

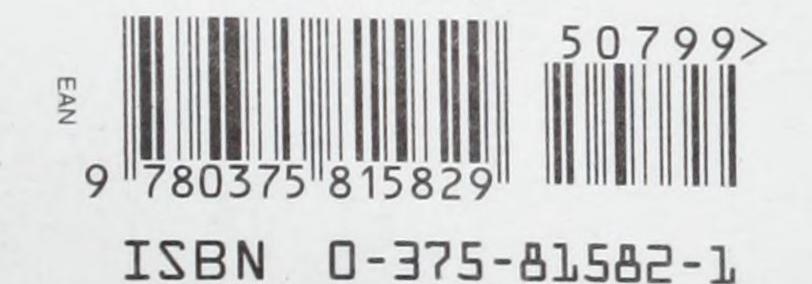


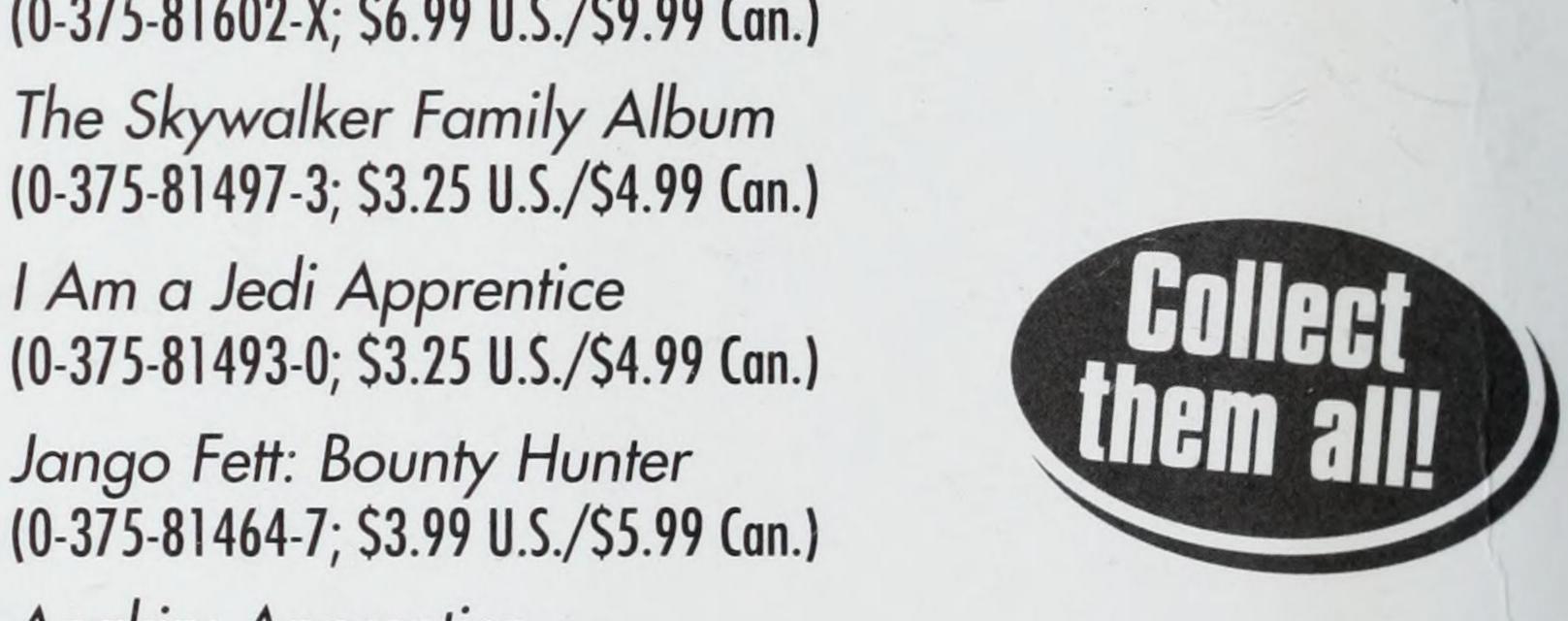
STAR WARS

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ATTACK OF THE CLONESTM
S C R A P B O O K



WRITTEN BY RYDER WINDHAM
INTERIOR DESIGN BY JASON ZAMAJTUK

RANDOM HOUSE AND NEW YORK



CONTENTS

INTRODUCTION	PAGE 3
THE JEDI	PAGE 4
THE SITH	PAGE 14
THE SEPARATISTS	PAGE 16
THE SENATE	PAGE 18
CORUSCANT UNDERGROUND	PAGE 22
BOUNTY HUNTERS	PAGE 24
KAMINO	PAGE 28
RETURN TO NABOO	PAGE 34
RETURN TO TATOOINE	PAGE 38
GEONOSIS	PAGE 42

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PLAYING VADER

Anakin Skywalker and Obi-Wan Kenobi have been played by several different actors over the course of the *Star Wars* saga.

Episode I: The Phantom Menace—Anakin (Jake Lloyd) first meets Obi-Wan (Ewan McGregor) on the Naboo Royal Starship.

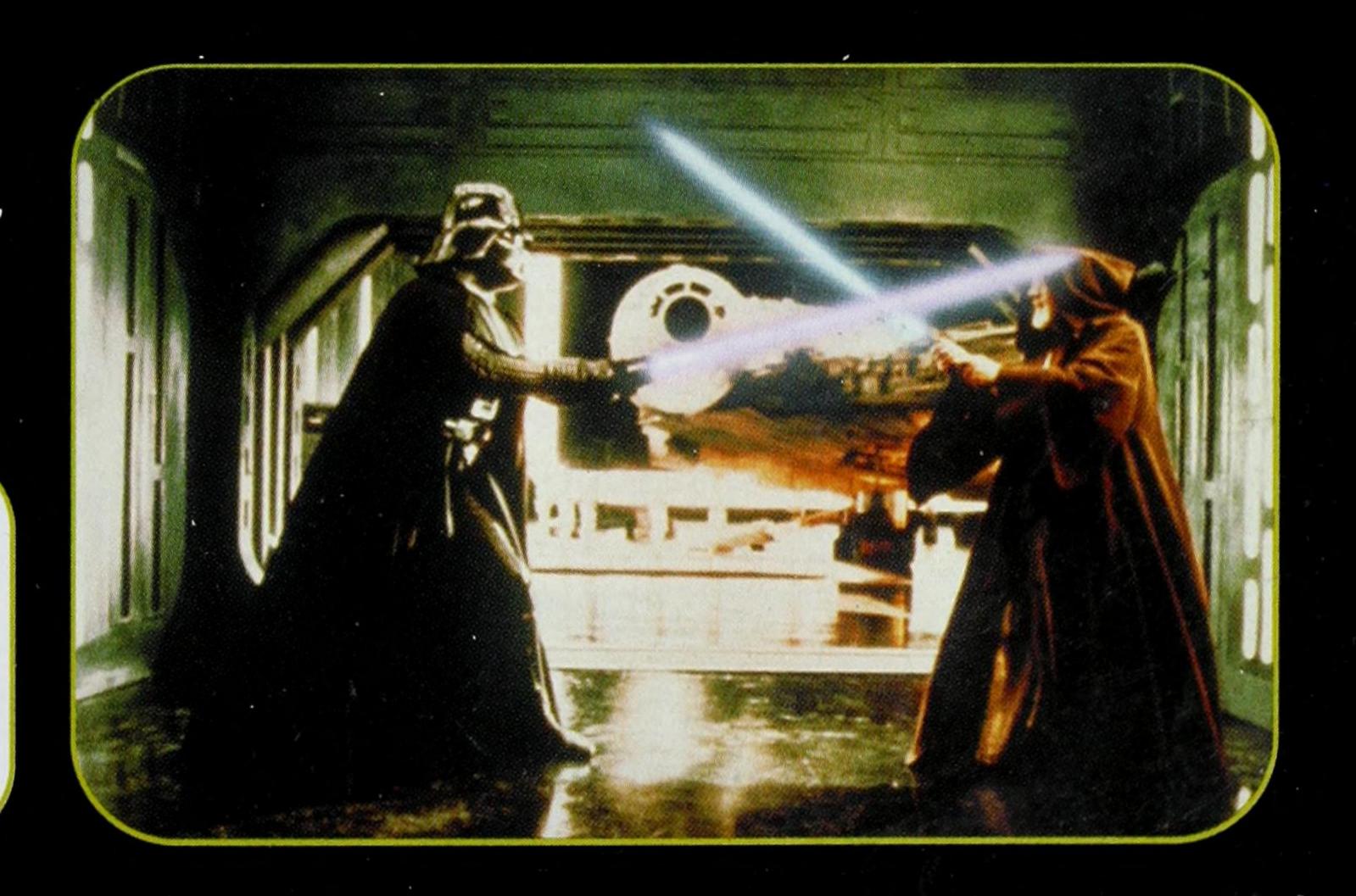


Episode II: Attack of the Clones—Anakin (Hayden Christensen) and Obi-Wan (Ewan McGregor) consult with Padmé on Coruscant.



"We meet again, at last."
—Darth Vader to Obi-Wan,
Episode IV: A New Hope

Episode IV: A New Hope—An aged Obi-Wan (Alec Guinness) combats Darth Vader (with the body of David Prowse, voice of James Earl Jones, and heavy breathing by sound designer Ben Burtt).



Episode VI: Return of the Jedi—Anakin (Sebastian Shaw) and Obi-Wan (Alec Guinness) are reunited as spiritual entities.



JEDI TEMPLE

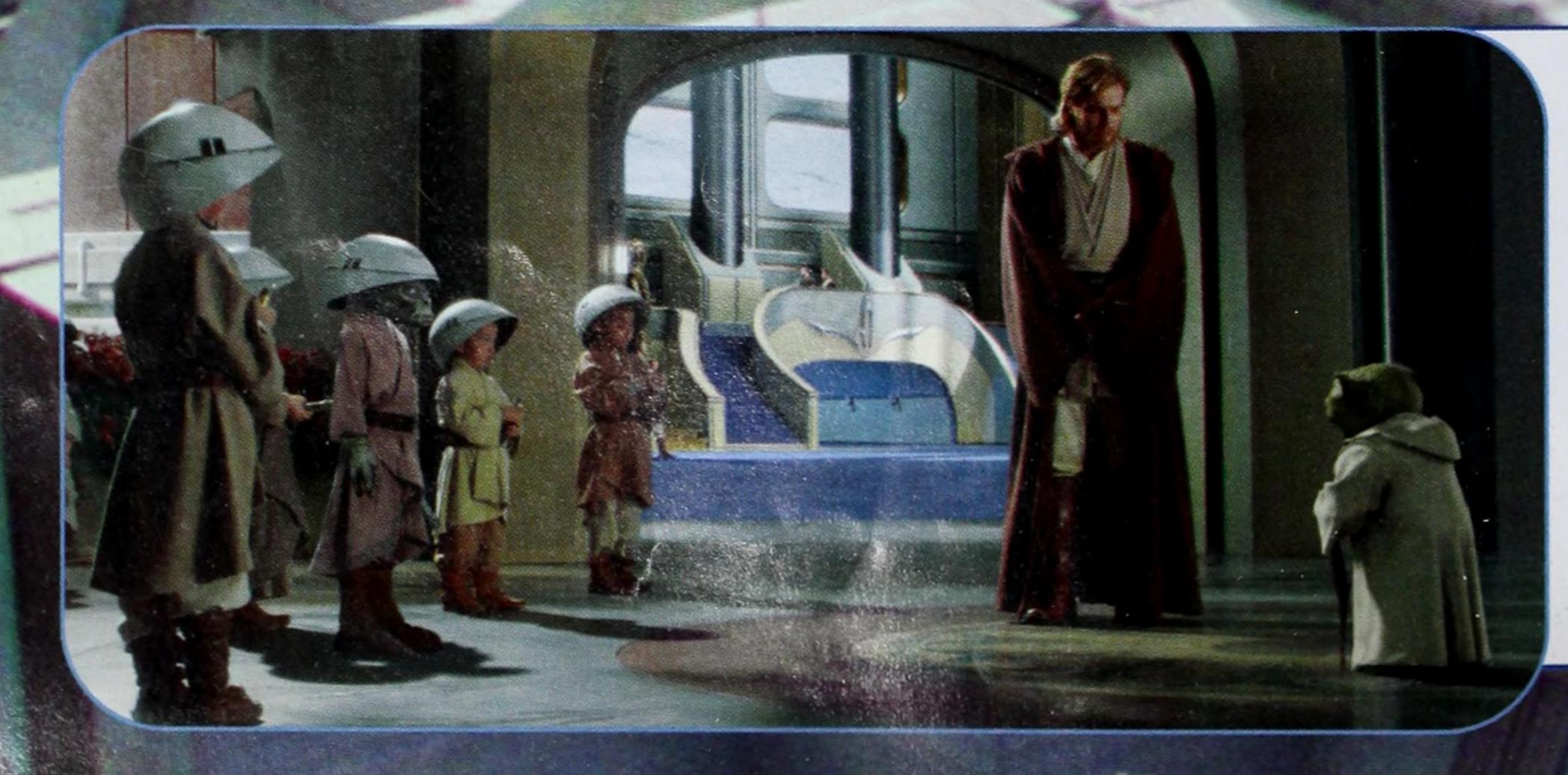
Elevated above a low-rise sector of Galactic City on Coruscant, the Jedi Temple is where Jedi train and reside. The stepped architectural style of its base is intended to symbolize the Padawan's path to enlightenment in the Force. The Temple is topped by five towers, one of which houses the Jedi High Council.

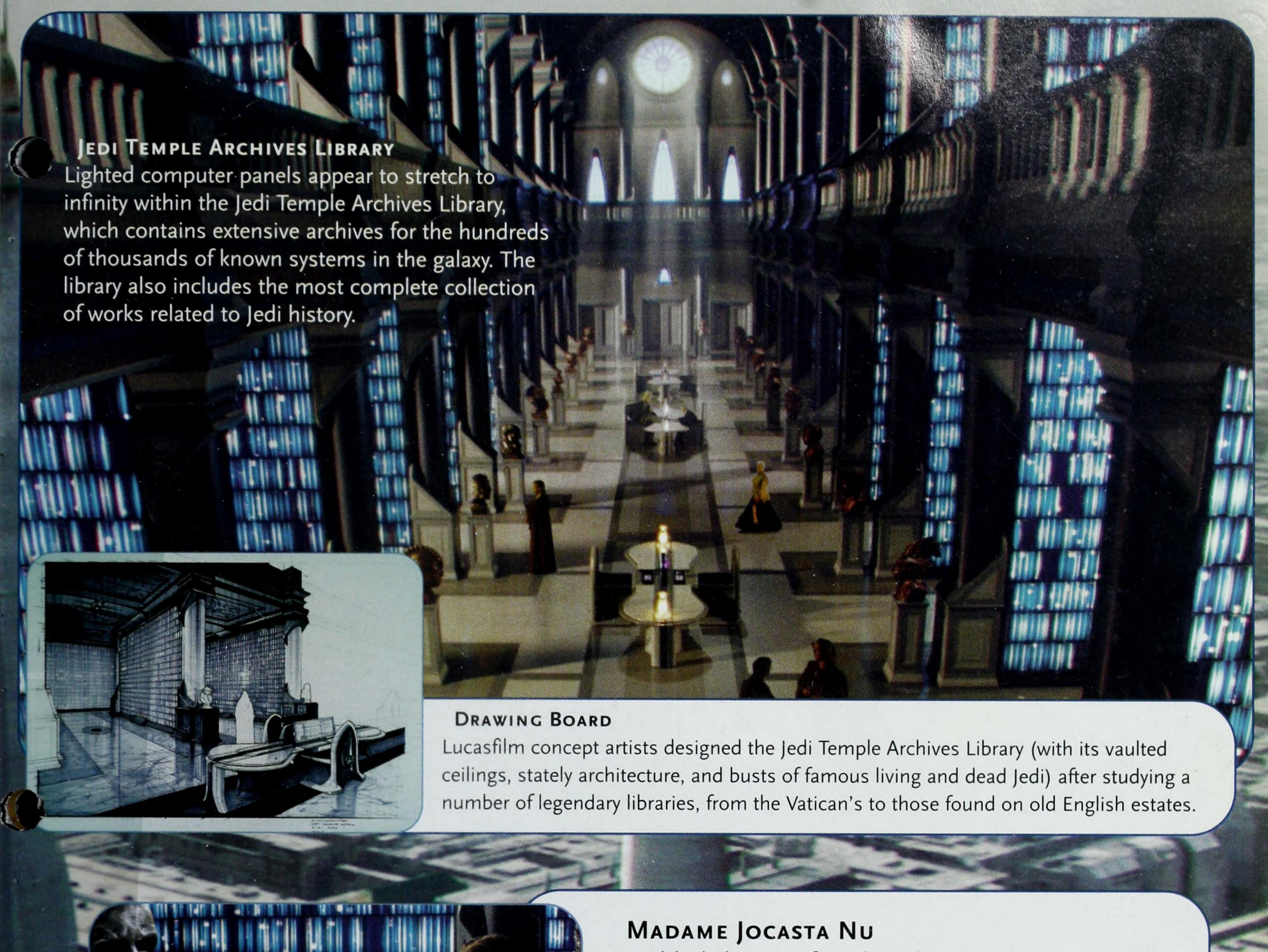
DRAWING BOARD

Inspired by the TransAmerica pyramid and the San Francisco skyline, Episode I concept designer Doug Chiang and concept artist Edwin Natividad incorporated Gothic, Art Deco, and ancient Chinese and Egyptian architectural styles into the design of the Jedi Temple.

THE BEAR CLAN

Young Jedi aged four to eight belong to one of ten different clans. Master Yoda instructs each of those clans. In Attack of the Clones, we see him instructing the Bear Clan, which consists of twenty Jedi children.







An elderly human female Jedi, Madame Jocasta Nu is in charge of maintaining the Jedi Temple Archives Library. Over the years, countless Jedi have come to her for assistance in looking up everything from navigational charts to information on alien languages and customs.

THE LOST TWENTY

In the long history of the Jedi, only twenty have ever left the Order. Known as the "Lost Twenty," their last addition was Count Dooku. After leaving the Order and disappearing ten years ago, he recently emerged as a political activist leading the Separatist movement.

JEDI MAP ROOM

The Jedi map room has information about every planet and star. And the Jedi analysis room is used to examine artifacts, which often hold clues to questions that may come up during assigned missions.



THE JEDI COUNCIL

All matters related to the Jedi are controlled by the Jedi High Council, which has twelve members. Each of the High Council's members is a respected and experienced Jedi Knight who has probably achieved the designation of Jedi Master.

ADI GALLIA

Just prior to the crisis on Geonosis, Adi Gallia was flying a new prototype of the Jedi starfighter to aid the resistance movement in the Karthakk system. Her former Padawan, Siri Tachi, has also established herself as a formidable Jedi.

OPPO RANCISIS

A Thisspian, Oppo Rancisis is a cunning military strategist with a superior tactical mind.

EVEN PIELL

With the heritage of a Lannik warrior, Even Piell is fearless in battle.

SHAAK TI

Jedi Master Shaak Ti is a Togruta from Shili. Many species are under the impression that Togrutas are venomous, but this is only a myth. However, it is not a myth that Master Shaak Ti discourages.

SAESEE TIIN

An Iktotchi with natural telepathic abilities, Jedi Master Saesee Tiin is a daring star pilot. In fact, he is a test pilot for a newer-model Jedi starfighter—an improved version of the ship Obi-Wan uses to travel from Coruscant to Kamino.

COLEMAN TREBOR

An amphibious Vurk, Coleman Trebor is from the watery world of Sembla. He has peacefully resolved several major planetary disputes, but if called upon to draw his lightsaber, this Jedi Master does so without fail.

ЕЕТН КОТН

Jedi Master Eeth Koth is a Zabrak. After he heard reports that Qui-Gon Jinn's slayer might have been an Iridonian Zabrak, Eeth Koth conducted an extensive investigation, but he has yet to discover the identity of the deceased Sith Lord.

KI-ADI-MUNDI A Cerean with a binary brain, Ki-Adi-Mundi was a Jedi Knight at the time of the Battle of Naboo, and the only member of the Council who was not a Jedi Master. Since then, he has trained a Padawan through knighthood and has become a Jedi Master. YODA The Council's eldest and wisest member. MACE WINDU A senior member of the High Council. DEPA BILLABA While her allies race to Geonosis, PLO KOON Jedi Master Plo Koon is a Kel Depa Billaba is assigned to remain on Coruscant and supervise the Dor from Dorin and, thus, wears goggles and an antiox young Jedi clans. mask to protect him from oxygen-rich atmospheres. A courageous warrior, he is also respected for his vast scientific knowledge.

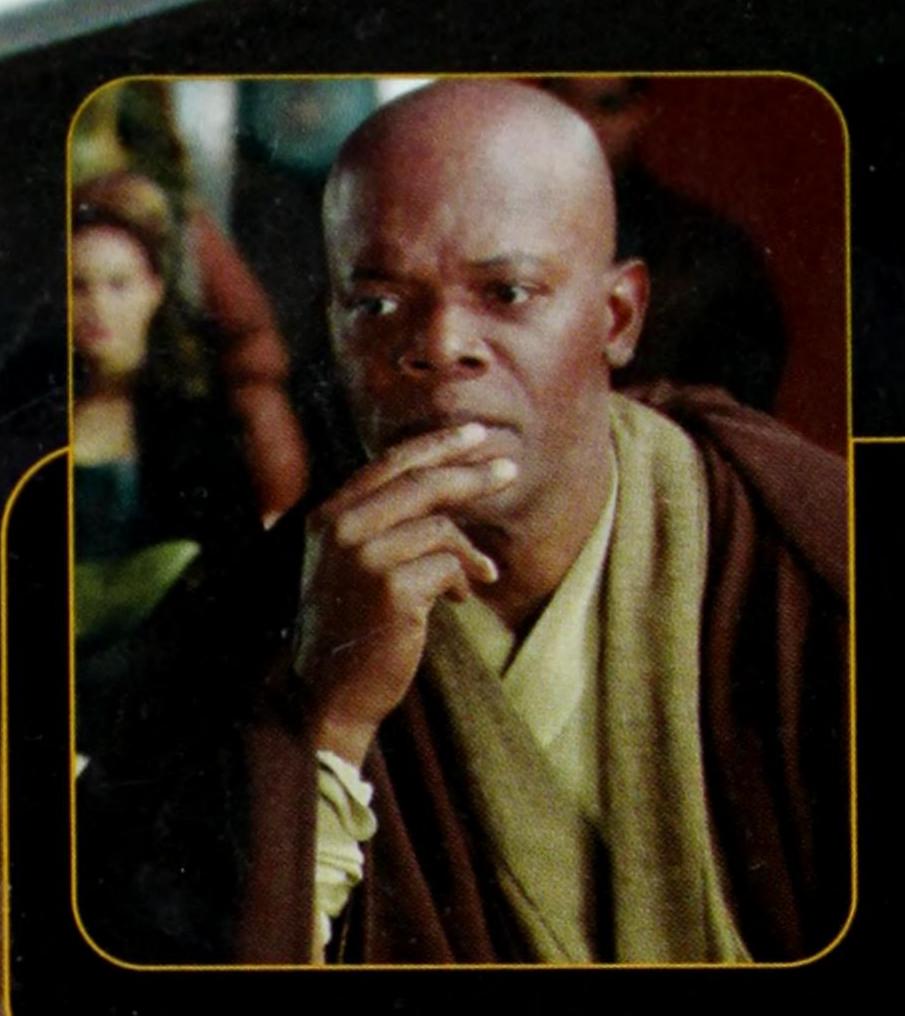
THE S. CODE!

MACE WINDU

distant world.

A senior member of the High Council, Jedi Master Mace Windu is concerned by the growing disturbance in the Force and the fate of the Republic. He knows there may not be a peaceful way to resolve the problems presented by the Separatist movement. When Mace Windu learns that the Separatists have assembled a droid army on Geonosis, he decides to lead a battalion of Jedi to the

"There aren't enough Jedi to protect the Republic. We are keepers of the peace, not soldiers."—Mace Windu



PLAYING MACE

Samuel L. Jackson returns to the role of Mace Windu. In Episode II, he notes that his character "seems to be the second most powerful Jedi on the Council, next to Yoda. . . . I usually describe Mace as a voice of reason. He thinks before he speaks. He's pretty calculating, mostly even-tempered. And he's not to be trifled with."

JEDI IN ACTION

Financed by the Republic government, the Jedi are sent on missions throughout the galaxy. Because the Jedi are spread out light-years apart on worlds that require their presence, it can be difficult or even disastrous for them to abandon their assignments. When the Republic learns the Separatists have gathered a massive army to wage a civil war, only about one hundred Jedi are available to intervene. Shown here are just a few of the Jedi who help.



KIT FISTO

A Nautolan from Glee
Anselm, Jedi Master Kit Fisto
is an amphibious Jedi. With
his enhanced sense of smell,
he is easily able to detect
pheromones and the slightest
changes in the body chemistry
of others.



BULTAR SWAN

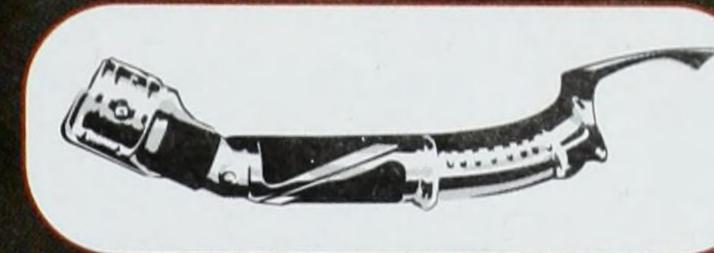
Skilled in the acrobatic style of Jedi combat, Jedi Knight Bultar Swan has never taken a life, but she acknowledges that the day may come when an enemy will leave her no choice.

"The time will come when that cult of greed called the Republic will lose even the pretext of democracy and freedom."—Count Dooku



In the elegant, seemingly effortless "old style" of lightsaber fencing, Count Dooku has no match. Despite his advanced years, he continues to wield

his curved, red-bladed weapon with lethal accuracy.



GEONOSIAN SPEEDER

During the battle on Geonosis, Count Dooku pilots this personal, open-cockpit vehicle.



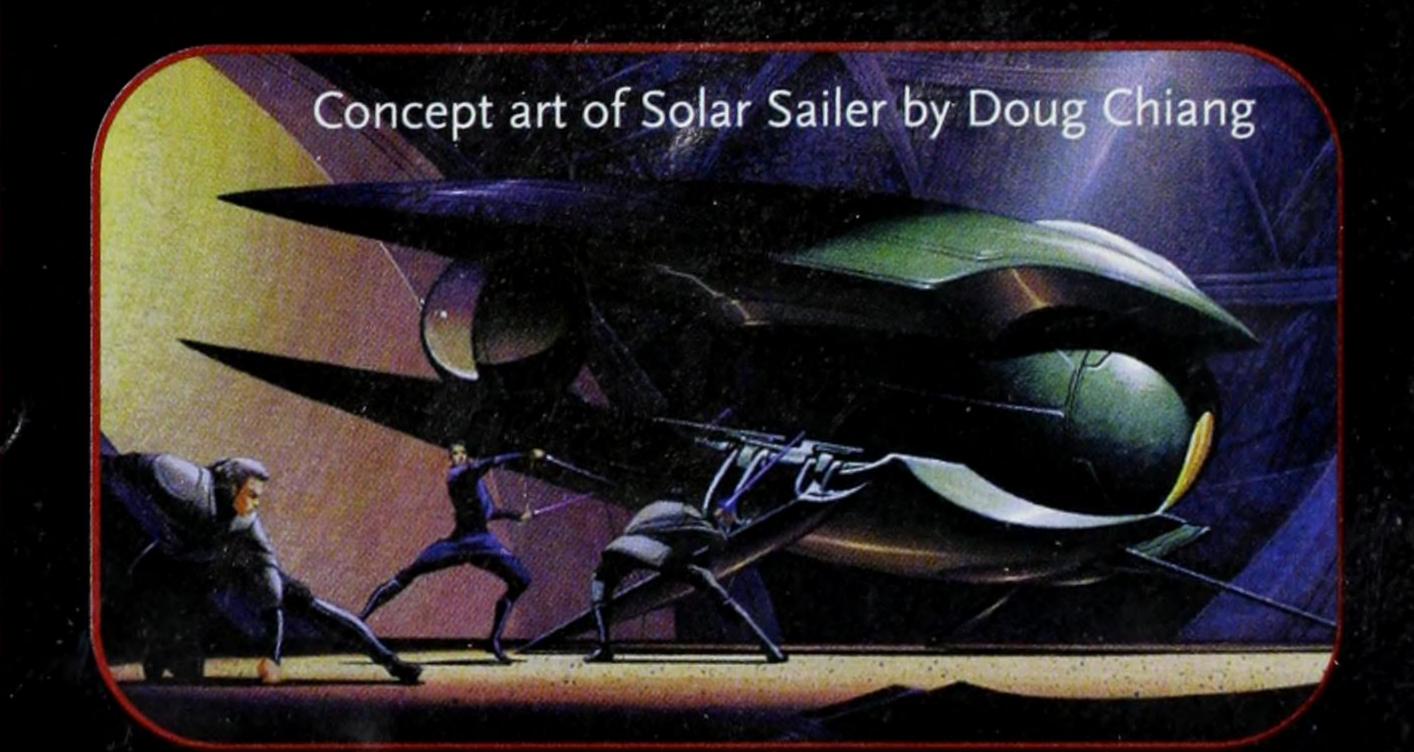
Although he does not identify himself as a Sith, Count Dooku did abandon the Jedi Order. Once a Jedi Master who mentored Qui-Gon Jinn, Dooku is now a political activist. He is outspoken in his support of the Separatist movement, a group of several thousand solar systems that intend to leave the Republic and form a separate government. Dooku believes that the Jedi Order has lowered itself by willingly serving what has become a corrupt Republic, mired in the bickering of self-serving politicians. He even claims that Supreme Chancellor Palpatine may be under the control of a Sith Lord.

PLAYING DOOKU

This is not the first time actor Christopher Lee has played a count. His many memorable film roles have included Count Dracula, the Frankenstein monster, Sherlock Holmes, and—most recently-Saruman the White in The Lord of the Rings: The Fellowship of the Ring. He has also appeared in many films with actor Peter Cushing, who played Grand Moff Tarkin in Episode IV: A New Hope. Lee recalls, "I wrote him a letter saying, 'What on earth is a Grand Moff?' He wrote back and said, 'I have no idea!'"

COUNT DOOKU'S SOLAR SAILER

For interstellar journeys, such as the route between Geonosis and Coruscant, Dooku uses his Solar Sailer. The most remarkable feature of this *Punworcca* 116-class interstellar sloop is its solar sail. Attached by Geonosian engineers, the sail is Dooku's find: a reflector-surfaced apparatus used to power and drive the ship across space with almost no other source of fuel.



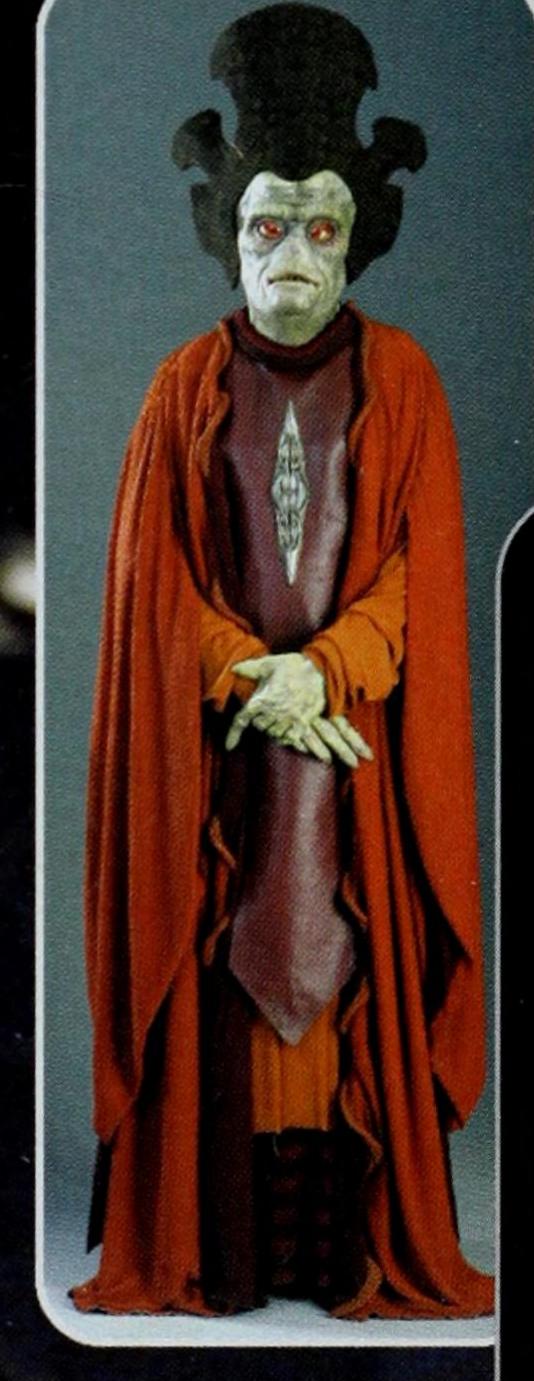
THE SEPARATISTS

The Separatist movement, officially named the Confederacy of Independent Systems, is committed to capitalism and the eventual abolition of all trade barriers. As an outspoken leader in the movement, Count Dooku has built alliances with representatives of the interstellar commerce factions, and is attempting to convince them that if they sign the Separatist treaty, they will gain profits beyond their wildest dreams. With the support of these leaders, Dooku believes a thousand more systems will leave the Republic and join his cause.



POGGLE THE LESSER

Poggle is the Archduke of Geonosis. Under his leadership, the Geonosians have agreed to build an army of Battle Droids for each Separatist group, including the Trade Federation.



NUTE GUNRAY

A Neimoidian, Nute is Viceroy for the Trade Federation. He insists that he will not sign a treaty with the Separatists until Senator Amidala's head is served up on his desk. She was instrumental in his embarrassing defeat on Naboo, and he's hungry for revenge.



PASSEL ARGENTE

A Koorivar, Passel is both the Republic Senator of Kooriva and the Magistrate for the Corporate Alliance. Tainted by his wealth and private interests, Argente openly defies the Republic by joining the Separatists.

BEHIND THE MASKS

Silas Carson plays two characters in Episode II: the cowering Nute Gunray and the Jedi Master Ki-Adi-Mundi. "With Ki-Adi, I enjoy playing this very wise man who is part of the great Council. You get the feeling he is kind of like your uncle, because he's this nice, kind, wise, protective Master. Nute is a completely different character altogether, but he makes me laugh because he's such a coward. . . . There is something dreadfully vulnerable about him."



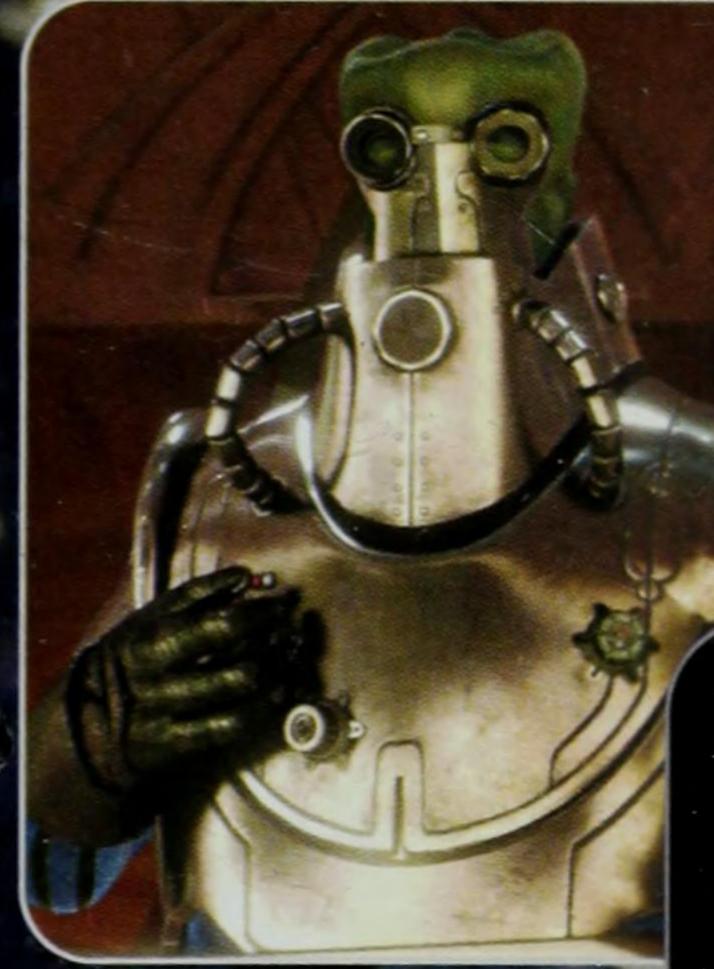
SAN HILL

A Muun from Muunilinst, San Hill is the Chairman of the InterGalactic Banking Clan. With its nonexclusive arrangement to support Count Dooku, the greedy Clan hopes to profit from the coming galactic war by funding arms sales to both the Separatists and the Republic.



SHU MAI

Shu Mai is President of the Commerce Guild. Although the Commerce Guild does not wish to be seen as being involved with the Separatists, it agrees to support Count Dooku in secret.



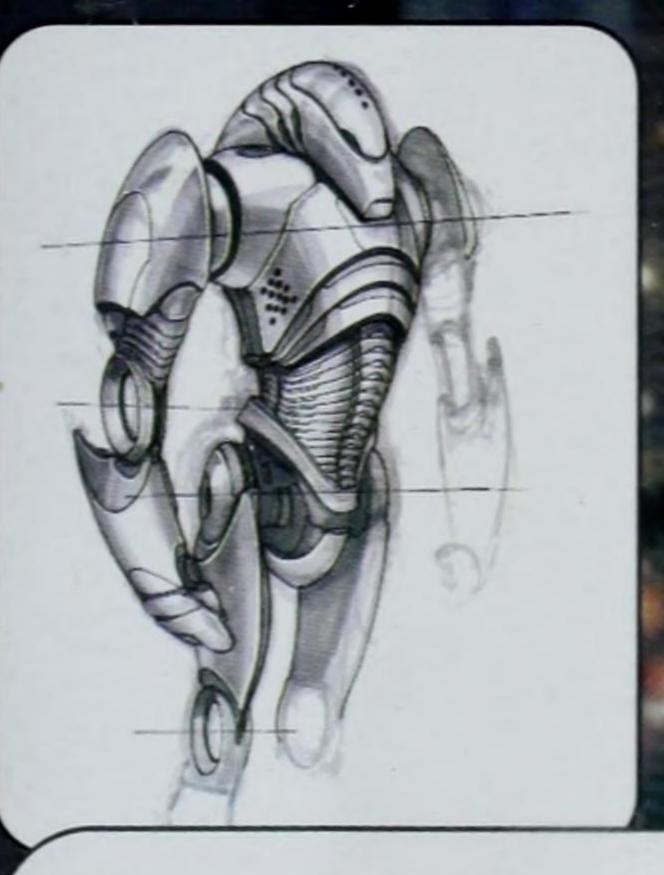
WAT TAMBOR

Wat Tambor is Foreman of the Techno Union, the premier developer of emerging technologies. Unable to breathe air, he requires a high-pressure gas mask to survive on Geonosis.



COUNT DOOKU

A former Jedi Master, the Count is now the leader in the dangerous Separatist movement.



DRAWING BOARD

"The aesthetic of the new Super Battle Droid is that it's both machine and weapon," says Lucasfilm concept designer Doug Chiang, who created the above concept art. "The leading edges of the arms and legs are like knife blades."



More threatening than and far superior to the Trade Federation's previous Battle Droids, as seen in Episode I, Super Battle Droids carry greater firepower and operate autonomously, without the remote aid of a Droid Control Ship. Like other droids, their electronic brains are not organic, so they cannot be affected by Jedi mind tricks.





THELOYALISTS

A courageous Loyalist, Senator Bail Organa is the head of the royal family of Alderaan, a planet that—like Senator Amidala's Naboo—has no army. His other titles include First Chairman and Viceroy of Alderaan. Bail Organa is an important figure in the overall Star Wars saga. He will become the foster father of Princess Leia Organa, who will serve as the Senator from Alderaan.

FOSTER FATHER KNOWS BEST

Playing Bail Organa marks
Jimmy Smits's first appearance
in a *Star Wars* motion picture.
A well-known actor born in
Brooklyn, New York, and raised
in Puerto Rico, he has had
memorable roles in two top-

rated television series, L.A. Law and NYPD Blue.



SENIOR REPRESENTATIVE JAR JAR BINKS

Once an outcast among his fellow Gungans, Jar Jar Binks became a hero of the Battle of Naboo. Now a Senior Representative of Naboo, he has come a long way from his clumsy youth. Even Boss Nass, the leader of the Gungans, has expressed his pride in Jar Jar's evolution into a diplomat. Like Senator Amidala, he is a Loyalist. But for all the praise that has been heaped upon him, Jar Jar remains modest but sadly gullible. Made to think he is doing the best thing for the Republic, he is duped into

giving Palpatine the opening he needs to assume emergency powers and invoke the Military Creation Act. Where will it all lead? The future is clouded, according to Yoda, but the dark side is certainly on the horizon.



A Rodian from Rodia, Senator Onaconda Farr is an expert at shifting blame to others.



MAS AMEDDA

A Chagrian from Champala, Mas Amedda is Palpatine's aide and the Senate speaker.

SENATOR ASK AAK
A Gran from Malastare,
Senator Ask Aak is in favor of creating a standing army for the Republic.

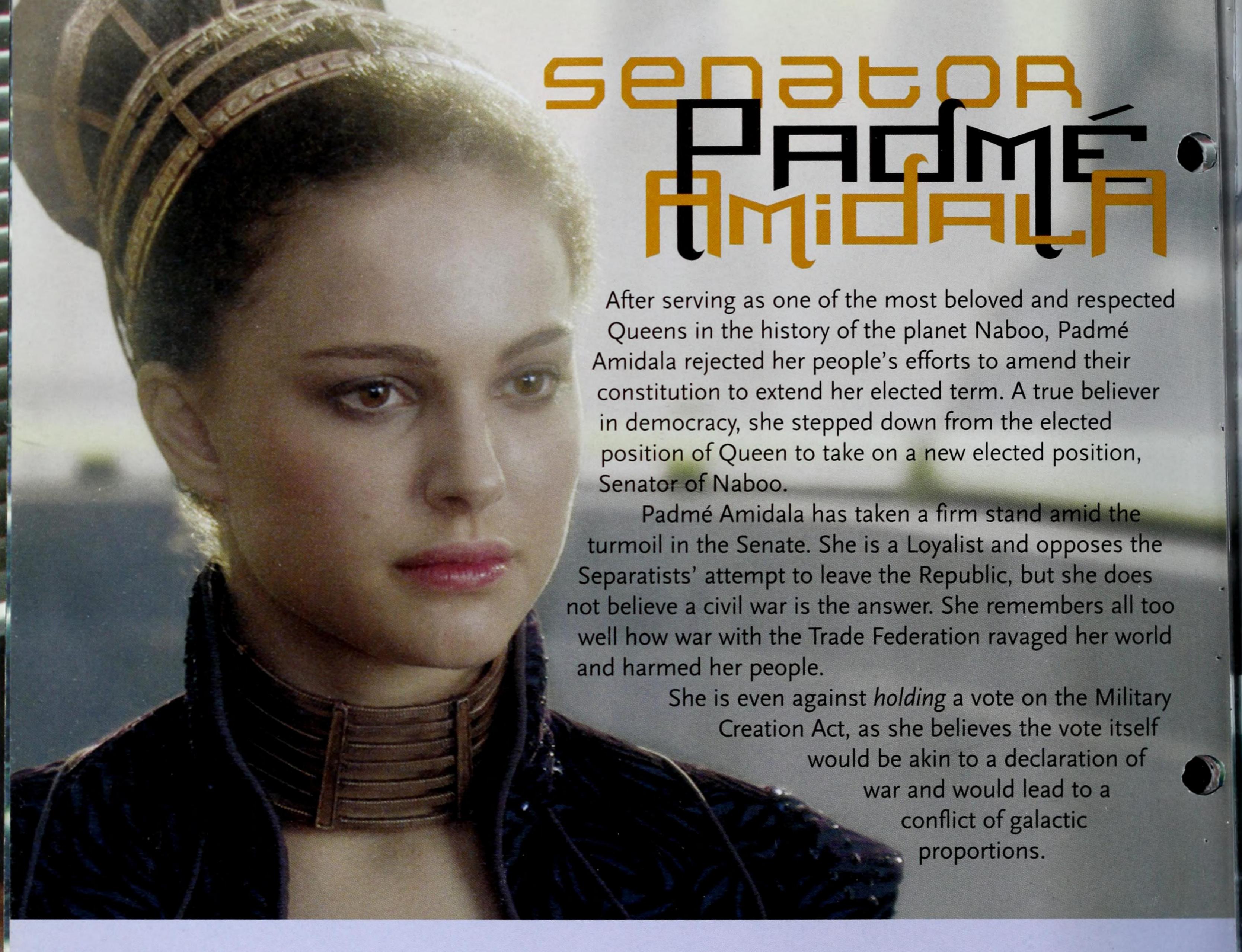
SENATOR TUNDRA DOWMEIA

A Quarren from Mon Calamari, this Senator is in a faction opposed to that of corrupt Quarren Senator Tikkes.



SENATOR ORN FREE TAA

A Twi'lek from Ryloth, Senator Orn Free Taa is the ringleader of a large faction of corrupt Senators. He is strongly in favor of war with the Separatists.

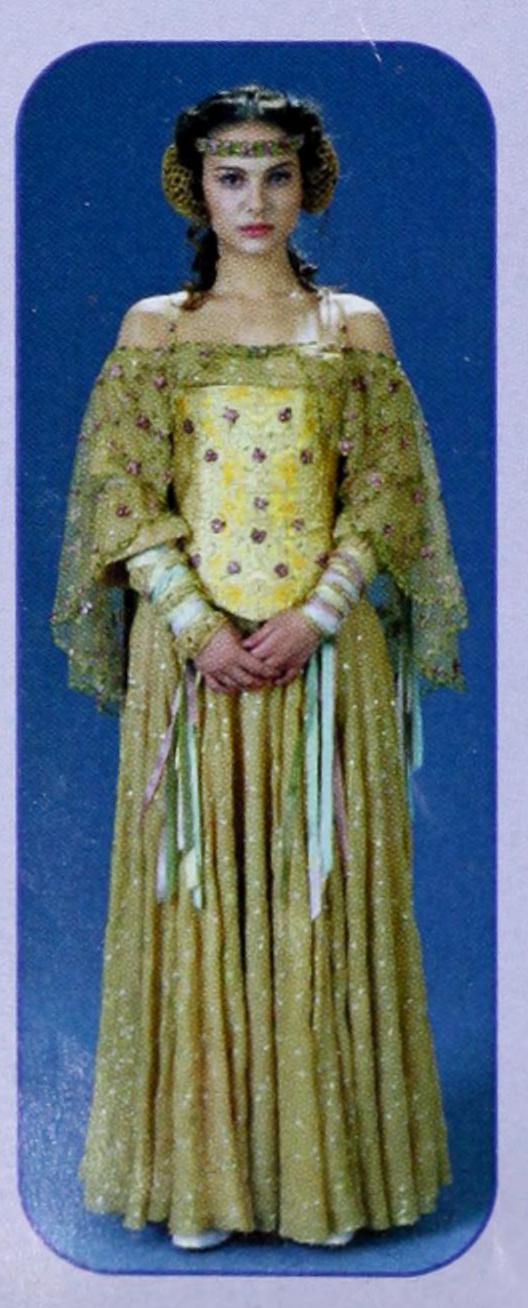


THE NABOO SENATOR'S WARDROBE

Although Padmé Amidala is no longer Queen of Naboo, the position of Senator is regarded as highly important, as is reflected by her elaborate wardrobe.













CORUSCANT UNDERGROUND

stance, the glittering kilometer-high skyscrapers that cover the entire surface of Coruscant make it look like an urban jungle, but the story of this planet is really a tale of two worlds.

On the higher floors of these megastructures, those citizens who possess wealth, fame, or highlevel government jobs live in large, luxurious apartments and breathe purified air. In the lower levels, however, life is spent toiling at menial jobs and living in cramped quarters with artificial light and anonymous neighbors of unknown species.

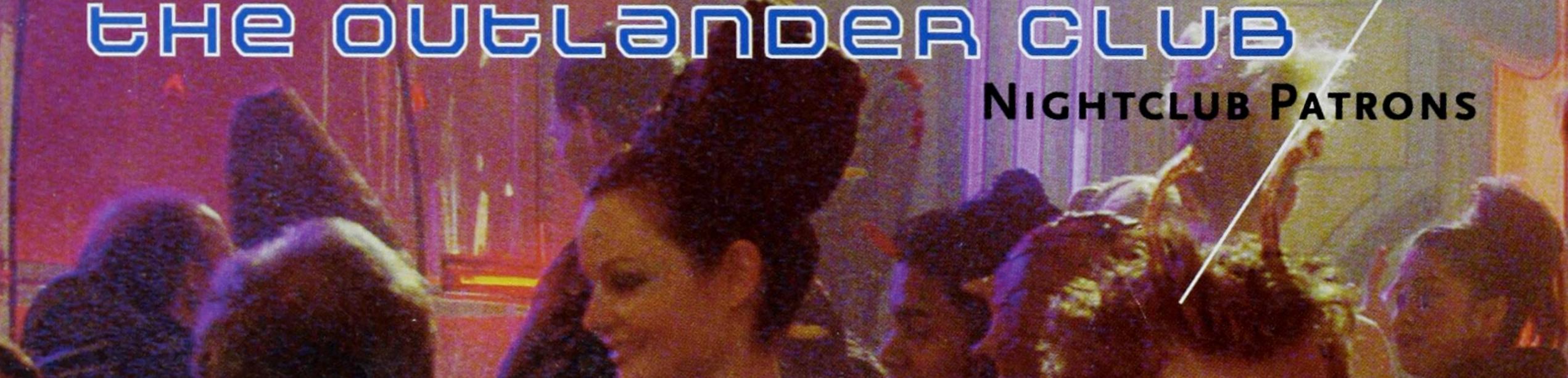
Go still one or two levels lower and you'll find a thriving underbelly of cutthroats, con artists, scavengers, and a general mix of galactic riffraff. When Obi-Wan and Anakin hunt an elusive assassin amid the maze of megabuildings, they are not surprised when their pursuit leads them into the Outlander, a nightclub frequented by dozens of such suspicious-looking characters. They know that on a world where a thousand species and races come together to do business, an unsavory element is an inevitability.

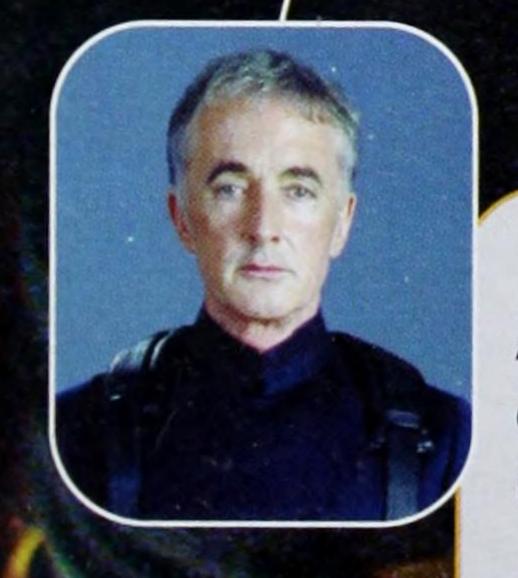
HAT LO

Hat Lo encourages the belief that he controls a vast criminal network on Coruscant. In fact, he is nothing more than a lackey for a powerful Hutt, who has lately grown very annoyed by reports of Hat Lo's bragging.

ELAN SLEAZEBAGGANO

Elan Sleazebaggano uses his rudimentary knowledge of alien psychology to hustle contraband. He believes his oily style, embarrassing dance moves, and occasionally successful sleights of hand (learned during his brief time with a troupe of trickster players) are what bolsters his popularity. In actuality, the underground crowd tolerates his parasitic company for one reason: the addictive death sticks he peddles for crime boss Hat Lo.





DANNL FAYTONNI

A con man from Corellia, Dannl Faytonni attracts women even when he isn't disguised as a Lieutement of Coruscant's Republic Guard. After a mysterious beauty whispers some very confidential information in his ear, he decides to relieve Hat Lo of everything he owns.



Bounty Hunters

JAME TENT

Widely regarded as the best bounty hunter in the galaxy, Jango Fett never shies away from difficult assignments. Although much of his work goes unreported, several of his more notorious exploits have become the stuff of legend among lawenforcement officers and criminals alike. After the death of his parents, he became involved with the Mandalorians, a group of soldiers-for-hire legendary for their fighting abilities. This dangerous army was eventually vanquished by the Jedi, but Jango refused to give up the trademark armor. Keeping himself in top physical and mental condition, Jango has become the ultimate lone warrior.

"I'm just a simple man, trying to make my way in the universe."—Jango Fett

WEAPONS

An array of weapons is hidden within Jango Fett's armor. They include kneepad rocket-dart launchers, arm and wrist gauntlets, and hidden blades. His blasters are Westar-34s, custom-made and perfectly balanced for his hands. They are made of an alloy that can withstand heat that would melt a standard weapon.

vy/actor a -- ener

ETPACK

or to surprise prey.

Jango's jetpack is a combination rocket launcher

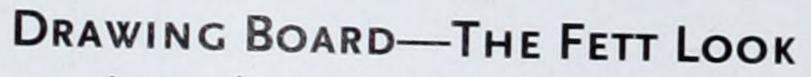
and jumper-pack. The launcher can fire either a

missile or a grappling hook, and the jet jumper

system is used for short flights to escape enemies

Jango Fett's Mandalorian armor is engineered to dissipate attacks from energized weapons, such as high-powered blasters and lightsabers. Beneath his chest- and thigh-blast armor, Jango wears a reinforced double-layered flight suit. Armormesh gloves and tough boots also provide protection.

ARMOR



Jango's trademark Mandalorian armor is basically a non-tarnished, non-battered version of what we originally saw his "son," Boba Fett, wear in *The Empire Strikes Back* and *Return of the Jedi*. That look was developed by conceptual artist Ralph McQuarrie and art director/visual-effects creator Joe Johnston. "I painted Boba's outfit and tried to make it look like it was made of different pieces of armor," said Johnston. "It was a symmetrical design, but I painted it in such a way that it looked like he had scavenged parts and had done some personalizing of his costume."



KAMINO SABERDART

A toxic dart used by Jango, the saberdart has tiny cuts that distinguish it as an item with origins on the planet Kamino. Strangely, there are no records regarding Kamino at the Jedi Temple.

SLAVE I

Built by Kuat Systems Engineering for Outer Rim police patrols, this *Firespray*-class starship was acquired by Jango Fett about the time of the Battle of Naboo. Protected with powerful shields and equipped with tracking devices, it is also packed with an array of weapons that include blaster cannons, proton torpedoes, and sonic charges that can be dropped like mines to discourage pursuers.



DRAWING BOARD-SLAVE !

Nilo Rodis-Jamero, assistant art director and visual-effects creator for *The Empire Strikes Back*, originally designed Boba Fett's ship, *Slave I* (previously owned by Jango). "I remember seeing a radar dish and stopping to sketch it very quickly to see if I could get something out of it. When we were building the ships at ILM [Industrial Light & Magic, George Lucas's special-effects company], somebody looked at street lamps and pointed out that they looked like Boba's ship. So everyone began to think that was where I got the idea for the design."

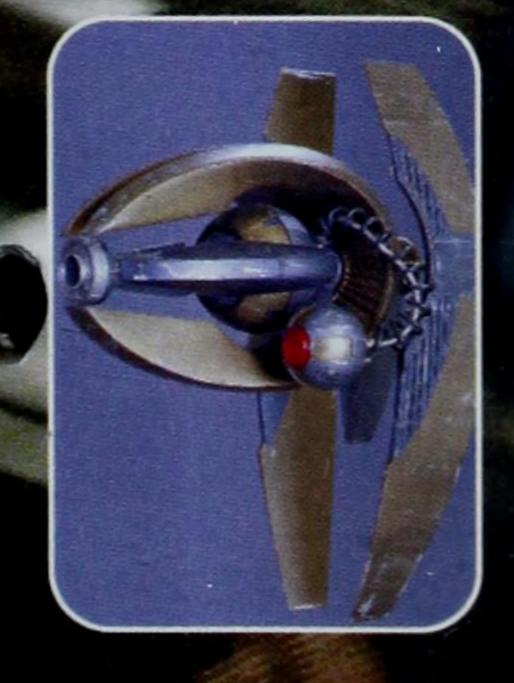


As a Clawdite, Zam Wesell is able to shape-shift at will, a talent she puts to good use as a bounty hunter and professional assassin. Besides being able to assume the appearance of nearly any species, she is also an expert tracker and bomb-maker. It's no wonder Jango hires her to help him complete his latest assassination mission!



Kouhuns

These poisonous, centipede-like creatures called kouhuns are given to Zam by Jango Fett, who has hired her to help him do away with Senator Amidala.

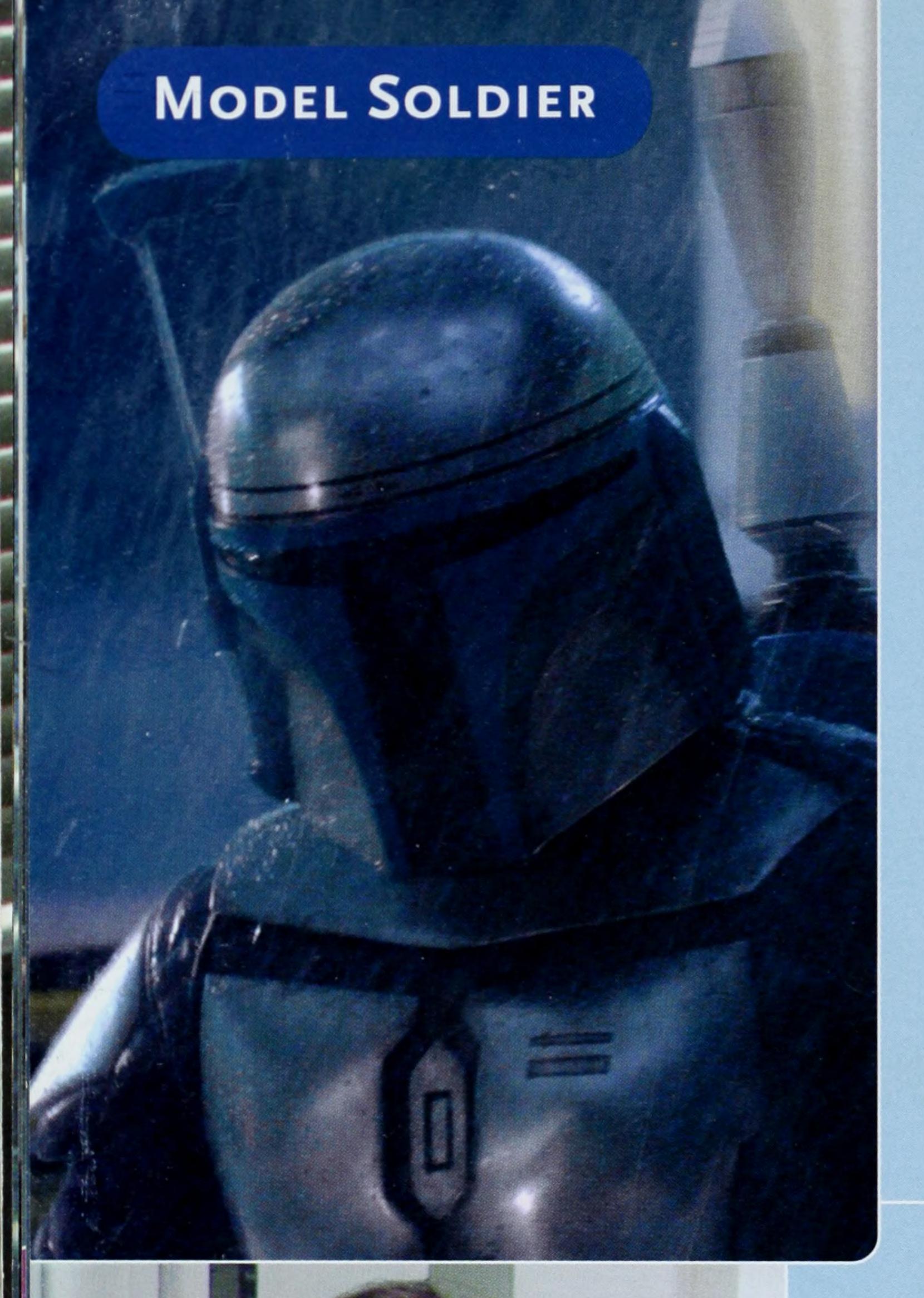


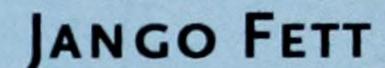
This Koro-2 all-environment exodrive airspeeder is not weighed down by weapons. Built for use on primitive and hostile worlds, this repulsorlift speeder is totally self-enclosed, with a two-week air supply. Forward mandibles operate as an external electromagnetic-propulsion system, driving the vehicle to a top speed of 800 kilometers per hour. One of the side effects of its operation is noxious gases that leave a foul smell in breathable atmospheres.

Zam's Airspeeder

ASSASSIN/SENTRY DROID

Zam's ASN-121 Assassin Droid is equipped with spy sensors as well as a repulsorlift engine that allows it to fly. It also carries a variety of weapons and tools, including flamethrowers, a harpoon gun, a gas dispenser, and an array of drills and cutters. Its nose holds a canister dispenser in which Zam places deadly kouhuns.



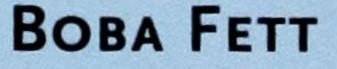


Although Jango Fett uses many exotic weapons and devices as a bounty hunter, his greatest asset is his own mental and physical conditioning. Possessing unusually fast reflexes and a high threshold

for pain, he is absolutely fearless and able to remain calm during extreme circumstances.

Reports of Jango Fett's incredible abilities reached the attention of certain individuals who sought a "host" from whom they could clone an army of soldiers for the Republic. These soldier clones would be genetically engineered to follow any order without question, and they would age to maturity within ten years. After Jango Fett was recruited for the job by a mysterious man named Tyranus on one of the moons of Bogden, he agreed to be the clones' template—for a considerable fee, of course.





Jango Fett demanded more than just a fee for the use of his genetic pattern. He also asked for an unaltered clone of himself, a near-perfect reproduction without independency inhibitors or growth acceleration. He named this particular clone "Boba," and refers to the boy—now ten years old—as his "son." Most beings regard Jango Fett as a ruthless man, and would be surprised by his apparent devotion to Boba. More cynical beings, however, might suspect that Boba is nothing more than the ultimate embodiment of Jango Fett's supreme sense of self-preservation.

Indeed, young Boba has not only inherited all of Jango Fett's physical and psychological strengths, but he has also had the additional advantage of being raised and educated by the ultimate bounty hunter. Despite his age, Boba Fett already knows much about the arts of war, hunting, and survival.



A BOUNTY HUNTER'S LEGACY

Following in Jango Fett's footsteps, Boba Fett will also come to be known as the most notorious bounty hunter in the galaxy. Here are a few of his future jobs:



Tatooine gangster Jabba the Hutt will hire Boba Fett to capture Han Solo, captain of the *Millennium Falcon*, after Han fails to deliver an expensive shipment of spice.



Sith Lord Darth Vader will commission Boba Fett to find and capture the crew of the *Millennium Falcon*. Vader is hoping his son, Luke Skywalker, will be among those snagged.



Eventually, under the burning suns of Tatooine, the "son" of Jango Fett will face off against the son of Anakin Skywalker (Episode VI: Return of the Jedi).

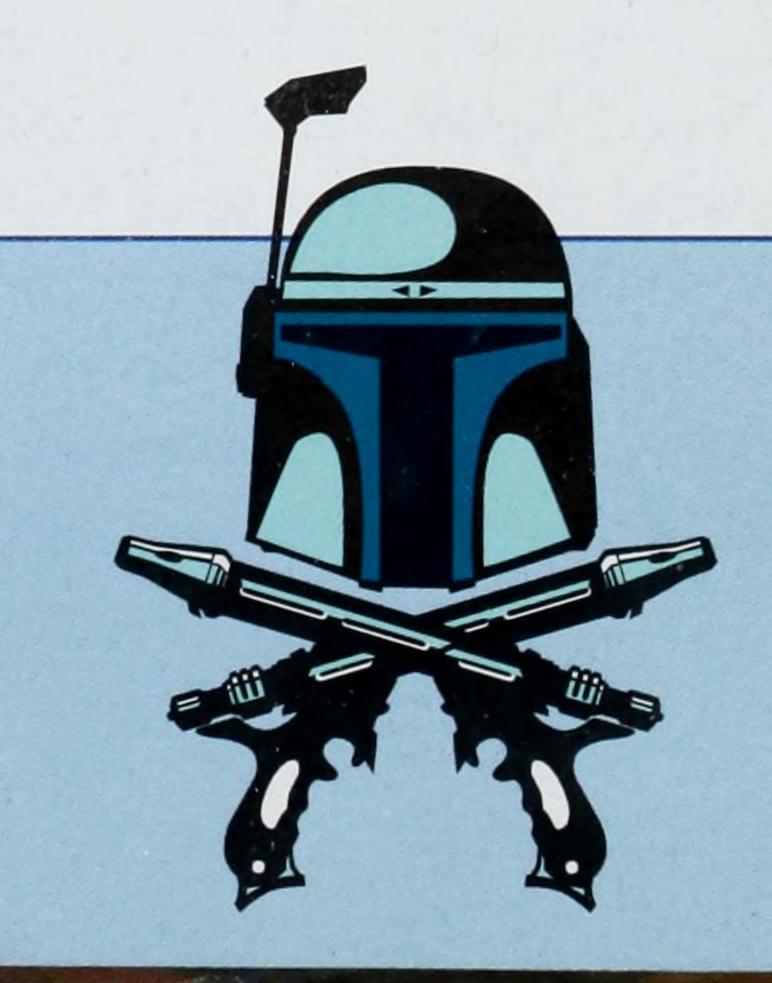
BOUNTY HUNTERS' CREED

NO HUNTER SHALL KILL
ANOTHER HUNTER
OR INTERFERE WITH
ANOTHER'S HUNT.

This creed is widely observed by the Bounty Hunters' Guild and, surprisingly, by even the most unethical of bounty hunters.

HOW GEORGE LUCAS CREATED BOBA FETT

When George Lucas began working on his early scripts for *Star Wars*, he was uncertain about Darth Vader's background. "I wanted to develop an essentially evil, very frightening character. He started as a kind of intergalactic bounty hunter, evolved into a grotesque knight, and, as I got deeper into the knight ethos, he became more a dark warrior than a mercenary. I split him up, and it was from the early concept of Darth Vader as a bounty hunter that Boba Fett came."



Hoping to identify the culprits behind the plot to kill Senator Amidala, Obi-Wan Kenobi goes to the storm-shrouded planet of Kamino.

The Kaminoans were once a land-based species, but their planet's melting ice caps forced them to build their cities on towering platforms. Their struggle to survive eventually led them to cloning, which they have used not only to maintain their species but also to perfect it. They despise mental or physical weakness, and have little interest in life beyond their star system.

However, they have occasionally agreed to create clones for beings from other worlds. On the planet Subterrel in the Outer Rim Territories, Kaminoan-produced clone miners were used for many years. Still, few outlanders are aware that Kamino even exists.



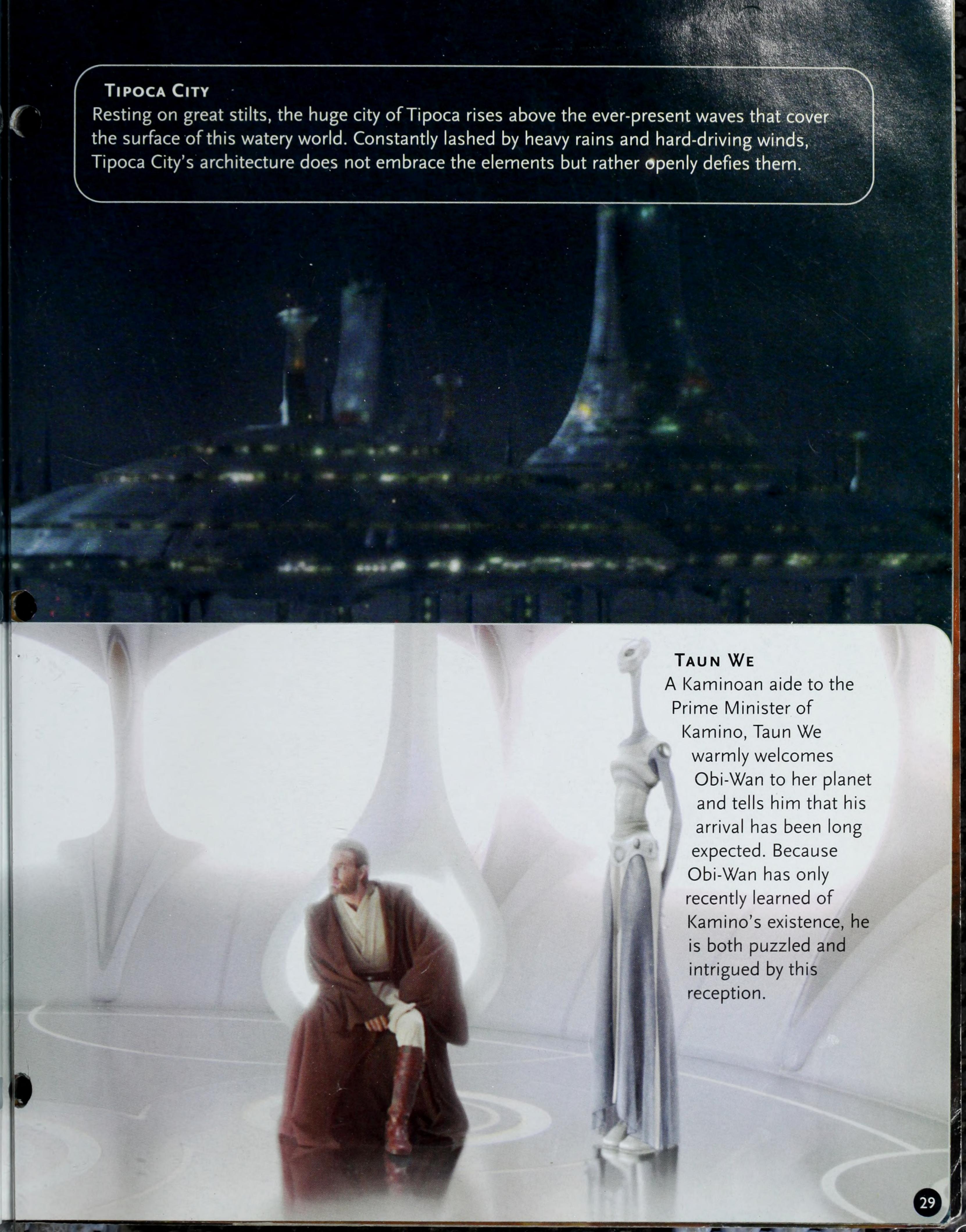
AIWHAS

Native creatures of Naboo, aiwhas are flying cetaceans. Ideal transports on watery planets, they use their wide wings and powerful pectoral muscles to propel themselves under the water or through the air. Although historical records suggest that aiwhas were once imported to Kamino from Naboo, there is some speculation that Kamino's aiwha population is entirely the result of cloning technology.

PRIME MINISTER LAMA SU

As the leader of the Kaminoans, Lama Su is very proud of the excellent cloning work done on his planet. He is practically gleeful at Obi-Wan's arrival and informs him that the Republic's clone army is nearly ready. This is news to Obi-Wan, who instantly realizes that there have been very secret dealings on Kamino.

"Clones can think creatively.
You'll find that they are
immensely superior to droids."
—Lama Su



THE CLONE ARMY



According to Prime Minister Lama Su, Kamino was visited ten years ago by a Jedi Master named Sifo-Dyas, who placed an order for a clone army to serve the Republic.

Obi-Wan recognizes the name Sifo-Dyas. He was indeed a Jedi Master, but he was killed about ten years earlier! Obi-Wan is perplexed by this mystery, but the fact remains that the order was placed, and the Kaminoans have honored it. The result is that 200,000 clones are ready and another million are well on the way.

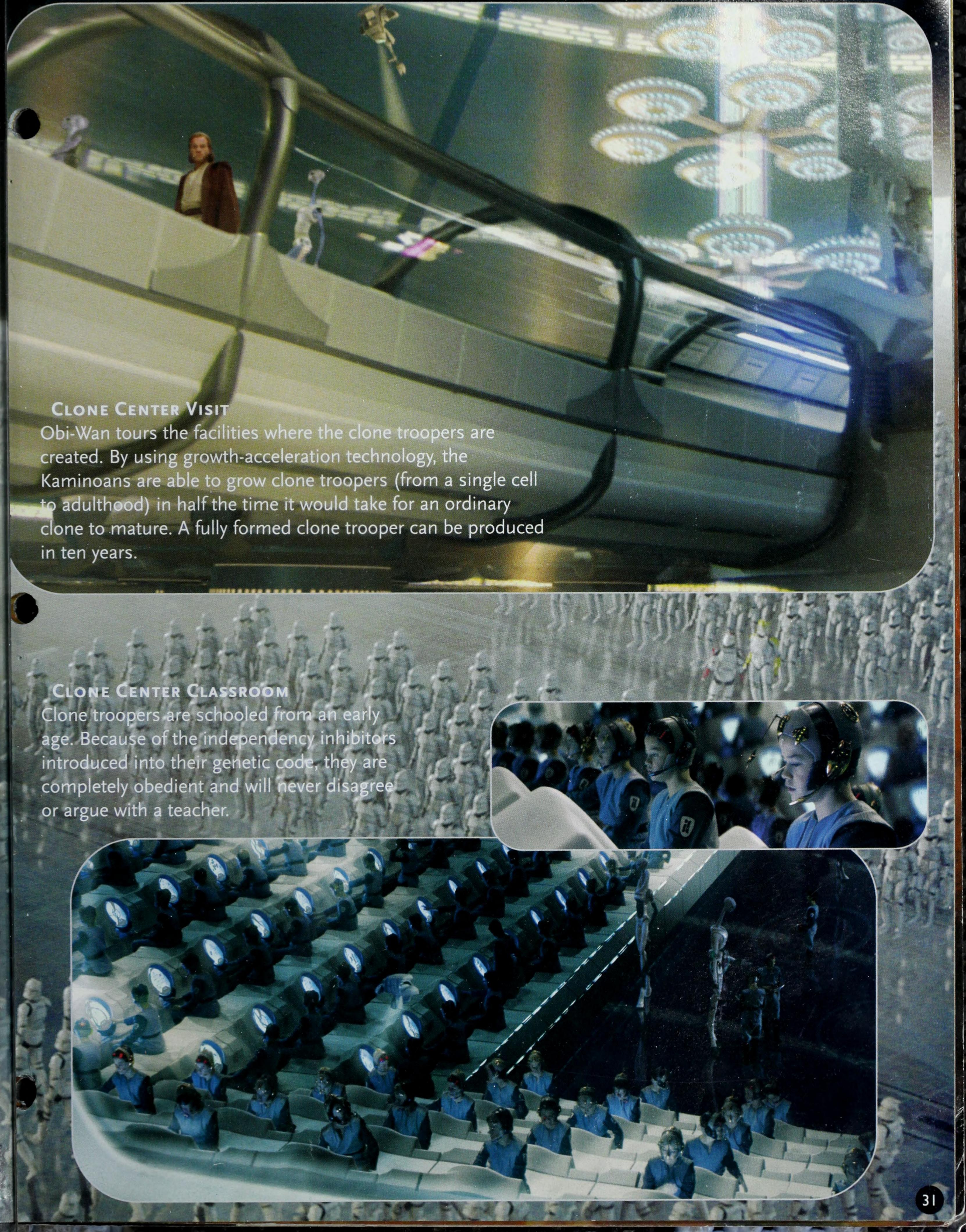
WHAT IS A CLONE?

Kaminoans have become experts in cloning technology. What is a clone? Unlike most living creatures, which are the products of male and female parents, a clone is a reproduction of a single being, "grown" from a single bodily cell of that being. Genetically identical to his or her parent, the young clone grows to greatly resemble him or her, although it is not born with the same memories.



Identical in physical appearance, mental capacity, and stamina, the clone troopers are virtually indistinguishable from one another. All are clad in white armor that protects them from projectile and impact weapons, glancing blaster bolts, and harsh environments.





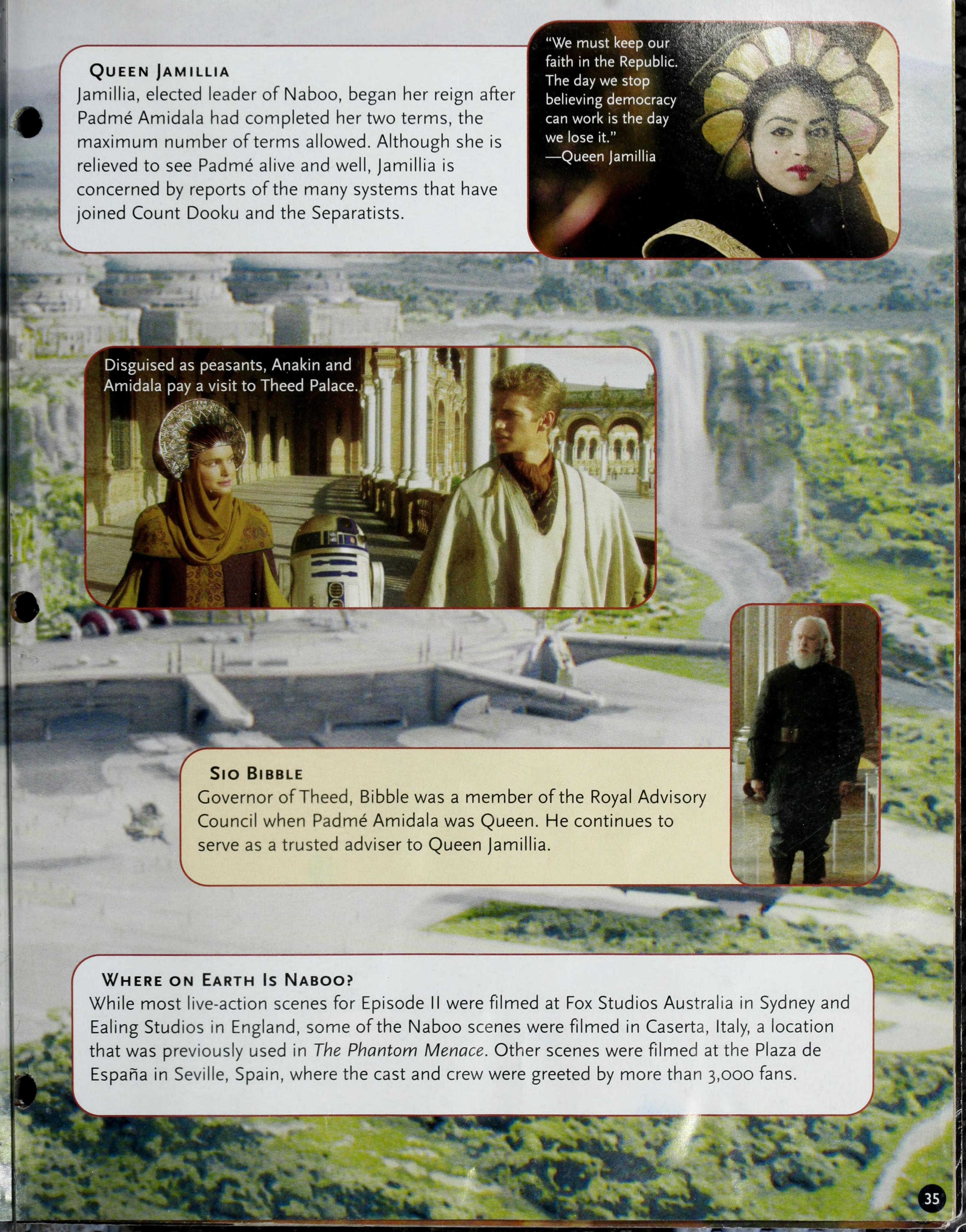
TIPOCA CITY PARADE GROUNDS Though genetically engineered to be perfect soldiers, the clones still require extensive training before they are prepared to fight for the Republic. Marching and drilling under the brutal rain and winds of Kamino, they quickly evolve into battle-hardened warriors.

CLONE CENTER COMMISSARY

Clones digest food and breathe in the same manner as their genetic host. Unlike the host, these clone troopers are totally obedient and will take any order from their superiors without question or argument.









Surrounded by a shimmering lake, an island lodge becomes a temporary sanctuary for Padmé and Anakin. They had hoped the remote location would simply provide protection, but the beautiful area also inspires powerful emotions. As Padmé is completely dedicated to helping Naboo and Anakin is studying to become a Jedi Knight, neither is entirely prepared to deal with their increasingly strong feelings of mutual attraction.





RETURN TO TATOOINE

Located in the Outer Rim Territories, far from Republic space, Tatooine is the homeworld of the small, junk-collecting Jawas, as well as their mortal enemies, the Tusken Raiders. Tatooine's harsh environment discourages colonization, but by using vaporators to retrieve water vapor from the planet's arid atmosphere, some outlanders have managed to survive.

Anakin Skywalker spent the first eight years of his childhood as a slave on Tatooine. After ten years away, he now returns for the first time since he left to become a Jedi. Haunted by dreams of his mother, Shmi Skywalker, in danger, he is determined to find her and make certain she is safe.

WATTO

In the city of Mos Espa, Anakin goes to see his former owner, Watto the Toydarian. Watto still operates his repair shop, but no longer owns any slaves, having sold Shmi years ago to a moisture farmer named Lars. According to Watto, the farmer fell in love with Shmi and bought her in order to free her.



DOWN ON THE FARM

The young Owen Lars (Joel Edgerton) and his girlfriend, Beru Whitesun (Bonnie Piesse), are happy in their lives working the Lars moisture farm near Mos Eisley on Tatooine. Neither has any desire to go anywhere else in the galaxy.



OWEN LARS' SWOOP BIKE

Sensing his mother is still alive, Anakin borrows Owen's repulsorlift speeder to travel over the desert and track her abductors. A helpful Jawa directs Anakin to the Tusken Raider camp.



LARS HOMESTEAD

At the Lars moisture farm,
Anakin and Padmé are
reunited with Anakin's droid,
C-3PO. They are also
introduced to Cliegg Lars,
the farmer who married
Shmi; Owen Lars, son of
Cliegg; and Beru Whitesun,
Owen's girlfriend. Cliegg
reveals that Shmi has been
captured by Tusken Raiders,
and that he, along with many



others, was injured in an attempt to rescue her.

Although Anakin and the Larses never learn why Shmi was taken by the Tusken Raiders, many Tatooine colonists come up with theories of their own. It is widely known that Tusken Raiders believe their civilization to be threatened by the increased presence of foreign outlanders, specifically human colonists.

C-3PO RESTORED

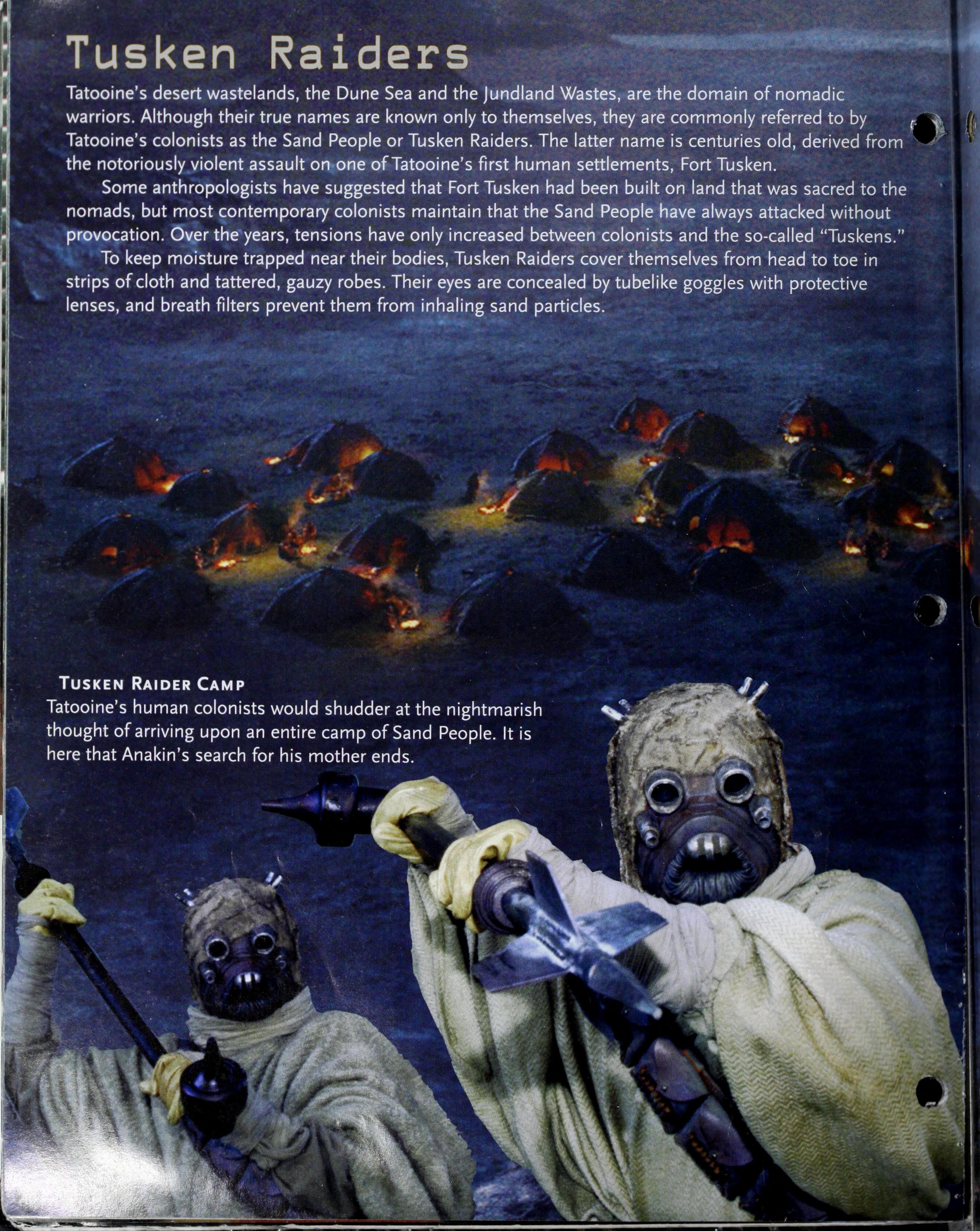
Shmi Skywalker gave C-3PO his coverings while she was still a slave, completing the work that her son had started. The result is less than brilliant, but the Protocol Droid is very relieved to be completed.



YEARS LATER

Many hard years later, an older "Uncle" Owen (Phil Brown) and "Aunt" Beru (Shelagh Fraser) have become the guardian of Anakin's son, Luke Skywalker—who, unlike them, has a burning desire to see life beyond the Outer Rim world of Tatooine.

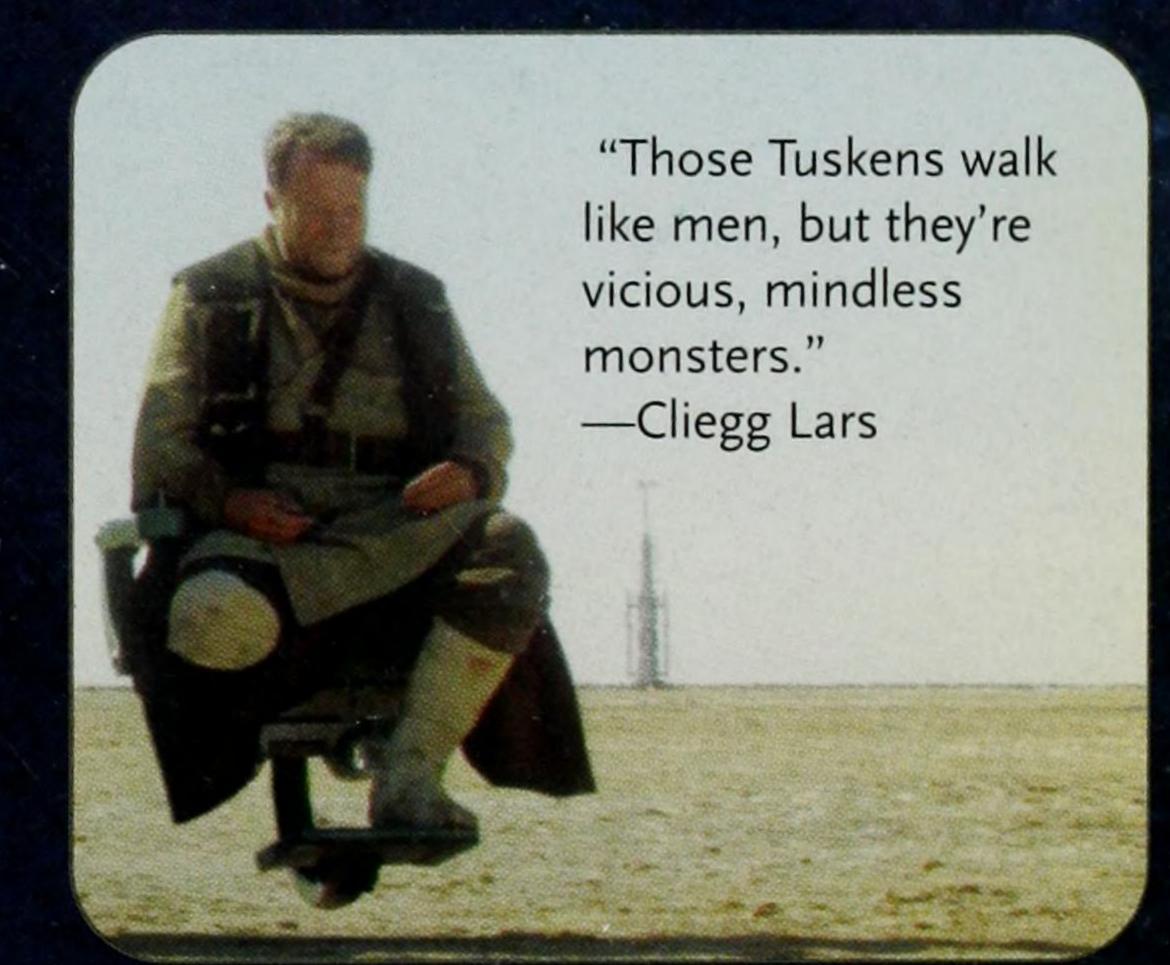






GADERFFI STICK

Assembled from scavenged metal parts, the gaderffi stick—also called a gaffi—is the traditional weapon of Tusken Raiders. To ensure that it inflicts fatal wounds, its sharp point is dipped in poison.



Large lizards with sharp fangs, massiffs have been sighted prowling the dunes of Tatooine.

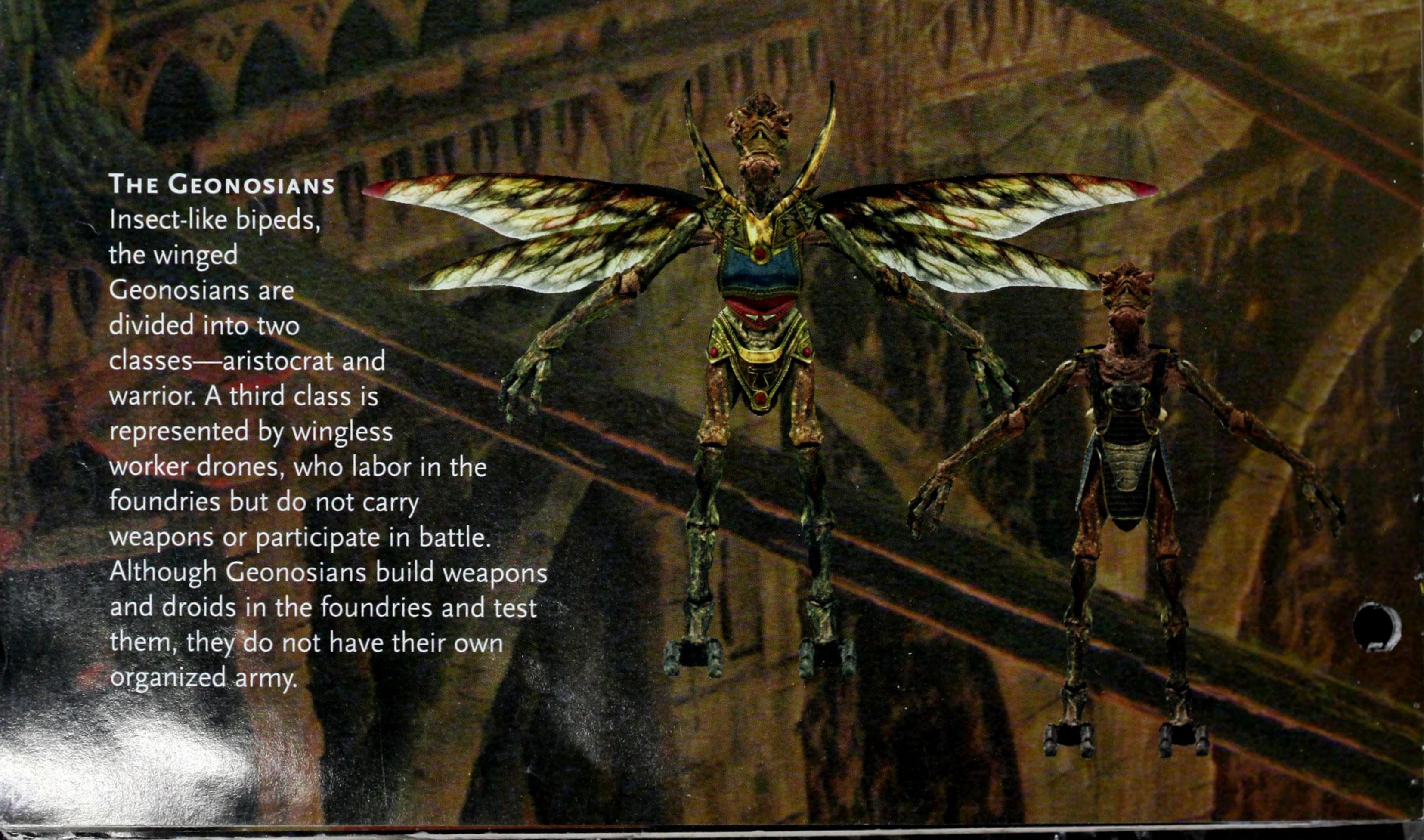


WHERE ON EARTH IS TATOOINE?

The Tatooine scenes were filmed in Tunisia, a republic in northern Africa. This location has been used as Tatooine in two previous *Star Wars* films, *A New Hope* and *The Phantom Menace*. How did R2-D2 react to his return to Tunisia? According to the droid's operator, Don Bies, "R2-D2 is having déjà vu."







DROID FACTORY

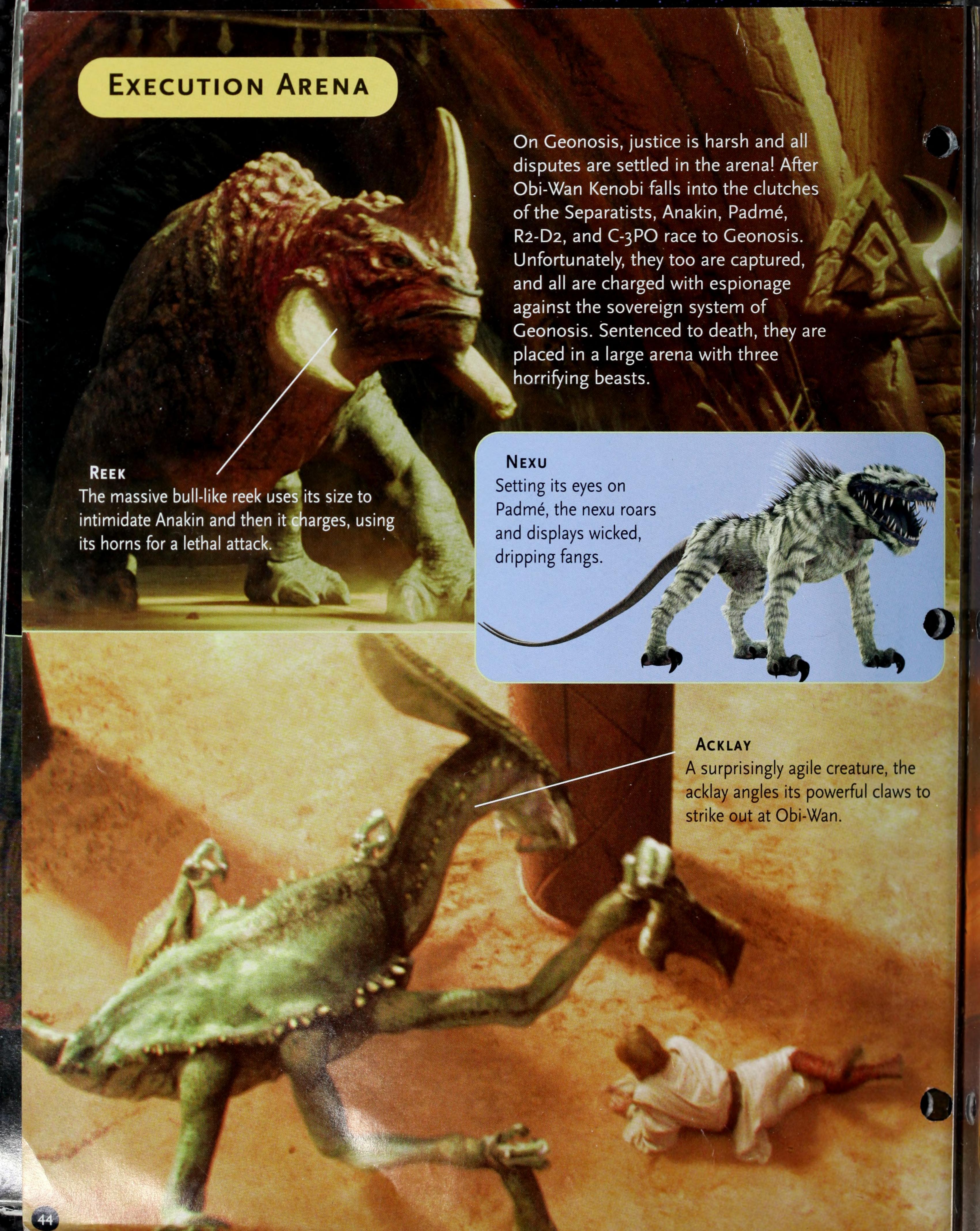
In a huge underground facility, automated machines construct Battle Droids while Geonosian drones work at the assembly lines.

Like the relatively nearby planet
Tatooine, Geonosis is far from
Coruscant and the control of the
Republic. This makes it a good location
to build a droid army and an ideal base
for Count Dooku, the leader of the
Separatist movement.



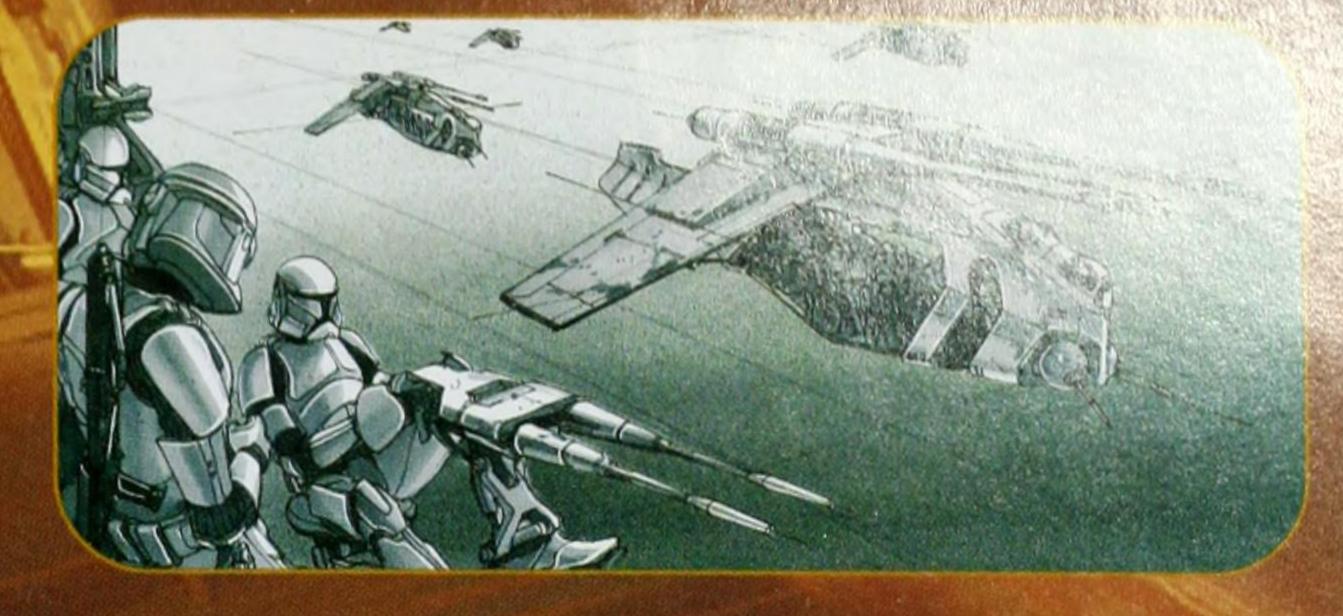


A Geonosian aims a sonic blaster.

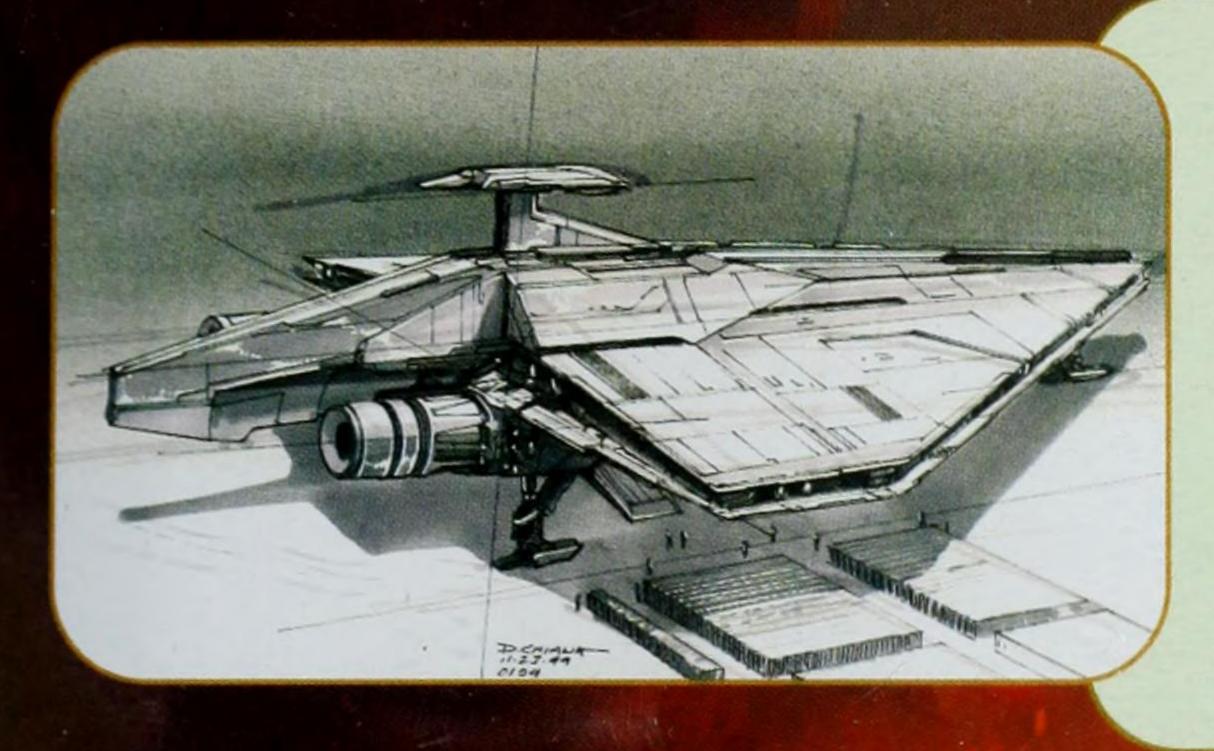


THE CLONE WARS

The arrival on Geonosis of massive Republic assault ships filled with Republic gunships and thousands of clone troopers is the event that begins the legendary "Clone Wars." It marks the first time since its inception that the Republic has deployed an army. The ships themselves were built by Rothana Heavy Engineering, a subsidiary



of Kuat. The Kuat industrialists support the Republic and not the Separatists, primarily because of their hatred of the treacherous Neimoidians, who assassinated leading Kuati executives ten years before.

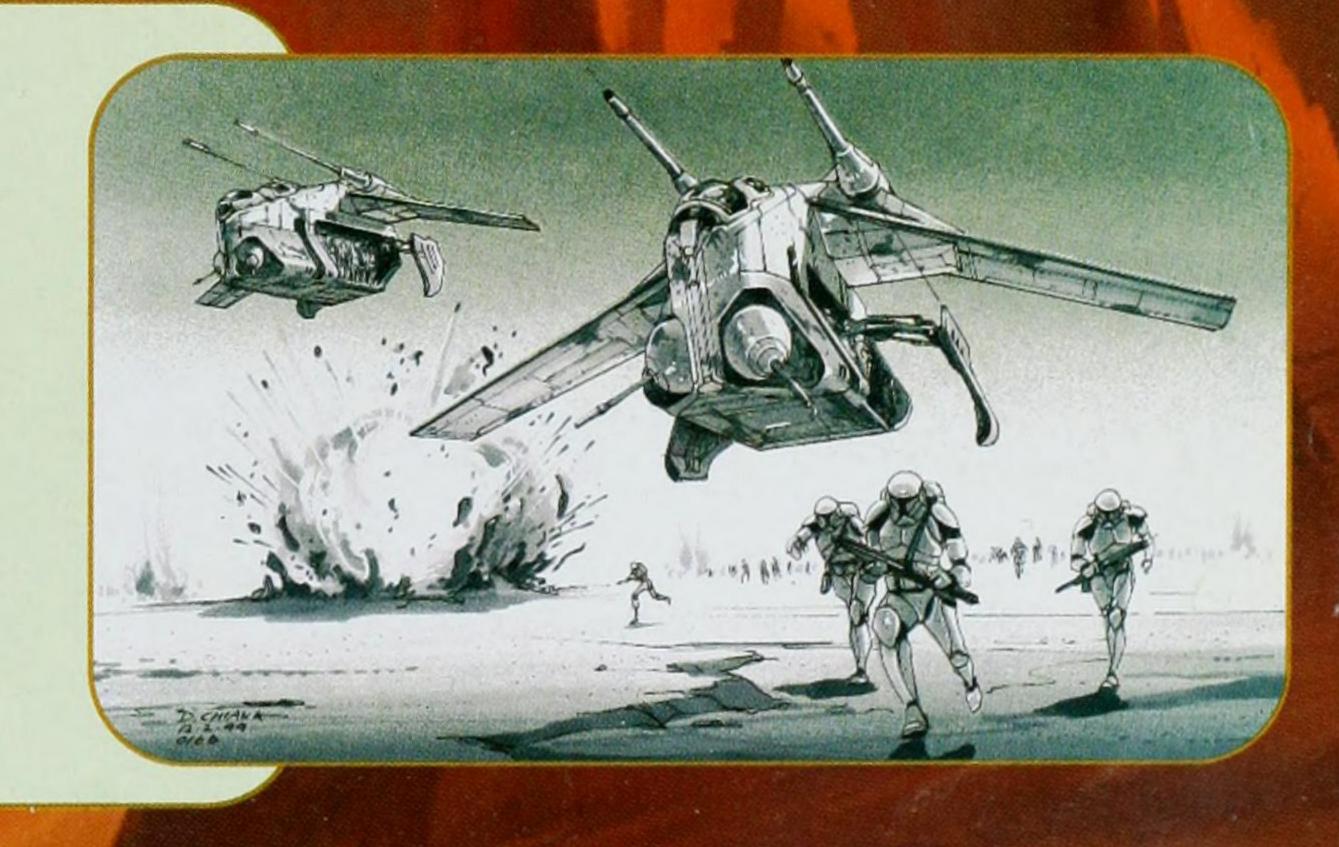


REPUBLIC ASSAULT SHIP

Assault ships are enlisted by the Republic to transport the Jedi, the clone troopers, and their equipment through deep space. These *Acclamator*-class transgalactic military transport ships are equipped with 12 quad turbolaser turrets, 24 point-defense laser cannons, and 4 missile/torpedo launch tubes. These massive vessels can carry 16,000 troopers and numerous armored vehicles over a range of 250,000 light-years.

REPUBLIC GUNSHIP

The Galactic Republic's LAAT/i (low-altitude assault transport/infantry) aerial gunships can cross rough terrain and carry armored vehicles and troops. They are lighter and faster than most mobile artillery and are equipped with 2 missile launchers, 4 rotating blaster-cannons, and 3 laser cannons. In emergencies, the entire cockpit section ejects as an escape capsule.

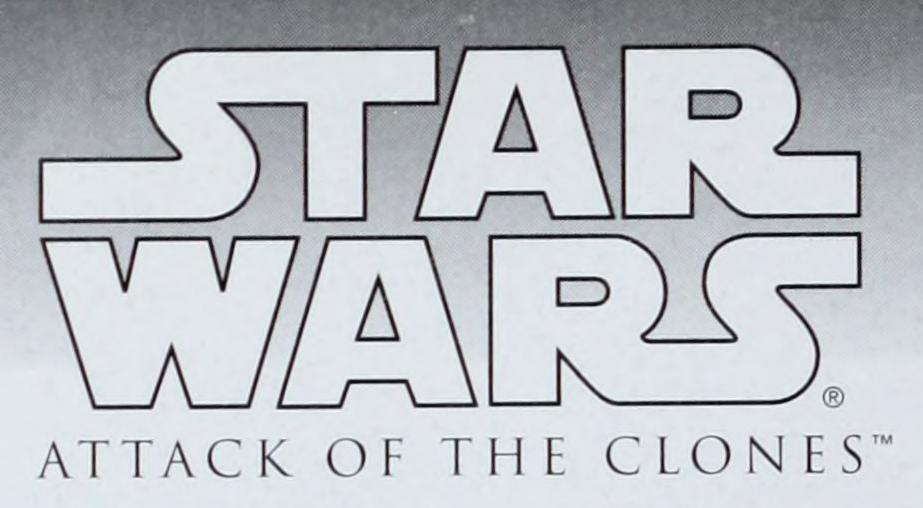


DRAWING BOARD

The design of the Republic gunship began with guidance from filmmaker George Lucas. "George wanted these [Republic gunships] to be helicopter-like flying vehicles," said concept designer Doug Chiang. The battered-design style for the gunships, as well as the other Republic vehicles, reflects the "used universe" feel of the original saga, which subtly foreshadows events to come.







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NO PURCHASE NECESSARY. Enter by printing your full name, address, phone number, and date of birth on a piece of paper, and send it to us along with the drawing required for your age group as follows: If you will be at least 5 years old but not yet 9 years old as of June 30, 2002, draw a picture of R2D2. If you will be at least 9 but not yet 12 as of June 30, 2002, draw a picture of Yoda. If you will be at least 12 but not yet 16 as of June 30, 2002, draw a picture of Jango Fett. If you will be at least 16 but not yet 19, draw a picture of Anakin from Star Wars: Attack of the Clones. Mail your picture to Star Wars: Attack of the Clones Contest, Random House Children's Books Marketing Department, 1540 Broadway, 19th Floor, New York, NY 10036. Entries must be mailed separately and received by Random House no later than June 30, 2002. LIMIT ONE ENTRY PER PERSON. Partially completed or illegible entries will not be accepted. Sponsors are not responsible for lost, late, mutilated, illegible, stolen, postagedue, incomplete, or misdirected entries. All entries become the property of Random House and will not be returned, so please keep a copy for your records.

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One first place winner in age group 5–8 will win Republic Gunship, 12" Electronic Action Figure Obi-Wan, 12" Electronic Action Figure Jango, Arena Playset, and Deluxe Yoda Figure (approximate retail value \$150.00 U.S.) and the winning entry will be eligible to be published in *Star Wars: Attack of the Clones Coloring Book* (on sale fall 2002). One second place winner in age group 5–8 will win Arena Playset and Deluxe Droid Factory with C-3PO (approximate retail value \$50.00 U.S.). One third place winner in age group 5–8 will win Deluxe Droid Factory with C-3PO and Basic Action Figure Anakin Skywalker

(approximate retail value \$16.00 U.S.). One first place winner in age group 9-11 will win Republic Gunship, 12" Electronic Action Figure Obi-Wan, 12" Electronic Action Figure Jango, Arena Playset, and Deluxe Yoda Figure (approximate retail value \$150.00 U.S.) and the winning entry will be eligible to be published in Star Wars: Attack of the Clones Coloring Book (on sale fall 2002). One second place winner in age group 9-11 will win Arena Playset and Deluxe Droid Factory with C-3PO (approximate retail value \$50.00 U.S.). One third place winner in age group 9-11 will win Deluxe Droid Factory with C-3PO and Basic Action Figure Anakin Skywalker (approximate retail value \$16.00 U.S.). One first place winner in age group 12-15 will win Republic Gunship, 12" Electronic Action Figure Obi-Wan, 12" Electronic Action Figure Jango, Arena Playset, and Star Wars Unleashed Mace Windu (approximate retail value \$155.00 U.S.) and the winning entry will be eligible to be published in Star Wars: Attack of the Clones Coloring Book (on sale fall 2002). One second place winner in age group 12-15 will win Arena Playset and Star Wars Unleashed Mace Windu (approximate retail value \$55.00 U.S.). One third place winner in age group 12-15 will win Star Wars Unleashed Mace Windu and Basic Action Figure Anakin Skywalker (approximate retail value \$21.00 U.S.). One first place winner in age group 16-18 will win Republic Gunship, 12" Electronic Action Figure Obi-Wan, 12" Electronic Action Figure Jango, Arena Piayset, and Star Wars Unleashed Mace Windu (approximate retail value \$155.00 U.S.) and the winning entry will be eligible to be published in Star Wars: Attack of the Clones Coloring Book (on sale fall 2002). One second place winner in age group 16-18 will win Arena Playset and Star Wars Unleashed Mace Windu (approximate retail value \$55.00 U.S.). One third place winner in age group 16-18 will win Star Wars Unleashed Mace Windu and Basic Action Figure Anakin Skywalker (approximate retail value \$21.00 U.S.). If for any reason a prize is not available or cannot be fulfilled, Random House Inc. reserves the right to substitute a prize of equal or greater value, including—but not limited to—cash equivalent, which is at the complete discretion of Random House Inc. Taxes, if any, are the winner's sole responsibility. Prizes are not transferable and cannot be assigned. No prize or cash substitutes allowed, except at the discretion of the sponsor as set forth above. Random House Inc., Lucasfilm Ltd., and Hasbro Inc. are not responsible if the official on-sale date of the Hasbro toys is moved up to a date earlier than the distribution of the prizes. Names of actual prizes are subject to change. The on-sale date of the Star Wars: A tack of the Clones Coloring Book is subject to change.

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