Faqs

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Official Star Wars: Knights of the Old Republic FAQ

When will the game be available in stores?

Star Wars: Knights of the Old Republic is due out in Spring 2003 for Xbox and Fall 2003 for PC.

What will be the main differences between the Xbox and PC version of the game?

The biggest difference will be in the interface design. We are fully reworking the interface for the PC version of the game to take complete advantage of the keyboard and mouse. Also, we will of course take advantage of the different video cards on the PC, as well as supporting different resolutions.

Will there be a multiplayer mode?

No, Star Wars: Knights of the Old Republic is a single player game.

How will character generation and advancement be handled?

The rules system in the game is based on the Wizards of the Coast Star Wars D20 rules. So, players familiar with this system will find the character creation and advancement to be quite similar.
Your main character will be human (party members will be a variety of species), and you first choose your gender and class. You can be a Soldier, Scout, or Scoundrel class, but ultimately you'll develop into a Jedi class. You can then choose your character's appearance from quite a variety of head models and textures.
You will be able to choose your abilities, skills, and combat feats that will help customize how you play through the game. As you gain experience and start to move up in level, you will be able to improve your skills and add to your Force powers and combat feats.

What colors of lightsabers will there be?

You can customize your lightsaber on the Ebon Hawk. There are three crystal slots in the lightsaber and many different crystals that you can fit into those three slots. The crystals determine the color and attributes of the lightsaber. By putting in more powerful crystals you can change the properties of your lightsaber, as well as alter the color. The basic colors are Blue, Gold, Green and Red.

What locations will be seen?

We wanted to explore areas of the universe that were completely new. Some of the worlds have been discussed in the movies or expanded universe like Dantooine or Kashyyyk, and others are brand new like the decaying city world of Taris or the water world of Manaan. We also wanted to tie the game into the movies and allow the player to see some things that may

be very familiar, so there will be several quests on Tatooine.

How will combat work?

The combat will be rules-based and realtime. That means you will issue the main actions you want your character and party members to take, and they will perform those actions based on their stats. Since you have a huge number of Force powers, combat feats, weapons, and items to use in combat, in addition to the challenge of controlling a party of 3 characters, there is a ton of things to do during combat. The overall result is that the combat is quite strategic, but it plays out very fast, as though you were seeing an action sequence from a movie.

How do I manage the characters in my party?

Sometimes when you encounter a new Non-Playable Character (NPC) the plot is such that they need to join your party right away. In such a case if your group were full, you would have to choose one member of the party that would go back to the ship and wait for you there. With those cases as the exception, you can normally only switch out your party members at the Ebon Hawk as often as you wish.

How will interaction with NPC's be handled?

Most of the NPC's in the game will have a fully voiced dialog tree, and you can talk to them and get information or quests. All of the NPC's that you'll see can be talked to, although some of them may not want to bother with you! The dialog in the game is fully voice recorded.

What will the cutscenes be like?

There will be many cutscenes in Star Wars: Knights of the Old Republic because we want the game to be a very cinematic experience, where you feel like you're inside a Star Wars movie, but you're in complete control of what happens.

There are many different types of cutscenes in the game too, but it will be difficult to tell them apart. They all flow quite seamlessly from one type to the next. For example, the dialog in the game is experienced through a cutscene system, which looks like a letterboxed movie. During those dialog scenes, characters animate, speak, and even lip-synch their words. There is also a large number of cutscenes that involve things in the game world such as scripted events or dramatic scenes that are happening elsewhere in the galaxy.

Some of the most jaw-dropping cutscenes though, are the ones of the colossal war going on in space. Combined with Jeremy Soule's musical score and sound effects from LucasArts the cutscenes will be an extremely compelling part of the game