

LEGO STAR WARS

THE VIDEO GAME

TITLE: LEGO Star Wars The Video Game
GENRE: Action/Adventure for Kids
PLATFORMS: PS2, Xbox, PC, GBA
ESRB RATING: Everyone (Cartoon Violence)
DEVELOPER: Traveller's Tales / Amaze Entertainment (GBA)
PUBLISHER: Giant Interactive Entertainment / Eidos Inc.
RELEASE DATE: April 2005
WEBSITE: www.legostarwarsthevideogame.com

THE WORLD'S FAVORITE TOY MEETS THE WORLD'S FAVORITE ENTERTAINMENT BRAND

PRODUCT DESCRIPTION

The world's most successful film series meets the world's most successful toy in the epic video game LEGO® Star Wars®. This brilliantly conceived alliance blends the unique world and designs of LEGO play materials with the unforgettable characters, stories and vehicles of the prequel eras of the *Star Wars* universe.

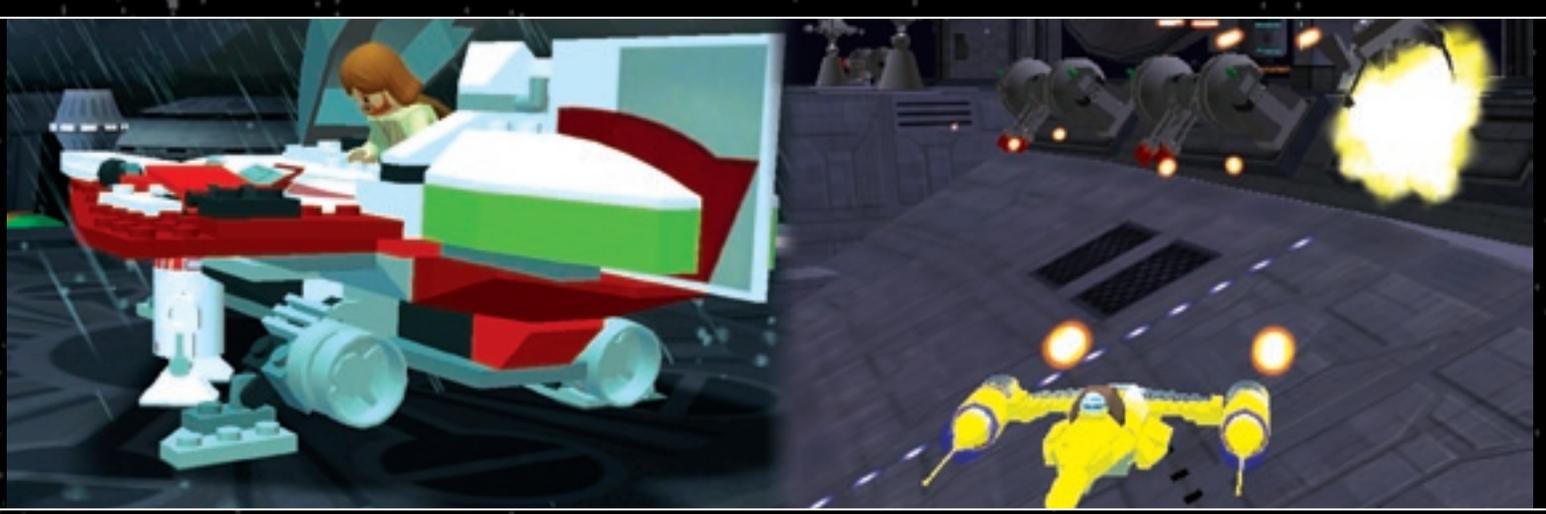
LEGO *Star Wars* The Video Game provides players the opportunity to play the most memorable and exhilarating scenes from *The Phantom Menace*, *Attack of the Clones* and the forthcoming *Episode III Revenge of the Sith* including pod racing on Mos Espa, the battle to repel the droid onslaught on Geonosis and Obi-Wan Kenobi and Qui-Gon's fatal fight with Darth Maul. Players will be able to control the likes of Obi-Wan Kenobi, Anakin Skywalker, Yoda, Princess Amidala, C-3PO and R2-D2, as well as face off against notorious dark side enemies, such as Jango Fett, Darth Maul and Count Dooku. As they progress through the game, players will unlock new characters (including those previously encountered) whose special abilities and gear will provide access to new areas and the ability to solve previously unsolvable puzzles.

In addition to the single-player mode, there is a 'drop in, drop out' two-player co-operative mode that allows a friend, sibling, or parent to join or leave the action whenever they want. There is also a free-play mode where players can choose any unlocked character to play in any level from all three films. And finally, the game contains a bonus level, secret vehicle, and other extras that will only be made available to the most devoted of Jedi Knights that play the game.

KEY FEATURES

- Play the most memorable and exciting scenes from *Episode I: The Phantom Menace*, *Episode II: Attack of the Clones* and the forthcoming *Episode III Revenge of the Sith*
- Massive array of vehicles including Naboo fighters, pod racers, speeder bikes, and yet-to-be-unveiled vehicles from *Episode III: Revenge of the Sith*
- Over 30 playable characters
- Two-player 'drop in, drop out' mode
- Free-play mode where unlocked characters can be played in different scenarios to the films.
- Use 'The Force' to manipulate environments and objects in order to solve puzzles
- Collectables that can be used to unlock hidden levels and vehicles
- Authentic sounds from the films provided by the Academy-Award winning Skywalker Sound
- Created by highly successful young gamers developer Travellers Tales





LEGO

Started almost 75 year ago, the LEGO Company has established a reputation as one of the world's most-trusted toy brands. Founded by carpenter Ole Kristiansen, the grandfather of the current president and CEO, the LEGO Company has grown to become the fourth largest toy manufacturer in the world. The name, LEGO, is derived from the first letters of the two Danish words "Leg Godt", which means "play well" and represents LEGO's central philosophy that play is the essential ingredient in a child's growth and development.

Today, LEGO toys are sold in 130 countries and a LEGO toy set is sold somewhere in the world every 7 seconds.

In 1998, the LEGO Company announced an exclusive licensing agreement with LucasFilm Ltd. under which the LEGO Company obtained the rights to introduce new toy products based on the original *Star Wars* trilogy and the three new *Star Wars* movies. LEGO *Star Wars* is currently the LEGO Company's best-selling toy range line ever, selling over \$1 billion worldwide.

STAR WARS

Based on a deceptively simple morality tale of good versus evil told across a fantastic landscape of exotic planets and bizarre creatures, *Star Wars* has become an international phenomenon, with dedicated fans of all ages. The first five films of the *Star Wars* series has broken all box office records, generating \$3.4 billion in box office sales worldwide and has constantly set new standards for sophistication in film visuals and sound, garnering 24 Academy Awards.

In addition, the *Star Wars* brand has generated the most successful film-based merchandising of all time with over \$8 billion in worldwide sales since inception.

May 2005 will bring a new milestone when Episode III, the final chapter in the movie series, is released. As the last piece in the puzzle, *Star Wars* Episode III: Revenge of the Sith will answer all the key questions that *Star Wars* fans have asked for over a quarter century.

GIANT INTERACTIVE ENTERTAINMENT

Based in Beaconsfield, England, Giant Interactive Entertainment Ltd is the only publisher to specialize exclusively in computer and video games for young gamers and their families. LEGO *Star Wars*™ is Giant's first step on the road to becoming the leading publisher in this market.

TRAVELLER'S TALES

As one of the few remaining, independent, UK-based game developers, Traveller's Tales has amassed 15 years of work that includes development across nearly every game system for nearly every major game publisher including Nintendo, Sega, Sony Computer Entertainment and most recently, THQ and Universal Studios Interactive. The studio's acclaimed portfolio boasts top-selling games based on many of the popular Disney/Pixar animated theatrical releases including Toy Story, Toy Story 2, A Bug's Life, and Finding Nemo as well as work on the Sonic and Crash Bandicoot series.



PlayStation 2

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