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- DE WICHTIG: Die Elemente dürfen nicht verändert werden. Es dürfen ausschließlich die mit dem Spielzeug mitgelieferten Geschosse verwendet werden. FR
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About the LEGO[®] Star Wars[™] Design Team

LEGO[®] Star Wars started in 1999 and we have been making new models for the product line every year since then. The LEGO Star Wars design team consists of eight model designers and four graphic designers. The team is a mix of brand new designers with new, fresh ideas and experienced LEGO Star Wars designers with many models under their belts.

This is an ideal team for creating new, innovative LEGO *Star Wars* models, as well as revising and improving previous LEGO versions of classic and iconic *Star Wars* ships. The focus of our main LEGO *Star Wars* product line is to make cool, fun, and inspiring LEGO *Star Wars* models for children.

With LEGO Direct, we have the opportunity to make even bigger, more challenging models with special attention to accuracy and details. These models are fun and exciting to develop, as well as a huge challenge! We always do our very best, and hope you will enjoy building them.

Happy building!

Jens Kronvold Frederiksen Design Director, LEGO® *Star Wars*[™]





About the Death Star



The ultimate weapon of terror, the DS-1 Orbital Battle Station colloquially known as the Death Star, became one of the most effective weapons in the arsenal of the Galactic Empire. Prior to its eventual destruction by the Rebel Alliance led by the young Jedi Luke Skywalker, the Death Star earned its infamy by crushing resistance through sheer size and might, as well as the total destruction of Leia Organa's homeworld, Alderaan.

Supreme Chancellor Palpatine, with assistance from the Geonosians, plotted to build the first dreaded Death Star – a weapon unlike anything the galaxy had ever seen. Palpatine, secretly the Sith Lord Darth Sidious, had his apprentice Darth Tyranus (also known as Count Dooku) deliver the plans from Geonosis to Coruscant at the start of the Clone Wars. The Death Star secretly took shape in space above Geonosis. Access to the former Separatist world was restricted, with very few in the Imperial hierarchy allowed to know about the battle station's construction.

The Empire appointed Wilhuff Tarkin to oversee the project. Tarkin proved a capable commander, and Palpatine rewarded him by making him a Grand Moff with greater control over the project. Tarkin would become the battle station's greatest champion, seeing it as the key to vanquishing all resistance to Palpatine's rule.

The Death Star's downfall began with Leia Organa rescuing a series of blueprint layouts and plans for the Death Star, and realizing the importance of the plans' survival, placed them inside Astromech droid R2-D2 who, along with his companion C-3PO, were purchased by Owen Lars from scavenging Jawas. Located by Luke Skywalker, and later Obi-Wan Kenobi, the plans inside R2-D2 were key in the Rebel Alliance's discovery of the Death Star's one major weakness: an exhaust shaft that led directly into the Death Star's main reactor.

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This weakness was exploited by Luke Skywalker who piloted an X-wing down to the surface of the Death Star, and utilizing the Force, fired two proton torpedoes down into the exhaust shaft, destroying the Death Star entirely. This proved to be a decisive victory for the Rebel Alliance, and not long after, thousands of star systems began to align with the Alliance. Unbeknownst to the Rebels however, Emperor Palpatine had ordered the construction of a second Death Star only days prior to the first's destruction.

Facts/Specifications

Death Star Facts

Manufacturer	Imperial Department of Military Research
	Sienar Fleet Systems
Model	DS-1 Orbital Battle Station
Class	Deep-space mobile battle station

Technical Specifications – DS-1 Orbital Battle Station

Diameter	
Armament	Concave Dish Composite Beam Superlaser
	Taim & Bak D6 turbolaser batteries (5,000)
	Taim & Bak XX-9 heavy turbolasers (5,000)
	SFS L-s 4.9 laser cannons (2,500)
	Borstel MS-1 ion cannons (2,500)
	SB-920 laser cannons
	Phylon tractor beam generators (768)
	Charged-particle blasters
	Magnetic railguns
	Proton torpedo banks
	Surface cannon
Engine Unit	
Crew	Full-time crew members (342,953)
	Officers (27,048)
	Troops (607,360)
	Pilots (167,216)
	Support and maintenance crew (285,675)
	Support droids (400,000)
	Stormtroopers (25,984)
	Gunners (57,278)
	Starship support staff (42,782)
Cargo capacity	over 1 million kilotons







Droid Repair Center

Littered with spare parts and advanced machinery, the Droid Repair Center is where droids aboard the Death Star are maintained and fixed as well as upgraded and improved.

Docking Bay 327

One of many hangars in the Death Star that are used to store ships that have been dragged in via the Death Star's tractor beam.

Cargo Bay

Storage Bay

Central Turbolift Shaft



Conference Room

This is where leaders of the Galactic Empire would meet aboard the Death Star, and is also where Darth Vader choked Admiral Motti.

Security Camera

Cell 2187

Cell 2187 in Detention Block AA-23 was where Princess Leia Organa was imprisoned by Darth Vader for suspected Rebel activities.

Level 6 Core Shaft Corridor

The Level 6 Core Shaft Corridor is a walkway across the tractor beam power generator trench on the Death Star. It was here that Obi-Wan Kenobi took out Docking Bay 327's tractor beam, ultimately allowing the Millennium Falcon to flee.

Meet the Model Designer

Niels Mølgård Frederiksen

Q: The LEGO[®] Star Wars Death Star is one of the most recognizable battle stations from the entire Star Wars canon. Known for its iconic round shape, how did you begin designing this model?

A: I started by looking into what was great about the last incarnation of the Death Star, and which areas could be updated. I especially looked at the different functions to see if they could be improved. Besides that, I really dived into the overall building experience and how this could be improved, to ensure that building this set will be a great experience for everybody.

Q: What kind of reference material did you use to begin designing the Death Star?

A: I used the two movies featuring both Death Stars ("*Star Wars*: A New Hope" and "*Star Wars*: Return of the Jedi"), plus all the screenshots I could make or find to get an overview of the rooms and scenarios.

Q: What kind of building techniques do you frequently use when designing a model of this scale?

A: Stability is always an important feature for us when we design the models, but especially for models this size the emphasis is on stability, simply because of the weight and size of the model. In this set there's a lot of stacking bricks, so it's super important that both the walls and floors are stable. This ensures that the model is stable during the build phase and also afterwards when being played with.

Q: One of the best features of the LEGO *Star Wars* Death Star are the rooms on the interior of the model. How did these factor into your design process when creating a model that needs to be functional while remaining stable?

A: The rooms were very much given from the last incarnation of the model – however, I did work with optimizing the walls and floors for a better build flow. Securing stable walls and floors are key here, because once you start adding functions in or through walls or floors, you often remove stability. So ensuring that the model doesn't get any weak spots (like exhaust ports) while adding lots of playable functions is really important and a big part of the challenge of designing a model like this.





Q: Is there a specific feature of the model that you enjoyed designing the most?

A: Well the spring-loaded-missile-shooting turbolaser on the lower floor was really fun to design, because that was my design from the ground up. I also came up with a new trigger function for the shooter, so I'm really proud of that part. Besides that, I really like my small tweaks to the turbolasers on the top floor. I love the turbolaser towers in the attack run from "*Star Wars*: A New Hope", so putting my fingerprint on those was awesome.

Q: What is different about this version of the LEGO *Star Wars* Death Star set from the previous incarnation?

A: A couple of major improvements have been made to the hangar bay elevator, planet killer laser, turbolaser and Darth Vader's TIE X-1 Advanced. Besides that, a lot of small, more subtle changes have been made throughout the entire battle station.

Niels Mølgård Frederiksen

As I designed the new dianoga, I got the idea of adding playability to the trash compactor room. By making a hole in the floor, the dianoga could peek up through as if it was submerged in the muddy water. That task did present some challenges but I'm quite fond of the end result and hope it will add lots of fun to that scenario. Besides that, I've made changes in the building flow and improved the building experience.

Q: Was there anything unique about designing the round surface of the Death Star while accommodating the planet killer laser?

A: I managed to add more articulation to the planet killer laser in comparison to the previous incarnation. So yes, I of course had to be aware of the confinements, so the planet killer laser's disc wouldn't hit the walls and floors of the Death Star.

Q: What did you find most challenging about the design for the Death Star?

A: It was probably redesigning Vader's TIE X-1 Advanced to accommodate the Darth Vader minifigure with the new two-piece helmet. The TIE vehicle went through numerous iterations before I had a model where I was satisfied with the design, stability, and building experience.

Q: Was there anything in your original design that was not included in the final set?

A: No, actually not. Well, minor changes from my original sketches and iterations, but nothing major was left out.





Meet the Graphic Designer

Jakob Liesenfeld

Q: What LEGO[®] Star Wars minifigures have you designed?

A: This would be a very long list, but I will give a few personal highlights: I have designed all kinds of cool armored troops, including all Clone Troopers, Imperial Stormtrooper, Sandtrooper, Scout Trooper, Stealth Trooper and Snowtroopers. I especially enjoyed creating the First Order Stormtrooper, Flametrooper, TIE Fighter pilots, and the Imperial AT-AT pilot. I also did lots of Officers and Crewmen, both Imperial and Rebel. I have designed almost all the Old Republic minifigures, including the unique Jedi Knights and Sith Warriors; then I have done lots of Astromech and Protocol droids, many aliens and bounty hunters, and of course many heroes ranging from Padmé and Anakin to Hera and Kanan, and sometimes new characters like JEK-14.

Q: What kind of reference material did you use to begin designing the decorations for LEGO *Star Wars* minifigures?

A: We get a lot of reference material from our partners at Lucasfilm, from the first concept sketches to the final costumes and props. And of course we use the movies and our knowledge of the characters in order to get across their personality!

Q: What are some of the challenges you face when designing art for a small surface like a LEGO minifigure?

A: I always try to capture as many details as possible from the amazing originals, but at the same time keep the design on the minifigures as clear as possible. Especially on the minifigure torsos, you should be able to understand the overall shape, what main objects are there or how things are layered from relatively far away. Then there are some smaller details to discover once you take a closer look!





Q: The LEGO *Star Wars* Death Star encompasses many different scenes from multiple *Star Wars* movies. How did you begin design work on characters like Luke Skywalker and Han Solo who appear more than once in the set in different outfits?

A: To be honest, we have had the main characters' looks established before; so we mostly used existing designs, although we did do a badly-needed update for Leia's classic white outfit. And of course we were finally able to create a proper hairpiece for Han Solo!



Jakob Liesenfeld





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Q: What is your method for determining which details are important enough to be included in the final design of a minifigure deco, and which details can be simplified?

A: Normally we look for the most iconic parts of a costume. Of course for many fans every detail is important, and we are big *Star Wars* fans in the team! We often simplify details that would get too small, or when we need to adapt the human proportions to the ones of the minifigure. The Stormtrooper for instance has a very short belly, to properly show the bulk and form of the chest armor and belt.

Q: Is there a part of the design process that you enjoy most?

A: While I really enjoy solving all the little problems along the way, I think that what I like the most are the very big ideas at the start, when we make the decisions about which characters to include and how to approach them. It is also great to look back at the humble beginnings at the end, when I am holding the final prints in my hand.

Q: How do you begin to create your first initial design when you start a new project?

A: At the start, I would usually do a hand sketch. This helps determine what to focus on and what to leave out, as I mentioned earlier. After that I will work on top of it using vector graphics, and match important lines as closely as possible to the reference.

Q: Which minifigure in this set did you find most challenging to design and why?

A: This would once again be the Stormtrooper. With this super-iconic design you just have to get it right. Especially the helmet proved to be quite a challenge, since the element itself is of an older generation and full of sculpted details that can conflict with the printing. The wonderful people in our print department had to endure many loops, until we finally found the right placement and distortion to ensure that every detail would land in the right place on the final piece!



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Meet the Art Director

William Colburn Jr.

Q: What are you responsible for as an art director working on packaging for LEGO[®] Star Wars?

A: Our roles are sort of a combination of an art director and graphic designer. Essentially we're responsible for making the packaging look as cool as it possibly can! I'll work with several different artists who help me create different assets – everything from the box's background image to the overall design elements on the packaging. My job is to piece together all of those different assets and create the final box art. We often take a team approach to our work on LEGO *Star Wars*, and I wouldn't be able to do the best job I can without the rest of the group. Our team is always growing and changing, but I want to give a special thanks to John McCormack, Mike Swiatlowski, Jake Blais, Mike Sion, Sara Gomes, and Peter Cangialosi for being the best team I could imagine... thanks for all your help!

Q: The LEGO Star Wars Death Star is a huge model with multiple rooms, features, and functions. How did you begin the design process for the box art while taking into account all the details that needed to be included?

A: We're lucky enough to have a good template from the previous version of the packaging, and I'd like to thank Rob Johnson for giving us a great starting blueprint! As with all packaging, we begin our designs based on a brief we receive from our marketing team. The marketers give us suggestions for which elements of the model that they would like to focus on. From there we go into our first layout phase. We try to make the marketer's requests come to life in the most creative ways we can, and also give them some alternative options that we put forward ourselves. The box goes through several rounds of design changes based on feedback from the marketing team and our partners until we have all agreed on the final design.

Q: What kind of reference material do you use to begin designing the package art?

A: In general, we use lots of different materials ranging from images taken directly from the movies, to any kind of things that we find visually inspiring. One day it might be an awesome poster, the next day it might be a pattern in your morning bowl of cereal... you never know where inspiration will strike! Also, our partners at Disney and Lucasfilm have awesome websites available to us that are filled with images from the *Star Wars* universe. These websites have tons of behind-the-scenes shots, movie stills, posters, concept art, 3D assets... pretty much anything you can imagine. It's by far my favorite place to look for reference material!





Q: What kind of challenges do you face when designing art that will be specifically used for packaging design? Is designing package art for smaller sets different from designing package art for larger sets like the Death Star?

A: The biggest challenge is trying to figure out how to fit everything that comes in the box onto the front of the box without interfering with our logos, product information, and legal text. With the Death Star, it's been a bit easier because it's one large model and all of the minifigures are contained in the model itself. Typically we have several smaller pieces, vehicles, and multiple minifigures, so it can turn into quite a puzzle trying to fit everything in... especially on the smaller boxes! I find the puzzle can be challenging at times, however it can be the most rewarding aspect of the design when you are able to tell a fun story and show off all of the included models and minifigures at the same time.

William Colburn Jr.

Q: Were there certain details about this set that were important to you to feature in the packaging art?

A: I really wanted to showcase all of the little details that the model designers included. This is one of the biggest sets in our LEGO[®] Star Wars assortment, but it's essentially made up of a bunch of smaller rooms with all sorts of references to the movies. I especially love the new addition in the trash compactor room that allows the dianoga to stick its head up through the floor!

Q: The scenes that take place within the Death Star are seminal moments in the Star Wars movies. How did you decide which scenes to recreate for the packaging art?

A: We tried to recreate as many scenes as we could for the packaging. However, since the Death Star has so many rooms, it wasn't possible to include every scene we wanted, so we tried to stick with the most iconic and memorable scenes that we could. Most are references from "Episode IV: A New Hope" though my favorite one might be the Lightsaber duel between Darth Vader and Luke Skywalker in the Emperor's throne room from "Episode VI: Return of the Jedi".





Q: What do you enjoy most about the design process?

A: By far my favorite part of the design process is final photography. In the digital age, a lot of companies have transitioned over to using 3D renders for their packaging; however we still shoot photos of the actual product. I have a background in photography, so getting to go to these photo shoots is a very fun time for me. With all the gear and camera equipment around, I feel like a kid in a candy store! It can get hectic, as there are a lot of things going on all at once, but the team at Atwater Studios make it an awesome experience. Thanks to Joey, Tim, and Victor for all of your help over the years!

Character Overview



Grand Moff Tarkin

Ordered the destruction of Princess Leia's home planet Alderaan. He also placed a tracking beacon on the Millennium Falcon to find the Rebel base.



Death Star Gunner

Member of the Imperial Navy's Starfighter Corps with lightning-fast reflexes.



Imperial Officer

These officers were

skilled and intelligent

soldiers who worked

of command aboard

the Death Star.

their way up the chain

Death Star Droid

Mechanical beings that often possessed artificial intelligence, droids were often given jobs too dangerous or too difficult for their human counterparts.



Stormtrooper

The numerous ground troops of the Galactic Empire were well-trained soldiers, highly effective in combat and heavily armored.

Death Star Trooper

Elite Imperial Navy troopers were specially trained soldiers who were deeply loyal to Emperor Palpatine.

Imperial Navy Officer

C-3PO

Protocol droid built by

young Anakin Skywalker.

His quick reactions aboard

Emperor Palpatine

Leader of the Galactic

doors he was in reality.

Darth Sidious. the Dark

to control the Galaxy.

Empire, but behind closed

Lord of the Sith who sought

the Death Star prevented

Luke and friends from

being crushed in the

trash compactor.

These soldiers were higherranking officials serving on board the many ships of the Imperial Fleet.



Royal Guard

An elite unit of the Galactic Empire. tasked with the protection of Emperor Palpatine.



Han Solo

Pilot of the Millennium Falcon and a well-known smuggler. Han Solo became a key part of the Rebel Alliance.

Princess Leia

Princess of the planet Alderaan and Rebel Alliance sympathizer, Leia was held captive aboard the Death Star before her rescue by Han Solo and Luke Skywalker.

R2-D2

Astromech droid R2-D2 was instrumental in delivering the Death Star blueprints to the Rebel forces.



Luke Skywalker (final duel)

After learning that Vader was actually his father. Anakin Skywalker, Luke returned to the second Death Star to defeat Vader and the Galactic Empire.

Darth Vader

lightsaber duel.



Luke Skywalker (Tatooine)

An apprentice Jedi to Master Obi-Wan Kenobi, Luke Skywalker proved to be a leading member of the Rebel Alliance, destroying the Death Star by using the Force to guide his aim.

Chewbacca

Han Solo's copilot and best friend. Chewbacca helped Luke and Han stage the daring rescue of Princess Leia Organa.



Han Solo (disguise)

Sneaking on board the Death Star by posing as a Stormtrooper with Luke, Han Solo was able to find and rescue Princess Leia.



Luke Skywalker (disguise)

Disguised as a Stormtrooper, Luke Skywalker infiltrated the Death Star with the help of his friend Han Solo to rescue Princess Leia.



Imperial Astromech

Imperial Astromechs were extremely flexible and efficient and could often be found on the battlefield.

Loval to the Galactic Empire, Darth Vader tortured Princess Leia aboard the Death Star into revealing the location of the Rebel base. He later severed Luke's hand in a

Obi-Wan Kenobi

As a Jedi Master and Luke Skywalker's mentor, Obi-Wan Kenobi was a formidable ally against the Galactic Empire.















































































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6x 4211622	1x 4227657	4228198	30x 4211410	0000	16x 4211438	32x	4514846	7x 4210719	61x	22x 4211055	8x 4527082
9 x 4521921		2x 4611702	37x	2x 6014615	6x	4211406	35x	4x 4504378	4211088	18x	75x 4211043
15x 4211399	2x 4641682		4211436	2x 6116608	4211549	27x	4211402	2x	4x 6019987	4211094	4211040
1x 1x	8x 4515341	4 x 4211494	2x 6034676	4x	7x 4243797	6037399	12x	4211044	18x 4211096	12x 4210635	
4211415	4x	1x 4558690		4211718	000000	13x 4251149	4211360	42X 4211098	46x	2x 6071261	2x 6106025
4255629	4593679	18x	2x 6045988	77x 4211396	13x 4160560	0000000000		20x 6071226	4210631	1	22x 4210725
1x 4211740	2x 4521532	4211614	Ő	49x	4x	3 x 4211521	9 x 4166618	8x 4210639	22x 4211135	1x 4211000	32x
1x 6123037	11x 4212363	15x	13x 4234535	4211386	4560183	-32		1x 4210700	1x	1 x 4211054	4211001
5x	1x	4585429	29x 4211349	5 x 4211421	42x 4211385	1x 4211796	7x 4268343	4x	6117972		5x 6092649
4278756 2x	4211357	8x 4651063	3	7x 4211570	0000000	2x		4521512	4x 4624186	3x 4520307	31x 4211053
4594238	62x 4211388	3x 4211568	8x 4211815	CHOICE CONTRACTOR	31x 4211795	6056596	4x 4211405	16x 4210869	5x 4234599	45x 4211109	121000
1x 4211791	54x 4211398	1x 4641048	3x 4211881	5x 4211840	000		4211403	2x 6152814	2x 6006141	4 x 6015356	12x 4211103
000	13x	1x 4563045	450	2x 6048898	5x 4211420	10x 4211363	1	10x		999 B	3x
1x 4211794	4211437	2x	11x 4211650	2x	1x 4646513	(7) 5x	4211401	4567887 5.5	31x 4210636	2x 4210884	4222113
2x 4211373	7x 4211440	4244627	3x	4211356		4211805	coccepeeeeeeeeeeeeee	4508553	6x 4210762	2x 4521187	2x 4211097
1x 6052200	1x 4598526	00000	4211865	23x 4211394	2x 6081975	42x 4211452	2x 4211366	18x 4211042	Ja Ix	2x	
2x 2x	1x 4211510	8x 4258273	2 x 4515369	and a	00000			6x 4278274	4210763	6133119	2x 4596895
4650645 4x		0000	15x	2x 6031056	00000	1x 4520296	15x	4x 4218730	4x 6029948	4 x 4210751	4x 4210897
4211807	5x 4211564	00000	4211428	24x 4211445	19x	00000000	4293831	2x 4632574	5x 6092572	2x 4210865	-
Customer		8x 4258275	7x 4211353	6x 4211473	4211616	11x 4211392		1	16x	32x	4x 4212075
Service C Servicio A	consommateurs Al Consumidor			85550	00000	13x	6x 4211408	6x 4249139	4211052	4211133	10x
	n/service or dial		1x 4211376	66x 4211395	33335 233355 233355 235355 235355 235355 235355 2355555 23555555 2355555 2355555 2355555 2355555 2355555 23555555 2355555 2355555 23555555 2355555 2355555 2355555 2355555 2355555 2355555 23555555 23555555 235555555 2355555555	4211425	000000000000000000000000000000000000000	7x 4516546	52x 4211104	1x 4547958	4211065
1-800-422-			71x 4211397	1x 4507056	20x 4211617	3 x 4211481	10x 4211407	1x 4222693	55x 4211063	1x 6086709	26x 4211085

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6x 4210651



3x 4243831

4x 4535931

2x 4539429

7x 4222042



11x 4221749



6x 4210875

3x 4211002

3x 4499858

3x 4210998

5x 4211008

4211099

4211056

2x 4645730

-30 **1x** 4268409

2x 4257526

8x 4211061



2x 4299022

21x 4107106

2x 611649

9x 6164380

1x 4654448

00 1x 4653753





1x 6159620





1x 6063666



9

6109328



9 4x 6057034

1x 4626400

4x 6062599 () 1x 4633691

1x 6150296

3x 4620070

3x 4620076

3x 6051389

2x 6021888 2x 6158436 0 1x 6112518 3x 6114026 2x 6114026 1x 6080363

1x 6077870 2x 6058705

1x 6153209 2x 6057757

1x 6118815

1x 6029862







1x 6158352











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