"THIS PROJECT IS REALLY LIKE SHOOTING A FILM, BUT WITH DIFFERENT TYPES OF TECHNOLOGY. WITH MARIS BROOD THEY HAD ABOUT 10 PAGES OF CHARACTER DESCRIPTIONS AND HER STORY IS INCREDIBLE. IT COULD BE A MOVIE IN ITSELF."

—ACTRESS ADRIENNE WILKINSON

while many classic *Star Wars* sounds could be culled from Skywalker Sound's considerable library of reference material, the game required hundreds of new sounds to be created. "Felucia is a great example," says Collins of the lush planet that provides one of The Force Unleashed's main locations. "Felucia is in *Revenge of the Sith* for all of 15 seconds but you visit it for hours of gameplay. So we have to go out and record a lot of different sounds for what those giant fungus plants sound like."

While the game features a number of familiar *Star Wars* locations, such as Kashyyyk, Cloud City, and the Death Star, all of which have had their soundscapes previously defined in the *Star Wars* films, new locations provided a fresh set of challenges for Collins. "Raxus Prime is an entire planet that does not exist inside the films, but it needs to sound like it comes from the films," he explains. "At times we'll do little tricks where we incorporate familiar sounds into new sounds to make it feel cohesive and then other times, if the visuals are fantastic and new, then we'll make sounds that are fantastic and new and, because it's fantasy, people will accept that it's *Star Wars*."

Of course, *Star Wars* just isn't *Star Wars* without some of John Williams' thundering score, which Collins has interwoven with over an hour and a half of original music by David Minsky—the composer who also scored Knights of the Old Republic II—to create a rich aural tapestry of brand new themes and familiar motifs. "There are certain things you can't take away from *Star Wars* and if you do, it kind of doesn't feel like *Star War*s," states Collins. "There are certain things that you need to hear, particularly with this game being right at the core of the saga. I felt like we needed to expand on *Star Wars* but still keep it true, so the goal was to make a game that as soon as you played [it sounded] like you were in *Star Wars*."

FORCE FED

For all its technical sophistication, in essence, *Star Wars*: The Force Unleashed is a game built by *Star Wars* aficionados who understand that deep down, every fan wants the chance to let rip with the full power of the Force. "We put a lot of pressure on ourselves to make it as good as we could because we're *Star Wars* fans and we wanted it to live up to those expectations," says Haden Blackman, who first envisioned the idea of a game featuring "over-the-top, amped up" Force powers. It may have taken years to develop, necessitated numerous technological breakthroughs and the concerted efforts of some of the world's foremost game and movie technicians, but, as producer Julio Torres puts it: "Our game is all about kicking butt with the Force." ☮