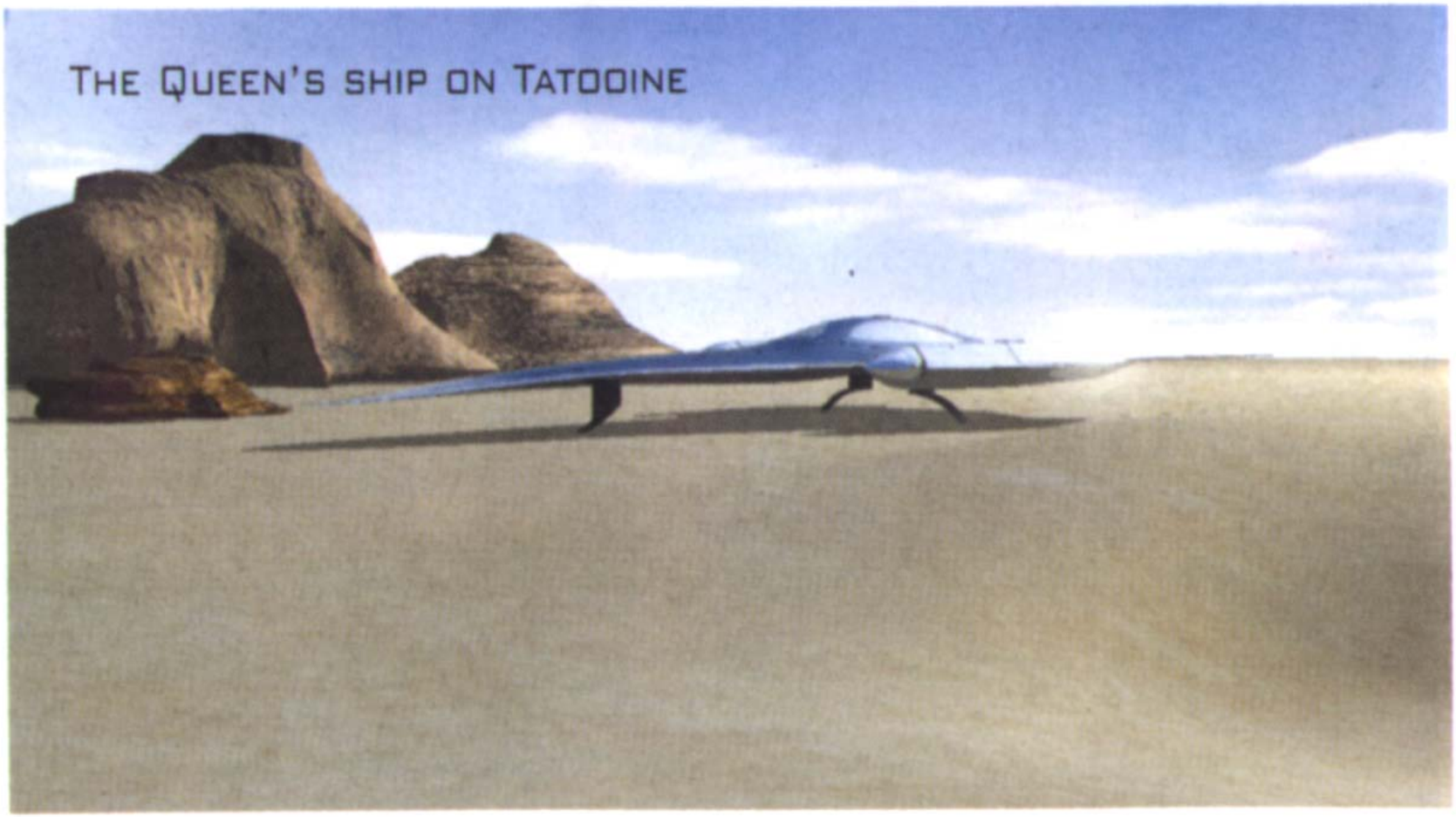
the Theed Palace to a hangar, where they hope to escape the planet in her Royal Starship.

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


THE QUEEN'S SHIP ON TATOOINE



THE CITY OF CORUSCANT

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.

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.

HINTS AND TIPS

• Sometimes crates contain useful items. Break open every one that you can and get ready for a surprise!

• Talk to everyone and check in with the characters again from time to time. You never know when you'll have something they need.

• Know when to fight and when to run.

• Do not attack unless you are sure that the enemy is hostile.

• Know the strengths and weaknesses of your enemy. Different strategies work well on some enemies, but not on others.

• Keep moving. A moving target is better than a sitting duck. (In open areas, roll or sidestep while firing to attack and dodge simultaneously.)

• Pay attention to the features of the level. Hints and secrets are hidden everywhere.

• If on an escort mission, stay close to the person you are escorting. Do not stray, or harm may come to him/her.

• Use powerups sparingly. You never know when you are going to *really* need them.

• Familiarise yourself with using the lightsaber. The Jedi have some devastating special moves.

• There is often more than one way to complete the same puzzle.



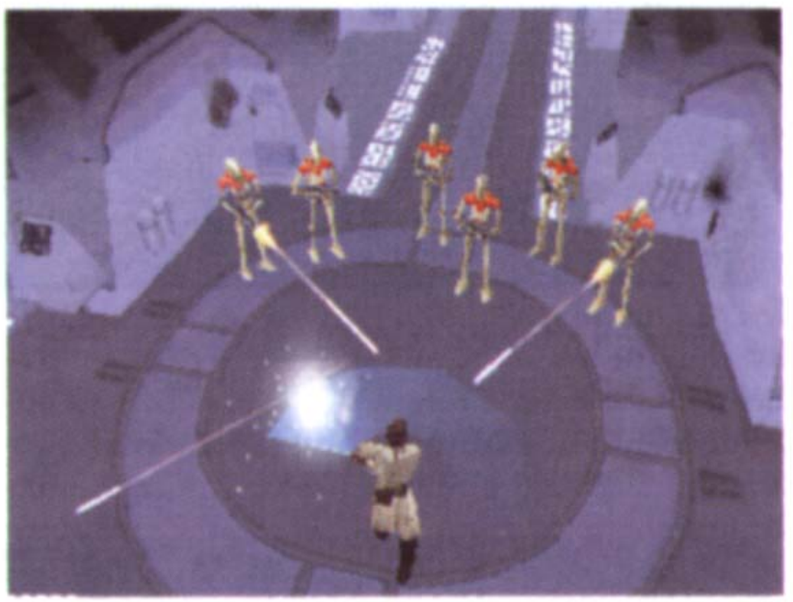
Walkthrough

A brief start on level 1

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.

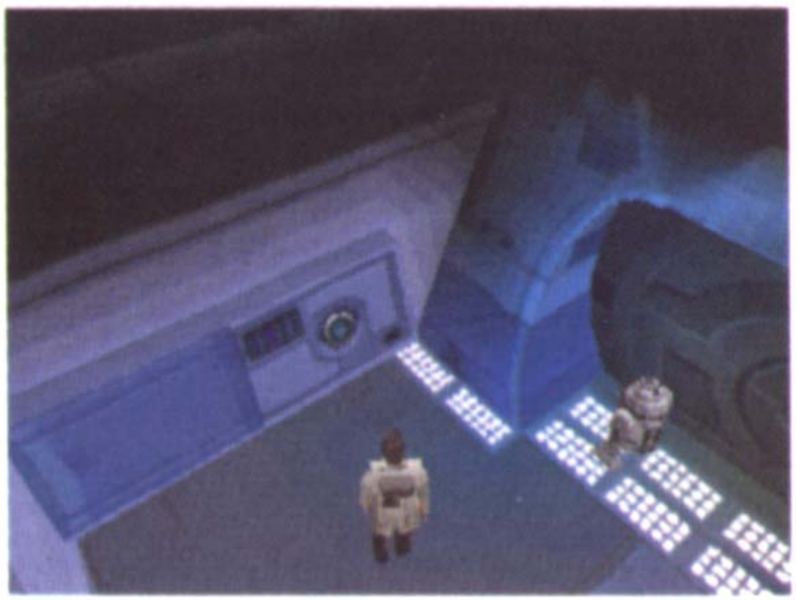
LISTEN TO QUI-GON. HE WILL OFTEN GIVE YOU ADVICE ABOUT WHAT TO DO.

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.










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