

LEGO® *Star Wars*™: The Complete Saga

GAME DATA

PLATFORMS

Xbox 360, Wii,
PLAYSTATION 3,
Nintendo DS

GENRE

Action/Adventure

PUBLISHER

LucasArts

DEVELOPER

TT Games

OFLC RATING

Pending

RELEASE DATE

November, 2007

WEB

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DESCRIPTION

Building on the success of both **LEGO® *Star Wars*™** “block-buster” videogames, **LEGO *Star Wars*: The Complete Saga** enables families to play through the events of all six *Star Wars* movies in one videogame for the first time ever. Developer Traveller’s Tales takes full advantage of the unique capabilities of all three next-generation consoles, while also adding new characters, new levels and new features. Players can build and battle this spring on the Wii™, PLAYSTATION®3 computer entertainment system and Xbox 360™ videogame system from Microsoft. Traveller’s Tales is also creating an entirely new Nintendo DS™ version, developed brick by brick from the ground up.

PRODUCT INFORMATION

- Families can commemorate the 30th anniversary of *Star Wars* by playing through the events of all six *Star Wars* movies in one videogame for the first time ever, complete with LEGO building action and minifigure humour.
- Solve puzzles that encourage creative thinking through the use of teamwork and unique building situations only possible in a LEGO galaxy far, far away.
- Adds new levels, new characters and new features to the fun, creativity and tongue-in-cheek humour that made **LEGO *Star Wars*: The Video Game** and **LEGO *Star Wars* II: The Original Trilogy** such huge hits.
- New levels, such as Episode II’s never-before-played high-speed pursuit of bounty hunter Zam Wessell, further complete the entire *Star Wars* story.
- New playable characters like Watto, Zam Wessell, Boss Nass and more bring the total count to over 160.
- The upgraded Character Customizer includes all Prequel Trilogy characters for the first time, while also expanding its customization options well beyond those in **LEGO *Star Wars* II**, for millions more possibilities. Create cross-Trilogy mash-up characters like Han Windu and Lando Amidala.
- New game features include enhanced Force powers, new power-ups, and a new Challenge Mode.
- Levels from the original **LEGO *Star Wars*** are revamped to meet the gameplay evolutions of **LEGO *Star Wars* II**.
 - For the first time, every Prequel Trilogy character – even those without the Force – can build, as well as jump into and out of the vehicles they create.
 - Redesigned “Mos Espa Podrace” and “Gunship Cavalry” levels now encourage the open vehicle gameplay of **LEGO *Star Wars* II**.
 - New bonus levels and 10 additional Bounty Hunter Missions offer new challenges in the Prequel Trilogy.
- Enhancements for every platform:
 - Xbox 360 and PLAYSTATION 3: The **LEGO *Star Wars*** premiere of online two-player co-op lets families play together from anywhere in the world for the first time.
 - Xbox 360 and PLAYSTATION 3: New high-resolution LEGO models and characters, along with new environment graphics and special effects, create visuals unparalleled by any other LEGO galaxy far, far away.
 - Wii: Motion-sensitive inputs give you exciting new ways to control your **LEGO *Star Wars*** characters.
 - Nintendo DS: Created from the ground up by Traveller’s Tales, this version incorporates exclusive touch-screen action and challenges.
- Peek behind the scenes with the bonus video “The Building of **LEGO *Star Wars***”

