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### About the LEGO<sup>®</sup> Star Wars<sup>™</sup> Design Team

LEGO<sup>®</sup> Star Wars started in 1999, and we have made new models for the product line every year since then. The LEGO Star Wars design team consists of six to eight model designers and three graphic designers. The team is a mix of new designers with 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 kids.

For 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, but also a huge challenge! We always do our very best, and hope that you will enjoy the building experience.

Happy building!

the first

Jens Kronvold Frederiksen Design Director LEGO Star Wars





### About Slave I™



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Slave I was originally a prototype police vehicle from Kuat Systems Engineering, and its official name was *Firespray-31* patrol and attack craft. Only six were made in the entire galaxy, and they were used on the asteroid prison Oovo 4. Infamous bounty hunter Jango Fett stole one of the six prototypes during a prison riot on the asteroid, and during his escape, launched two missiles into the hangar bay where the other five were kept. Jango Fett renamed the only remaining Firespray starship *Slave I*, and it became his most frequent mode of transportation. Unlike most starships, *Slave I* sits flat on its bottom surface when idle, and rotates ninety degrees to fly vertically. The original prototype was a well-armed starship, and included two heavy twin blaster cannons as well as two rapid-fire laser cannons. Other weapons included projectile launchers, homing missiles, and a naval minelayer with seismic charges. Because the Firesprays were intended to be prisoner transports, they were heavily armoured and contained large holding cells within the vehicle. Jango Fett made numerous alterations to *Slave I*, including larger, upgraded Kuat drive engines and power generators, which made even a ship as small as *Slave I* capable of sublight speed, usually seen only in Y-wing Starfighters.

In the years following Jango's death, the ship underwent heavy modifications, including the addition of a cloaking device, proton torpedoes, and a stolen sensor masking and jamming array, which makes the ship essentially invisible to almost all sensors and allows it to sneak into any planet or Imperial Centre without being detected.

Perhaps most famously, Boba Fett used *Slave I* to transport Han Solo's carbon-frozen body to Jabba the Hutt on Tatooine to collect the bounty on Han Solo. Boba Fett continued to use primarily *Slave I* to capture bounties, and the ship became feared throughout the galaxy.





## Slave I™ Facts

Manufacturer	Kuat Systems Engineering
Model	Modified Firespray-31
	patrol and attack craft
Class	Space Transport
Cost	Not for sale (likely to be valued
	at 726,500 credits)







Concept Art © & TM Lucasfilm Ltd.



Visual Effects Artist Ken Ralston © & TM Lucasfilm Ltd.

# **Technical Specifications**

Length	21.5 metres
Width	21.3 metres
Height/depth	
Maximum speed	1,000 km/h in atmosphere
Maximum acceleration	2,500 G
Engine unit(s)	F-31 drive engines

### Meet the Model Designer Hans Burkhard Schlömer

### Q: How long have you been a LEGO® **Star Wars** model designer?

**A:** I've been a LEGO<sup>®</sup> designer for close to six years now. Last summer I was asked to "help out a little bit" on LEGO *Star Wars*. So I expected to build a small speeder to go along with a larger set or something like that. Well, surprise! Instead of going on vacation, I spent the whole summer in Billund designing the next Ultimate Collector's Series set. That was even better than a vacation!

### Q: How was designing the Slave I different from your work on other LEGO **Star Wars** models?

**A:** It actually wasn't very different; the *Slave I* is just quite a big set. Usually I design the first version of a set in LEGO Digital Designer. When I'm happy with that, I go ahead and build a version with bricks. It's much faster to apply changes digitally than to build new versions, especially with a model of this size!

#### Q: The Slave I flies vertically, but rotates to dock horizontally when not in use, did that present you with a challenge while designing this feature of the set?

**A:** Not really! UCS *Star Wars* sets usually come with a display stand, so the idea was to show the ship in flight mode anyway. Figuring out how to connect the stand to the model in a secure way was a challenge from a technical point of view, though. And when landed, the ship seems to hover. This is why there are transparent "spacers" on the underside of the base. It also makes it easier to pick up the model.



Model Designer Hans Burkhard Schlömer

#### Q: How did you plan the design for the Slave I? Did you use artist sketches or film stills to assist your creation of the model?

**A:** Getting the shape and proportions of the ship right was the main priority. For exterior details I had screen shots from the movies and reference material supplied by Lucasfilm. While looking at cross sections of the original *Slave I*, I realised that while it's filled with cool features, weapons, and living space, it is completely missing any internal support structure. Apparently the hull is all it takes to hold the *Slave I* together, like an eggshell. The biggest challenge in designing the model was to create a sturdy but light support structure.

#### Q: Does this model feature/accomplish something that no other LEGO® building set has? What elements or features make it unique? Other than scale, what really sets this version of the Slave I apart from previous LEGO versions?

**A:** This is the largest, most detailed LEGO<sup>®</sup> Slave I so far, and more true to the original than previous versions. In fact, the size of the model makes it both a collector series model and a playset, because it actually is in minifigure-scale. Even the underside of the model is very detailed, which is uncommon in LEGO sets.

### Q: Were any new elements or minifigures created for this model?

**A**: A new, eight-brick-wide windscreen was created especially for this *Slave I* in trans-clear, same as on the original movie prop. Several other elements are exclusive to this set, in dark red, dark green, and sand green. We included a Bespin Guard and a Stormtrooper to go along with Boba and Han so that kids can re-enact the scene on the Cloud City landing platform when Boba Fett boards his craft with his frozen trophy.

### Q: How long did this take to design? How many people worked on designing it?

**A:** I needed a week from the first draft in LEGO Digital Designer to the first brick-built copy. Then it took almost three months, until the final model review, to create this set. I was the only designer assigned to this task, but of course I had plenty of assistance from colleagues. My technical coach, Anders G. Christensen, especially had a hand in optimising the internal structure of the ship.

### Q: What are you most proud of on this model?

**A:** Of course I am most proud of having been chosen to design the whole set in the first place. I'm a huge *Star Wars* fan, and the *Slave I* is an iconic spacecraft - one of the remaining few that haven't been produced as a LEGO collector's edition already. Having been able to create the next addition to my sizeable collection of LEGO *Star Wars* sets myself feels great!



















































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