<table>
<thead>
<tr>
<th>Chapter</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Overview</td>
</tr>
<tr>
<td>2</td>
<td>Getting Started</td>
</tr>
<tr>
<td>3</td>
<td>Default Controls</td>
</tr>
<tr>
<td></td>
<td>The Main Menu</td>
</tr>
<tr>
<td></td>
<td>Options</td>
</tr>
<tr>
<td></td>
<td>The Inventory Menu</td>
</tr>
<tr>
<td>4</td>
<td>Game Screen</td>
</tr>
<tr>
<td>5</td>
<td>Characters</td>
</tr>
<tr>
<td>6</td>
<td>Moves</td>
</tr>
<tr>
<td>7</td>
<td>Actions and Strategy</td>
</tr>
<tr>
<td>8</td>
<td>Interacting/Speaking</td>
</tr>
<tr>
<td>9</td>
<td>Push/Pull Objects</td>
</tr>
<tr>
<td>10</td>
<td>Force Push</td>
</tr>
<tr>
<td>11</td>
<td>Jamming/Trading</td>
</tr>
<tr>
<td>12</td>
<td>Side Quests</td>
</tr>
<tr>
<td>13</td>
<td>Escorting</td>
</tr>
<tr>
<td>14</td>
<td>Weapons</td>
</tr>
<tr>
<td>15</td>
<td>Health</td>
</tr>
<tr>
<td>16</td>
<td>Items</td>
</tr>
<tr>
<td>17</td>
<td>Logistics</td>
</tr>
<tr>
<td>18</td>
<td>Hints and Tips</td>
</tr>
<tr>
<td>19</td>
<td>Level 1 Walkthrough</td>
</tr>
<tr>
<td>20</td>
<td>How to Contact LugaArts</td>
</tr>
<tr>
<td>21</td>
<td>Software License and Warranty</td>
</tr>
<tr>
<td>22</td>
<td>Credits</td>
</tr>
</tbody>
</table>
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.

---

**Default Controls**

- **Previous Weapon** (L2)
- **Next Weapon** (R2)
- **Hold in**
- **Dodgy** (L1)
- **Force Push** (△)
- **Attacks** (□)
- **Activate** (●)
- **Jump** (X)
- **Move Character**
- **Move Character (Directional Buttons)**
- **Inventory/Pause** (Start Button)
- **Dodge Left or Right**
- **Controller Top View**

**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.

Subtitles: Turn the text subtitles on/off.
Credit: View the team credits.
Controls: Press the * button to go to the Controller Configuration screen where you can change your controls. Press the left and right 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

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 settle 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 jeopardize 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 astonishingly
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 recognize
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 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.
Moves

Movement

↑ Move in Each Direction
↓ Move in Each Direction
← → Dodge Left or Right

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

Basic Controls

Assault Block Shots
(Blades Only)

L1 Previous Weapon
R2 Next Weapon

• Activate, Use/Talk
• + Push/Pull Crates and Logs
• + Jump/Reach Hanging Lines
Flap Backwards (Jedi Only)
Jump Forward
Jumping Saber Attack
Overhead Saber Thrust
Force Push (Jedi Only)

In-Game Controls

Start Button Access the Inventory Screen and Pause the Game

Special Moves

L1 (Hold) + Dodge Left
L1 (Hold) + Dodge Right
X + Jump Backwards (Non-Jedi)
X + Jumping Backwards (Jedi Only)
X + Jump Forward
X + Jumping Saber Attack
Hold (Jedi Only)

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

(Perma-stuck 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 the 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.

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 paramodium fusion explosive. Thermal detonators destroy all matter within a 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 ○ 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 civilizations that have created beautiful cities. Otoh Gungga, the vast underwater city of the Gungans, is composed of intricate bubble domes and passages. Otoh Gungga is the former home of the exiled Jar Jar Binks, who befriended the Jedi in the swamps. The city of Theed is...
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 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 fleeers, and offers both refuge and danger to visitors from outside. Mos Espa is the setting of the famous Bouba.

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.

**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 spacesports 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 Naboo 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.
- Familiarize 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**

DinDin 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.
How to Contact LucasArts

LucasArts has set up a variety of services to provide you with information about our latest games, hints and gameplay assistance, and technical support.

WHERE TO FIND US ONLINE
Visit the LucasArts Web site at www.lucasarts.com. You can reach us through the Technical Support section of the LucasArts Web site. From there, you will have the option to receive online technical support through our Help Desk, browse technical documents, or leave a message for an online representative.

CUSTOMER SUPPORT

Internet Support
• lucasarts.support@activation.com or http://www.lucasarts.com

Customer and Technical Support in Europe
For Customer or Technical Support you can contact Activision in the UK on 0800 456 700 between the hours of 10:00 am and 5:00 pm (UK time) Monday to Friday with the exception of holidays.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).

PRODUCT LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY. USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PRODUCT" INCLUDES THE SOFTWARE PROVIDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS, BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any right in the Product.

OWNERSHIP. Title, ownership rights and intellectual property rights in the Product and any and all copies thereof, including but not limited to any data, computer code, themes, objects, characters, storyline, scenarios, dialog, catchphrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Product, are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.
SOFTWARE LICENSE AND LIMITED WARRANTY

YOU SHALL NOT:
• Exploit this Product or any of its parts commercially, including but not limited to use at a cyber cafe, gaming centre or any other location-based site. Activation may offer a separate Site License Agreement to permit you to make the Product available for commercial use; see the contact information below.
• Use the Product, or permit others to use the Product, to create or provide a product that is similar or competitive with the Product, or to make or distribute copies of the Product.
• Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies of this Product, without the express prior written consent of Activision.
• Reverse engineer, decompile, disassemble, decrypt, de-obfuscate or create derivative works of this Product, in whole or in part.
• Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
• Reproduce or repackage this Product or any copy or adaptation in violation of any applicable laws or regulations.

ACTIVISION LIMITED 90-DAY WARRANTY

Activation incurs the original consumer purchaser of this console software product that the recording medium on which the software Product is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, ACTIVISION agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Centre of the product, postage paid, with proof of date of purchase, as long as the Product is still being manufactured by ACTIVISION, to the extent that the Product is no longer available, ACTIVISION reserves the right to substitute a similar product of equal or greater value.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION OR ITS LICENSORS BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING FROM, INCLUDING BUT NOT LIMITED TO, LOSS OF DATA, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES. EVEN IF ACTIVISION OR ITS LICENSORS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION’S AND ITS LICENSORS’ LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID THE LICENSE TO USE THE PRODUCT SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Product and all its component parts.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement. In addition, such equitable remedies in Activision may otherwise have under applicable laws.