

LucasArts and Lucasfilm: A Good Deal for All Involved

Introduction:

George Lucas is the king over an empire. Over the last thirty-five plus years he has created some of the most recognizable characters of our time. These characters are so ubiquitous in America that they are almost burned into our collective unconscious; they are the archetypes of the modern era. The mention of Star Wars or Indiana Jones sets off the imagination, drawing people into the worlds Lucas has created. The music from both series of movies is immediately recognizable as are the names Luke Skywalker, Yoda, Princess Leia, Darth Vader, Indiana Jones and Obi-Wan Kenobi. While the movies made around these characters welcomed them to the world, their influence is also attributed to their extremely adept promotion. Additionally, most of the money made from these characters comes not from their movies but rather from their merchandise.

The *Star Wars* series has spawned countless spin-offs, all of which serve to increase the public's awareness of them. There have been books, toys, comic books, clothing, radio shows, a Disneyland ride, food items, cartoons, novelties and over twenty-five computer and video games. The Indiana Jones series has been no slouch either, giving rise to toys, books, a television show, another Disneyland ride, comic books and its own set of computer and video games. It is easy to see that George Lucas is a very shrewd businessman. When the original *Star Wars* movie was made, he retained the rights to any merchandise and he has used those rights brilliantly. This decision has made him one of the most powerful men in the movie business.

The Lucas Empire now spans six companies, all of which manage the different parts of his business. Lucasfilm is the company that produces all of Lucas' film and television activities. In addition to Lucasfilm there is Lucas Licensing, a company that handles the merchandising of Lucas' creations. Lucas Digital houses his famous Industrial Light & Magic effects shop and his Skywalker Sound audio editing studios, both world renowned for their special effects wizardry. Lucas Learning produces educational software based on his characters. Finally, LucasArts Entertainment develops computer and video games.¹

LucasArts is the main topic of this paper. However in looking at LucasArts as a member of the Lucas fold, one must understand that it is rather unique. Unlike Lucas' other companies, LucasArts has a slightly ambiguous role as both a part of the Lucas marketing machine as well as an independent entity. Over the last thirteen years, LucasArts has established itself as one of the premier game developers in the world. Its titles regularly appear on the top-ten lists tracking game sales and its games have served to help define several genres within the industry. Although LucasArts has extremely strong ties to the other Lucas companies, it also designs and distributes its own games completely independent of Lucas creations.

Over its history, LucasArts has created an impressive list of titles including: Maniac Mansion, The Secret of Monkey Island, Loom, Star Wars: Rebel Assault, Star Wars: X-Wing, Grim Fandango, Full Throttle, and Indiana Jones and the Fate of Atlantis.² LucasArts has managed to explore the universes created by George Lucas while also creating its own set of memorable characters and worlds. As this paper shall demonstrate, the relationship between LucasArts Entertainment and the movies Lucas creates is one of symbiosis. LucasArts allows George Lucas to both expand the worlds created by his films and market them more efficiently

¹ Source: Lucasfilm Ltd. Web site: http://www.lucasfilm.com/companies_top.html

² Source: Gamers.com: <http://www.gamers.com/company/2028>

while the Lucas films give LucasArts an enormous and very reliable playground that also allows them to safely dabble in new ideas without fearing the consequences of failure.

History:

Lucasfilm was formed as a film production company in 1971. In the mid 1970's George Lucas began work on *Star Wars*, the film for which he is most famous. In 1977 *Star Wars* opened and was a stunning success, grossing more than any other film to that date. To create the special effects for *Star Wars*, Lucas formed Industrial Light & Magic in 1975. As the *Star Wars* phenomenon grew, so did Lucasfilm. The successful release of *The Empire Strikes Back* in 1980 only pushed Lucasfilm farther. In that year the "Computer Division was formed to work on digital imagery and audio post-production."³ This was probably the earliest form of the group that became LucasArts.

The LucasArts web site states that, "LucasArts was founded in 1982 by filmmaker George Lucas to provide an interactive element to his vision of a state-of-the-art, multi-faceted entertainment company."⁴ At that time, the company was called Lucasfilm Games.⁵ It is unclear however what their early efforts were. A *Star Wars* game for an Atari system was published by Parker Brothers and reviewed in *Antic* magazine in 1985 and an *Indiana Jones* title was mentioned briefly in 1988 but there is not much information available about these titles and neither seem to be tied to LucasArts.⁶

The earliest game that can be traced to LucasArts was called *Maniac Mansion* and was released in 1987. This game was both a critical and financial success, with LucasArts eventually releasing it on several platforms including the Commodore 64, Amiga, PC and the Nintendo

³ Source: Lucasfilm Ltd. Web site: http://www.lucasfilm.com/history_top.html

⁴ Source: LucasArts web site: http://www.lucasarts.com/askteam/ask_arts_archive.html

⁵ Source: The International House of Mojo: <http://www.mixnmojo.com/companies/leabout.php>

⁶ *Antic* articles available at: <http://www.atarimagazines.com/v3n9/productreviews.html> and <http://www.atarimagazines.com/v7n2/STNewProducts.html>

Entertainment System.⁷ The game established Lucasfilm Games (still LucasArts' moniker at the time) within the industry and gave it invaluable experience in developing a games across several platforms. The game was so popular that a television show on the Family Channel debuted three years later in 1990.⁸ The development of Maniac Mansion was also very important for LucasArts because in developing the game the company also developed the engine on which most of its adventure games for the next ten years would be based.

The Script Creation Utility for Maniac Mansion (SCUMM) became the basis for LucasArts adventure games for the next ten years.⁹ SCUMM allowed for games where the player could roam about in a world and interact with it. The player could pick up items and place them in an inventory and use the items to interact with the surrounding world. It presented a new way of playing games and took the adventure game to places it had not previously been able to reach.

A year later, Lucasfilm Games released its first game based on a George Lucas movie. *Indiana Jones and the Temple of Doom* had been released in 1984 and was another Lucas success. In 1988 a game based on the movie was released for the Nintendo Entertainment System.¹⁰ The game roughly followed the plot of the movie and also had a design similar to several other NES games of that time. Perhaps its greatest significance was that it was LucasArts' first game developed for the Nintendo game console (The NES version of Maniac Mansion would not be released until 1990).

Two years after its first commercial success, LucasArts finally became its own entity. At that point, Lucasfilm Games became a part of LucasArts Entertainment Company, along with

⁷ Source: Gamers.com: <http://www.gamers.com/game/35336>

⁸ Source: Lucasfilm Ltd. web site: http://www.lucasfilm.com/history_top.html

⁹ Wells, Audrey **Maniacal Days of Adventure Gaming: Paying homage to the wackiest LucasArts legacy.**

¹⁰ Source: Gamers.com: <http://www.gamers.com/game/52099>

Industrial Light & Magic and Skywalker Sound (at that time called Sprocket Systems).¹¹ Lucasfilm Games became the Games division of LucasArts Entertainment. In that year, LucasArts also partnered with Lucasfilm to deliver their first game based on a new Lucasfilm movie. Lucasfilm had just released *Indiana Jones and the Last Crusade* with great success. At the same time, LucasArts released a game of the same name, with a plot based on the movie.¹² Based on the SCUMM system the Indy game was another success. In 1990, *The Secret of Monkey Island* was released; another very successful game based on the SCUMM system. It would become LucasArts' most popular original franchise and to date has three sequels.

1991 was a big year for the *Star Wars* franchise. In this year the first official novel spun from the *Star Wars* universe was released and reached the top of the *New York Times* Best Seller List.¹³ At the same time, LucasArts released its first *Star Wars* game title. Released on the NES, the *Star Wars* game was based on the original movie and followed its plot closely.¹⁴ Again, LucasArts did not publish its NES game, leaving those duties to JVC. More importantly, LucasArts received a great assist from its parent company to promote the film. At the same time as the release of the game, Lucasfilm re-released *Star Wars* in a few select cities to allow the players of the game to experience the film in a movie theater. The screenings of the film were targeted directly at the children who were the target audience of the game. They were free and were held at times when children would not be in school.¹⁵ This was an unprecedented event in the history of LucasArts and was an extremely shrewd marketing ploy. The lure of the movie would draw children into the *Star Wars* universe and they would want to explore it more by buying the game.

¹¹ Source: Lucasfilm Ltd. web site: http://www.lucasfilm.com/history_top.html

¹² Source: Gamers.com: <http://www.gamers.com/game/45177>

¹³ Source: Lucasfilm Ltd. web site: http://www.lucasfilm.com/history_top.html

¹⁴ Source: Gamers.com: <http://www.gamers.com/game/35180>

By this time, LucasArts had established itself as a major player in the video game business. It had created successful games based both on Lucas characters as well as original ones. In the mean time, the Industrial Light & Magic and Skywalker Sound divisions of LucasArts were dominant players in the movie effects business. While both had similar missions in attempting to use technology to push Lucas' ability to tell stories farther, they were targeting different audiences and had different business goals. In 1992, the decision was made to separate the games division of LucasArts from the entertainment division.¹⁶ Although the two divisions would remain under the LucasArts Entertainment name, they would be separate entities with their own management. After ten years of existence, the games division was finally separated organizationally from all aspects of the making of Lucas movies.

However, their tie to the movies would only get stronger over the next few years. That same year, LucasArts released *Indiana Jones and the Fate of Atlantis*. Another game based on the SCUMM engine it was an amazing success.¹⁷ Although it was lauded for its graphics and game play, it is also significant in the history of LucasArts because it was the first time LucasArts had taken one of Lucas' movies and expanded the story beyond that of the movie. *Indiana Jones and the Fate of Atlantis* told a story completely separate from any previous Indy movie. It introduced new characters and new locations. This was a large step for the company and one that would point it to some of its most successful games.

In fact, the next game LucasArts released also expanded on one of Lucas' worlds. However, this one touched upon Lucas' golden goose, the *Star Wars* franchise. In 1993, LucasArts released *Star Wars: X-Wing*. The game involved the players piloting the space ships from the *Star Wars* movies, taking them through several missions and expanding the story line of

¹⁵ Magiera, Marcy **Look out, Darth 'Star Wars' movie returns to boost videogame**

¹⁶ Rothman, Matt, **Lucas Empire Splitting in 2**

the *Star Wars* saga by referring to points on the *Star Wars* timeline that take place in between the movies. Not only was the game's plot original but it also was the first *Star Wars* game playable on the PC.¹⁸ The game was extremely well done and served to help define the genre of space based dog-fighting games. It was also very different from any other LucasArts game in a very significant way: it was not developed by LucasArts.¹⁹ Instead it was developed by a company called Totally Games. This was a first for LucasArts and represented a shift in philosophies. Although they had allowed other companies to publish their games before they had never published games written by others. The company was now a large enough player that its name was enough to sell games written by others. It also allowed the company to make money from Lucas' properties without spending the money to develop the game.

The games division of LucasArts was on a roll. After the success of X-Wing and a version of the *Star Wars* game for the Super Nintendo console they were enjoying the fruits of success. The management of the company renamed the games division of LucasArts as the LucasArts Entertainment Company and ostensibly at this time spun the Industrial Light & Magic and Skywalker Sound division off into Lucas Digital.²⁰ The company was now completely on its own and was a defining influence in the game industry.

The following years produced several extremely successful games for LucasArts. They began producing more games developed by other companies and also released several successful titles of their own. They had successes deriving from Lucas characters and stories such as *Star Wars: Rebel Assault*, *Star Wars: Tie Fighter* and *Star Wars: Dark Forces*. These games expanded on the *Star Wars* universe, developing new story lines and providing hungry fans with

¹⁷ Source: Gamers.com: <http://www.gamers.com/game/29089>

¹⁸ Source: Gamespot.com: http://www.gamespot.com/features/starwars_hs/xwing.html

¹⁹ Source: Gamers.com: <http://www.gamers.com/game/31784>

²⁰ Source; Variety: LucasArts Renamed

more details on the objects and characters that are a part of the universe. The company also developed its own games, finding success with titles such as Full Throttle and Maniac Mansion II: The Day of the Tentacle.

One interesting title released in this period was called The Dig (released in 1995).²¹ The game was met with extremely critical reviews but its one distinguishing feature was that movie director Steven Spielberg wrote it.²² The famous movie director's involvement came at the height of a trend in the game industry to create games that were interactive movies. Interestingly Spielberg chose LucasArts to develop and distribute it.

By 1999 LucasArts was firmly established in the game industry and had expanded the universes of both the *Star Wars* and Indiana Jones franchises. It had even expanded out of the simple game market and had released reference guides for the *Star Wars* saga. However, their parent company Lucasfilm was readying their next film, one which LucasArts would take advantage on a larger scale than any other Lucasfilm release. Lucas had been working on the first episode of the *Star Wars* saga and the hype for the movie was enormous. At the same time, LucasArts was readying several games based on the movie. The most notable would be Star Wars Episode I Racer.²³ The game was released on four platforms and was taken directly from a scene in the Episode I movie. It featured the pod racers from the movie and the game included a version of the race scene from the movie. The graphics of the game were so similar to the visuals of the movie that some thought the scene in the movie was added simply to inspire the game! However, Episode I Racer was only the beginning. It would be one of five games released based on the movie in the next two years.

Conclusions:

²¹ Source: Gamers.com: <http://www.gamers.com/game/8727>

²² Source: Gamespot.com: <http://www.zdnet.com/gamespot/stories/reviews/0.10867.2533404.00.html>

²³ Source: Gamers.com: <http://www.gamers.com/game/27062>

LucasArts' success shows no signs of slowing down. They plan to continue to ride the success of the *Star Wars* franchise and plan to release both a real time strategy game as well as a massively multi-player role playing game based on the movies in the next few years.²⁴ Their success is based on developing great games based both on the creations of George Lucas as well as games completely independent of the Lucas touch. However, it is their tie to Lucas that is the key to their success. However, it is not a one way relationship. The games LucasArts creates have the power to expand Lucas' stories far beyond their original scope and LucasArts uses this power to consciously assist Lucas.

From their beginnings as a special effects shop for Lucasfilm to their current success, LucasArts has been able to assist Lucas in creating his empire. The company completely acknowledges their role as a supporter to the Lucas Empire. In a recent interview, their president, Simon Jeffery said, "A couple of years ago, it was our main aim to support the upcoming *Star Wars: Episode I* movie as strongly as possible - to help George Lucas tell his story to a new generation, and to help expand that new universe in order to fulfill the insatiable desires of the *Star Wars* fans." However, they also have expressed an interest in becoming less reliant on the Lucas films for their inspiration, with Jeffery saying, "We certainly won't be making so many *Star Wars* games in the future. It'll take us a couple of years to get to this stage, but I would say that it's our aim to have a 50/50 balance of *Star Wars* games vs original games."²⁵

Thus the relationship is one of mutual benefit. LucasArts benefits from having one of the most recognizable brands in the world in the *Star Wars* label. However they also return the favor by extending the mystique of the Lucas creations by taking them further than Lucas can in his

²⁴ Source: LucasArts web site: <http://www.lucasarts.com/pages/indexannouncement.main.html>

²⁵ Source: The International House of Mojo: <http://www.mixnmojo.com/resources/interviews/simon/index.php>

movies. Though both could easily exist without the other, both bolster each other's fortunes through a relationship of mutual benefit.

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Mojo Poll

If the voodoo doll is of Spaff, then which member of staff is in possession of the Doll?

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Friday, March 23, 2001

SW Galaxies update by [Spaff](#) (Comments: 0)

Ok so many people have been trying to get me to keep up to date with the new species for this game, so here, for all of you, may I present:



- [The Mon Calamari](#)
- [The Trandoshan](#)
- And [The Bothans](#)

The first of those of course being Admiral Ackbar's race of creatures. The Admiral of course who I hope you all voted for as a favourite character for games in the LEC SW survey!

Community

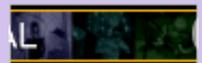
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LucasArts Lawsuit
update by [Spaff](#) (Comments: 0)

Just thought I'd bring you a quick update on the Lawsuit situation. Anyone who read the comments from the last post will have already learned that this has come about from LucasArts using the term "Starfighter" in the recent PS2 game. This phrase was copyrighted by 3DO in 1995

Yesterday, ieMag.com reported that The 3DO Co. had recently filed a trademark infringement suit against LucasArts Entertainment Co. LLC and Lucas Licensing Ltd. We have learned that the suit involves LucasArts using the word "StarFighter" in its PlayStation 2 game Star Wars StarFighter.

LucasArts' Tom Sarris sent ieMag.com this comment: "The term "Starfighter" has been part of the Star Wars lexicon since the 1980s and there is no basis for any claim against Star Wars Starfighter. LucasArts' game continues to enjoy critical and commercial success, and furthers LucasArts' proud tradition of providing Star Wars fans and game players alike the opportunity to immerse themselves in the Star Wars universe and play out roles, scenes, etc. inspired by events first depicted in the Star Wars films."

The 3DO Co. will still not provide comment on the lawsuit.

Thanks to Huz, and [Iemag](#)

LucasArts Battles on
update by [Spaff](#) (Comments: 7)

IE Magazine have reported news of a lawsuit filed against LucasArts:

ieMag.com has received word that The 3DO Co. last week filed a trademark infringement suit in U.S. District Court for the Northern District of California against LucasArts Entertainment Co. LLC and Lucas Licensing Ltd. A 3DO spokesperson refused to provide any information, citing a company policy against discussing pending litigation, and requests for comment to 3DO's attorney and LucasArts representatives weren't returned by the time this story was posted.

I'll keep you posted, any ideas what this could concern?

Naboo Battles on
update by [Spaff](#) (Comments: 2)

Its not just Mojo that thinks Battle for nabboo is rubbish. [Gameover.net](#) have reviewed the game, heading the review with this:

milk (milk) vt. 1. to drain off or extract money, ideas, strength, etc. from as if by milking; exploit (see: LucasArts)

LEC's starwars games have been, of late, pretty unplayable. However I got a chance to play Jedi power Battles on my Dreamcast, and I have to say that I thoroughly enjoyed it. I'd compare it to 3d golden axe with jedi.

Thursday, March 22, 2001

Adventure Developer
update by [Spaff](#) (Comments: 8)

[Adventure Developer](#) is still going strong, and has muchos amateur adventure gaming news. So if you need an adventure game fix, head on over and see what you can find.

SW Survey
update by [Spaff](#) (Comments: 0)

This is strictly speaking Starwars news, but i thought that those of you who are opposed to SW would want to read this too.

LucasArts have set up [this survey](#) which asks a lot of questions about Starwars gaming. Go and share you views. - I know you all do in these comments anyway! So go tell them!



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Wednesday, March 21, 2001

Larry Aherns New Job
update by [Spaff](#) (Comments: 14)

Larry Ahern, Game designer from LucasArts has found himself a new job after leaving LEC some time ago. His new position? Head of art development for Microsoft's action game group!

Larry will start at his new position on May 1st and move up to Seattle, WA, which seems to be attracting former LucasArts employees: artists Bill Tiller (The Dig, The Curse of Monkey Island), Bill Stoneham (Jedi Knight) and Peter Chan (Monkey Island 2, Day of the Tentacle, Grim Fandango) and the famed game designer Ron Gilbert (Maniac Mansion, Monkey Island) also currently live in the Washington state.

Good luck in your new Job Larry, and thanks Swordmaster for the news.

Source: [LucasFans](#)

Sunday, March 18, 2001

Wordsearch
update by [El Pollo Diablo](#) (Comments: 10)

Not really MOJO news but its the nearest I can get!

Anyway The Scumm Bar have recently added a wordsearch game which can be found [HERE](#). They then started a new competition so that you visit the new game!

The "SILLY WORD SPOTTER COMPETITION 2001". All you do is to go to [The Scumm Bar's wordsearch](#) and take a screenshot showing the strangest word you can find. As an example, I managed to find "SKY" and "FOX" in the same grid."

Of course with any competition needs prizes and the prize is a 'thescumbar.com' e-mail address

Source: [The Scumm Bar](#)

Thursday, March 15, 2001

Mac Games Out of Stock
update by [Jake](#) (Comments: 0)

[LucasMacs](#) has a reader report from the LucasArts company store about some Mac titles going out of print, and slowly disappearing from the [Company Store](#) order page. The Dig is apparently already out of stock. Get more at [LucasMacs](#).

It's A Skull
update by [Huz](#) (Comments: 7)

[The Clearly Unofficial EMI Site](#) has done it again! This time it's an interview with Denny Delk, the voice behind Murray from Monkey Island and the tentacles from Day of the Tentacle, among others. Check out the interview [here](#), and the site's previous interviews [here](#)!

Source: [The SCUMM Bar](#)

EMI For PS2 Announced
update by [Jake](#) (Comments: 7)

[LucasArts](#) has updated their site with the announcement (as predicted) of EMI for the PlayStation 2. The game, not suprisingly, looks nearly identical to the PC version, except the font used for dialogue, etc has been changed to a bulkier one as to be read easier on TV screens. There are six screenshots at the [EMI Product Spotlight](#) page, if you're interested. Here's a bit from the [press release](#):

"For the past 10 years owners of PC's have solely been able to enjoy Monkey Island, one of LucasArts' premier brands," says Tom Byron, director of product marketing for LucasArts. "Escape from Monkey Island gives PlayStation 2 players the chance to be captured by this clever and comical graphic adventure series."



Wednesday, March 14, 2001

Phantom Heresies
update by [Spaff](#) (Comments: 0)

My friend Mitch at work sent me a url today for a site that interested me. Although the content is old, it is none the less a very good and interesting read.



[The Phantom Heresies](#) series began as an attempt to rehabilitate The Phantom Menace among longtime Star Wars fans, many of whom were extremely vocal in rejecting the movie as a shallow sell-out on the part of George Lucas. Their essays are interesting and although may be entirely wrong in the mind of Lucas, do bring an interesting viewpoint to the Starwars Universe.

New site, Hall of Fame
update by [Spaff](#) (Comments: 2)

A new site, soon to open is starting off with a LucasArts Hall of Fame week. This idea, similar to our plans, is to post reviews and articles relating to the classic LucasArts adventure games such as Day of the Tentacle. The site is [ID Gamer](#) and you can access the relevant news for this story [here](#).



World of MI Domain
update by [Spaff](#) (Comments: 0)

The Great Monkey Island fan site : World of Monkey Island has gained a domain name. The site can now be accessed from www.worldofmi.com. Great stuff.



Sunday, March 11, 2001

Star Wars Ad Infinitum
update by [Huz](#) (Comments: 14)

LucasArts have updated their site with a new [Ask The Team](#) question. The new question and answer is:

Will George Lucas allow LucasArts to continue the Star Wars saga after the completion of the movie series?

Original Star Wars games continued for many years in the time between the completion of Return of the Jedi and the premiere of Star Wars: Episode I The Phantom Menace. With the tremendous level of interest in new and original Star Wars experiences, we expect the Star Wars universe of original games to continue to thrive for many years after the completion of Star Wars: Episode III.

Also new at the site is the news that Battle For Naboo (PC version) will be available in [US, probably] stores on March 13th.



Saturday, March 10, 2001

PSX2 EMI ?
update by [Spaff](#) (Comments: 26)

[FGN Onlone](#) have posted rumours that LucasArts plan to bring EMI to the PSX2

Rumors have emerged suggesting that LucasArts is looking to release Escape From Monkey Island on PlayStation 2. The graphic adventure from LucasArts is apparently in "testing" for a release later this year on PlayStation 2, according to Next Generation magazine.

No further details were available, but we hope to receive a comment from LucasArts on the rumor soon.

Hmm.. I can't help but feel that if they did this the control method might improve.... did anyone play SMI on the MegaCD ? - That must have been hellish, EMI however would probably work quite well on a console.



Source: [Adventure Gamer](#)

Friday, March 9, 2001

Naboo Review
update by [El Pollo Diablo](#) (Comments: 3)

Thinking of buying Battle for Naboo, well read my review first and see what I thought of it. Click [HERE](#)



Palpatine
update by [Spaff](#) (Comments: 0)

And today we have a lovely picture of the cover of StarWars insider magazine, sent to me by my friend Jimk. On this cover we see an image of Supreme Chancellor Palpatine, as he will appear in Episode2. Spooky.



The Scummbar
update by [Spaff](#) (Comments: 2)

Today is a day of Celebrations. I finally won my batte with Network solutions. I dont think the site its self has realised yet, but after endless faxes and pain: www.thescummbar.com once again points to The Scummbar. YES!



It has been pointing to Telefragged for the last 5 months when it should have been pointing here, but because telefragged put themselves as admin contacts and then ignored my requests to change it, it was stuck that way. Apologies to Skyfox who has had to cope with that annoying forwarding page. Now go to TheScummbar.com!

Wednesday, March 7, 2001

Star Wars Galaxies
update by [Spaff](#) (Comments: 2)

Yet another species announced for StarWars Galaxies. Now it is the Twi'lek (the race with the tentacles frequently seen in Jabbas palace):

A common species throughout the galaxy, Twi'leks are similar to humans in many respects, but can be identified by the twin head tentacles that grow from their skulls. Native to the planet Ryloth, Twi'leks also have a wide variety of skin coloration, ranging from pale white to dark green. In general, Twi'leks are non-violent, but they are also diverse: members of the species have become Jedi Knights, pilots, crime lords, and politicians.



to read more about this and other species to be featured in this game, head on over to [The Station](#)

Source: [BigWhoop](#)



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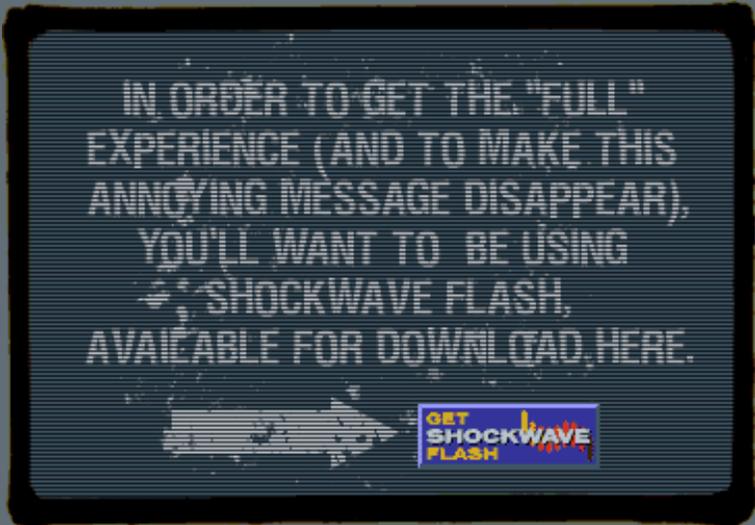
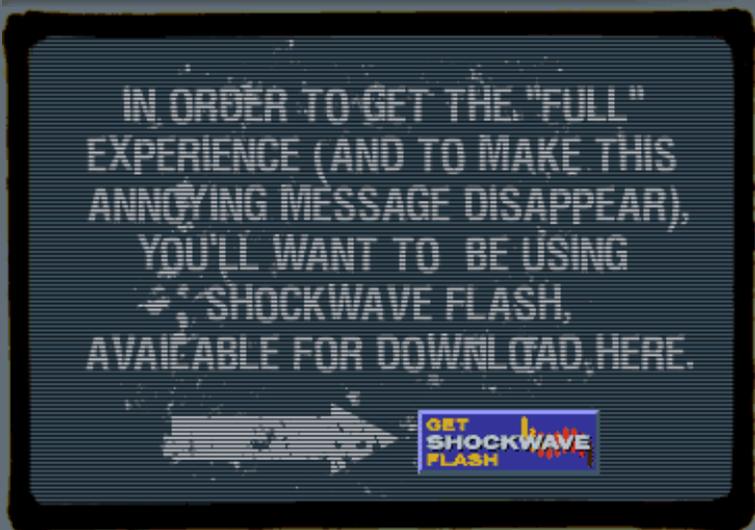
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GAMES FOR THOUGHT



[Mario Tennis](#)

Game Boy Color

From the creators of Mario Golf comes a handheld version of the N64 Mario Tennis game. Like its precursor, Mario Tennis

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[New Gran Turismo 3 A-spec Screens Released](#)

It won't be long until we all have this game in our hot little hands

YOUR TWO CENTS

Which Sony game systems do you own?

- PlayStation
- PlayStation 2
- Both
- Neither

sees players aiming to be the best tennis player in the world by competing in matches and gaining experience. Can you reach the top and beat Mario, the greatest tennis player of all?

- [Driving Emotion Type-S](#) (PlayStation 2)
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Now that you've seen
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 impressed you more?

[The GeForce3](#)

[The Xbox](#)

They seem about
 equal

I wasn't impressed
 by either

Recent Releases

Game	Description	Release/Prices
The Moon Project (PC)	An excellent 3D strategy game.	Check Price
Battle for Naboo (PC)	Bring a Naboo starship into battle.	Check Price
Colin McRae Rally 2.0 (PC)	An engrossing rally racing game.	Check Price
Insane (PC)	Over-the-top 4x4 racing.	Check Price
Blade of Darkness (PC)	Fantasy-themed hack-and-slash.	Check Price
Ring of Red (PS2)	Tactical mech combat on the PS2.	Check Price
Unreal Tournament (DC)	An outstanding Dreamcast shooter.	Check Price
ESPN NBA 2Night (PS2)	ESPN basketball on the PS2.	Check Price
The Bouncer (PS2)	Square's cinematic beat 'em up.	Check Price
Conker's Bad Fur Day (N64)	Rare's adult-themed platformer.	Check Price

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Who is your favorite character in [Star Wars Demolition](#)?

- Wade Vox
- Quagga
- Pugwis
- Aurra Sing
- Wittin
- General Otto
- Tia & Ghia
- Malakili
- Boba Fett
- Tantel Skreej

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The Letterman Digital Center at the Presidio

Planning and design of the Letterman Digital Center (LDC) has progressed to the Schematic Drawing Stage with a submission to the Presidio Trust for public review. The highlights of that submission are presented in this update.



Welcome to the Lucasfilm Ltd. Web site. If you are interested in reading the latest news regarding the *Star Wars* Prequels, please refer to www.starwars.com. If you're interested in employment opportunities with Lucasfilm or Lucas Licensing, you're at the right site!

Based in Marin County, California, Lucasfilm Ltd. is one of the most successful independent production companies in the world, having produced five of the top 20 box office hits of all time and won 17 Academy Awards. The company includes all of the George Lucas' feature film and television activities, and houses the business affairs, finance, information technology and services, research library/archives, Internet, Skywalker Ranch operations, marketing, and human resources divisions. Lucasfilm THX sets the standards for quality film presentation in the exhibition and consumer electronics industry. For more information, please visit our THX Web site: www.thx.com.

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