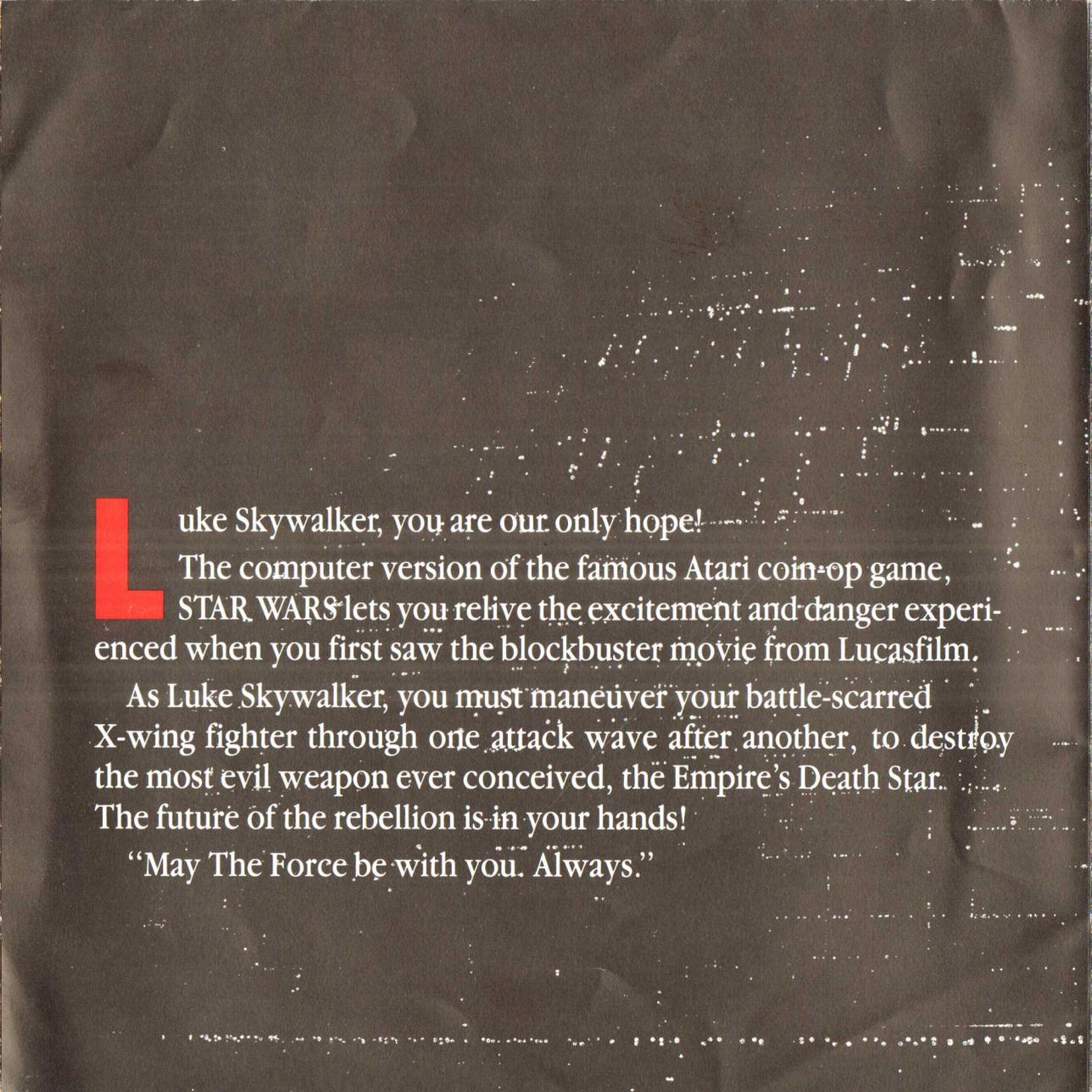


# STAR WARS<sup>®</sup>

GAME INSTRUCTIONS



Broderbund<sup>®</sup>

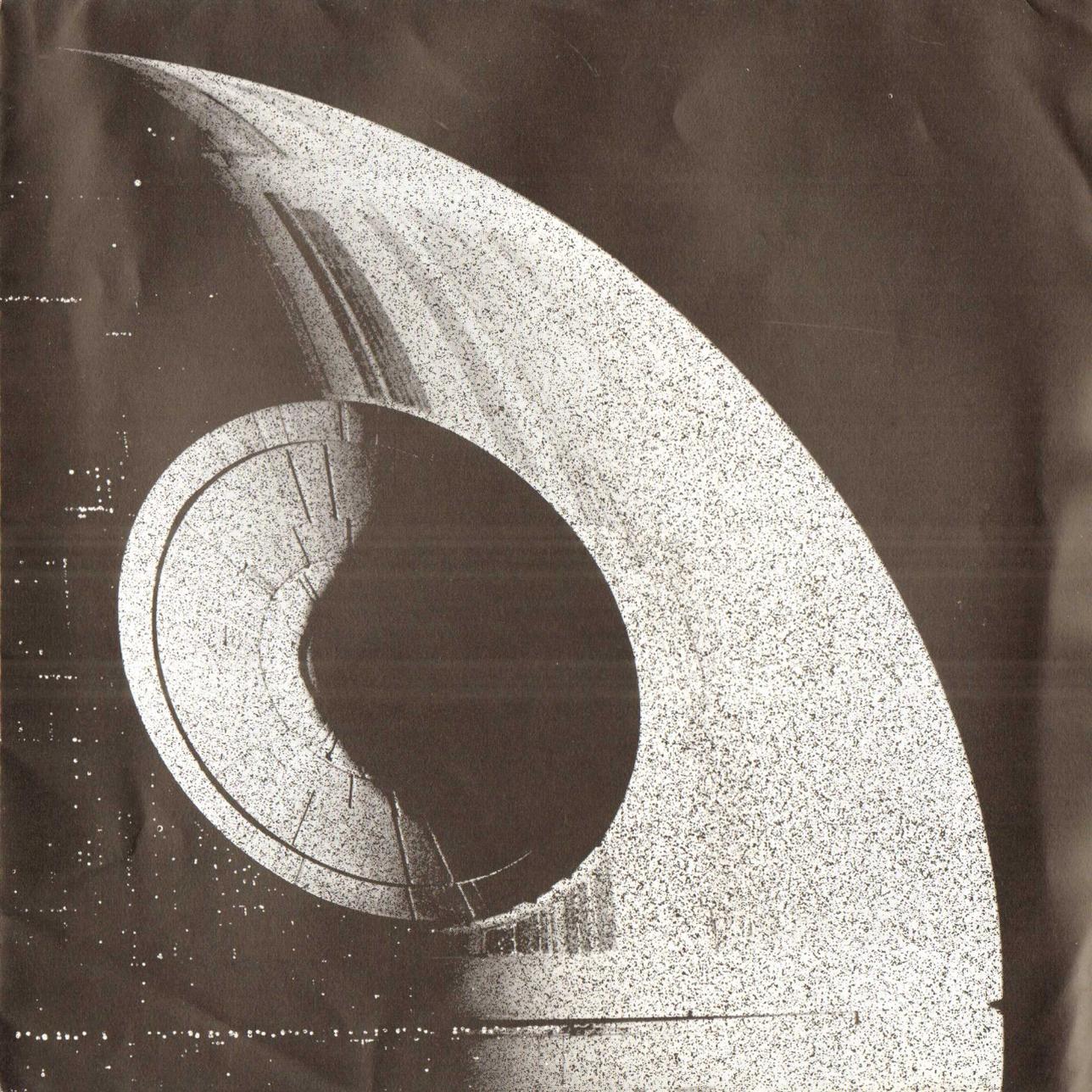


Luke Skywalker, you are our only hope!

The computer version of the famous Atari coin-op game, STAR WARS lets you relive the excitement and danger experienced when you first saw the blockbuster movie from Lucasfilm.

As Luke Skywalker, you must maneuver your battle-scarred X-wing fighter through one attack wave after another, to destroy the most evil weapon ever conceived, the Empire's Death Star. The future of the rebellion is in your hands!

“May The Force be with you. Always.”



# GETTING STARTED

## Commodore 64/128:

- If you are using a Commodore 128, switch to 64 mode.
- Turn on your monitor, disk drive and computer, in that order.
- After the "busy" light on your disk drive goes off, insert the Star Wars program disk into the drive and close the drive door. Be sure the joystick is in Control Port #2.
- Type LOAD "\*", 8, 1 and press RETURN.

The program will now load.

- During play you may press the "RUN/STOP"

key to pause and resume play.

- Press the "J" key to switch the vertical axis.



## Atari ST:

- The program will work with either a joystick or a mouse. Make sure the device you choose is properly attached.
- Insert the Star Wars disk into drive A.
- Turn on your monitor, disk drive and computer in that order. If your system is already on, press the reset button on the back

of your computer.



The program will load automatically.

Key F1 enables the mouse.

Key F2 enables the joystick.

Key F3 switches the vertical axis.

Space bar will pause the game.

## Amiga:

- The program will work with either a joystick or a mouse. Make sure the device you choose is properly attached.

For Amiga 500 and 2000:

- Insert the Star Wars program disk into drive 0.
- Turn on your monitor and computer in that order. If your program is already on, press CTRL-AMIGA-AMIGA. The program will load automatically.

For Amiga 1000:

- Insert a Kickstart version 1.2 disk into drive 0.
- Turn on your monitor and computer in that order. If your system is already on, press CTRL-AMIGA-AMIGA. At the Workbench prompt, remove the Kickstart disk and insert the Star Wars program disk. The program will load automatically.

Key F1 enables the MOUSE in Gameport 1.

Key F2 enables the JOYSTICK in Gameport 2.

Key F3 switches the vertical axis.

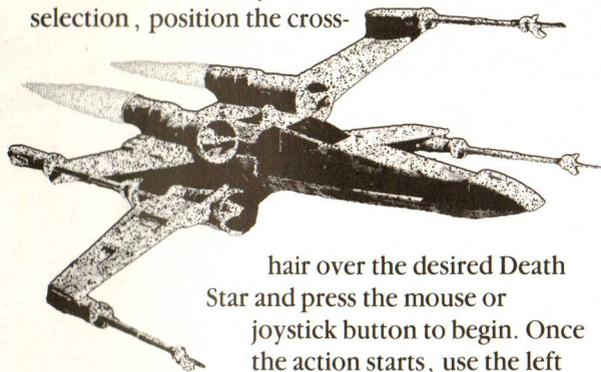
Space bar will pause the game.

## THE GAME

In Star Wars the action is fast and furious and you must constantly avoid enemy fire to protect your X-wing's precious shields. One bonus shield will be awarded upon successful completion of each attack wave.

To begin play, press the mouse or joystick button to access the wave selection screen. From this screen you may choose to begin at WAVE 1, WAVE 3

or WAVE 5. To make your selection, position the cross-



hair over the desired Death Star and press the mouse or joystick button to begin. Once the action starts, use the left mouse button or the joystick button to fire. You may fire as fast and as frequently as you wish.

Each attack wave consists of three sequences:

### **Sequence 1 — Dogfight in Deep Space**

Approaching the Death Star, you must destroy the defending Empire TIE fighters, while avoiding a barrage of deadly fireballs...Beware of Darth Vader!

### **Sequence 2 — Through the Towers**

After reaching the Death Star's surface, you must survive the attack of a multitude of laser towers while attempting to blast away the tower tops.

### **Sequence 3 — Down the Trench**

At last, you dive into the trench searching for your final target: the exhaust port. Shooting the exhaust port will cause the Death Star to explode, completing your mission. Don't forget to "Use The Force, Luke".

## **HIGH SCORES**

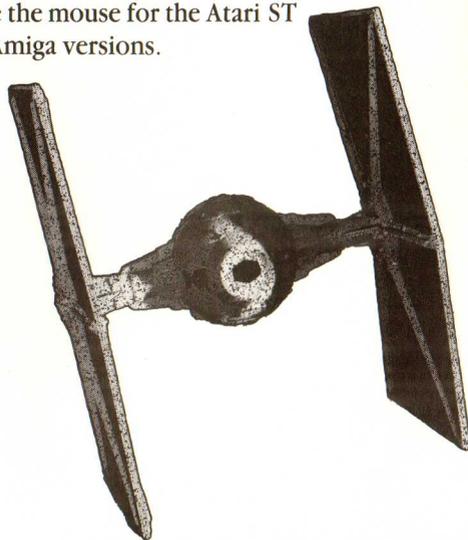
The Atari ST and Amiga versions of Star Wars allow you to save the top ten high scores. Be sure your program disk is not write protected, before attempting to save your score. The Commodore

version does not offer a save feature, but does maintain a list in memory throughout a playing session. The scores are lost when your computer is turned off.

If you are one of the lucky few to make the high score list, you may select and enter your initials by positioning the cross-hair over each initial in order and pressing the fire button. You may change a letter by moving the cursor over the word "RUB" and pressing the fire button. The last letter selected will be erased and you may then select another. When all initials are entered, position the cursor over the word "END" and press the fire button to save the scores to the disk and return to the demo.

If you achieve a high score and choose not to enter your initials, simply position the cursor over the word "END" and press the fire button to return to the demo.

To view high scores from demo mode, move the joystick handle on the Commodore version or move the mouse for the Atari ST and Amiga versions.



## CREDITS

Original Star Wars coin-op video game design by  
Atari Games.

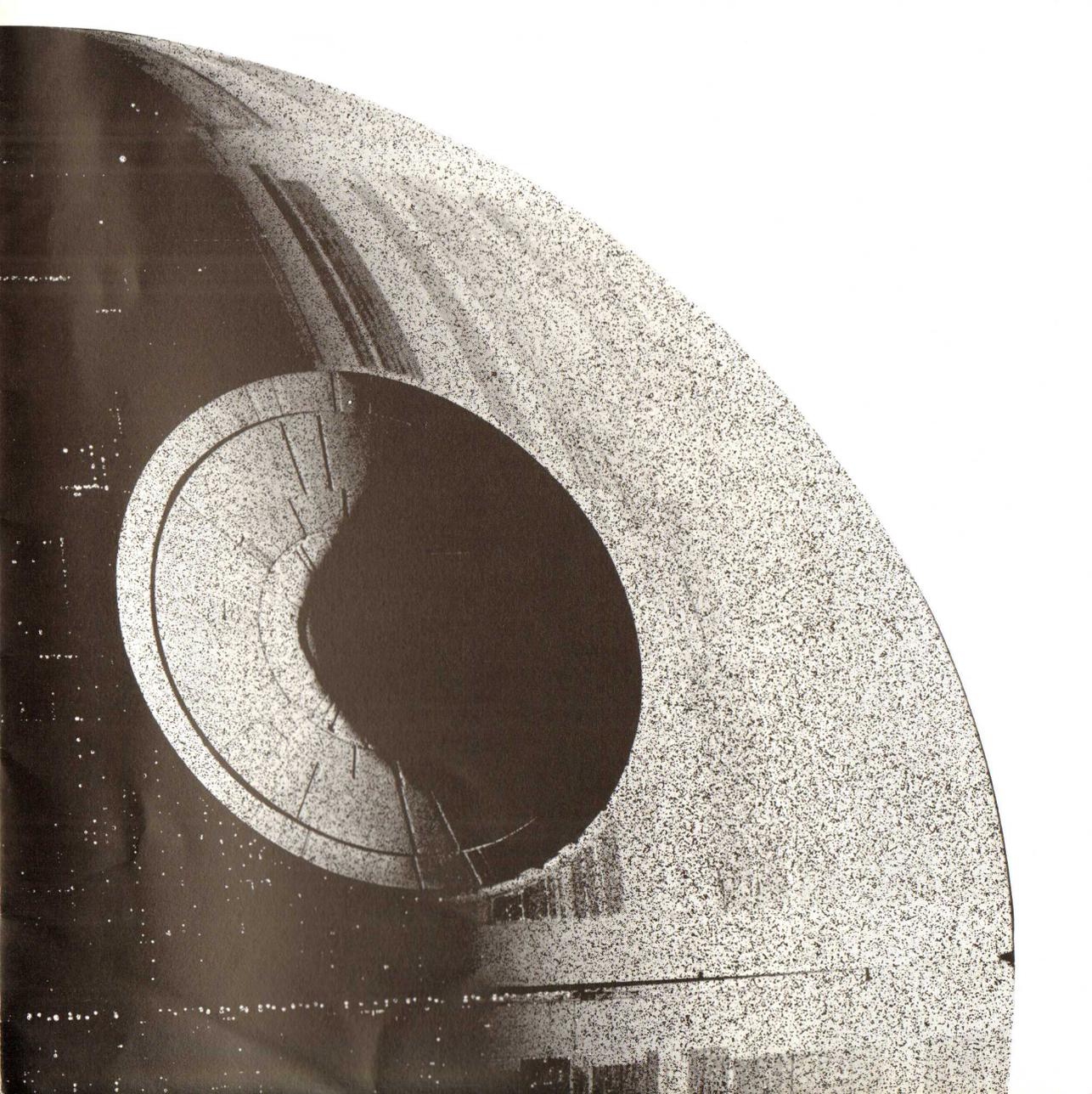
Home computer versions developed by Dømark, Ltd.  
Atari ST and Amiga programming by Juergen Friedrich.  
Commodore programming by Vektor Grafix, Ltd.

Cover illustration by Ralph McQuarrie.

Product managed by Brian Eheler.

Special thanks to the Brøderbund Quality Assurance  
Department.

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