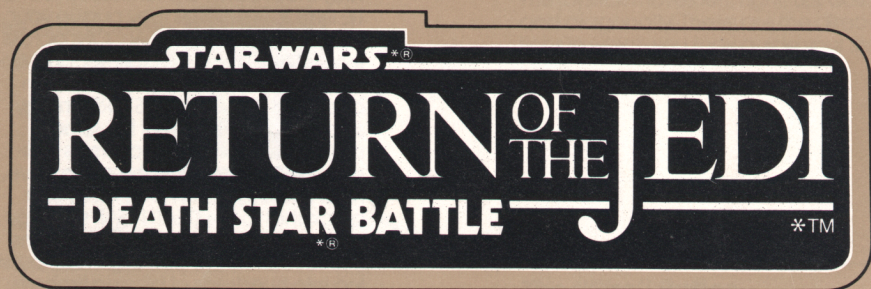

P A R K E R B R O T H E R S

A R C A D E / A C T I O N
S O F T W A R E



C A R T R I D G E F O R A T A R I ® H O M E C O M P U T E R S

U n d e r L i c e n s e f r o m L u c a s f i l m L t d .

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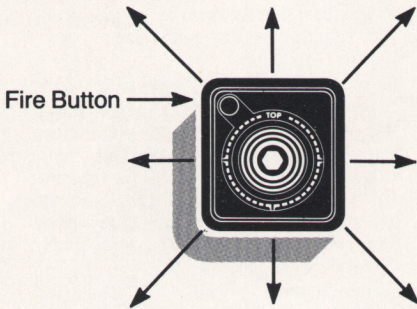
Object

Your ultimate goal is to destroy the sinister DEATH STAR before the EMPIRE completes its construction! But reaching this powerful space station won't be easy. First, shoot down a relentless swarm of TIE INTERCEPTORS as they pursue your ship, the MILLENNIUM FALCON, across the galaxy. Then, with split-second timing, slip through one of the random openings in the DEATH STAR's energy shield! Blast as much of the space station away with your lasers as possible—while avoiding the destructive, heat-seeking DEATH RAY. Then, one quick shot to the DEATH STAR's energy core and POW! The DEATH STAR turns into an incredible burning mass, bursting into hundreds of blazing fireballs. And the heat's not off until you escape their fury! But if you do, then you're ready for another round with the infamous DEATH STAR!

Setting the Console Controls

1. Place the cartridge firmly into the cartridge slot of the Atari 400 or 1200XL unit, or on the left-hand side of the Atari 800 unit.
2. Turn the ON/OFF switch to ON.
3. You'll see the playing field displayed and the number "1" appearing at the bottom of the screen.
4. Use the SELECT button to choose the desired game number and level (SEE GAME SELECTION BOX).
5. To begin play, press down the START button on the console.

The Joystick Controllers



Plug the joystick controllers into the jacks labeled "1" and "2". For a one-player game, use only the jack labeled "1". The joystick moves left, right, up, down, and diagonally. These are the directions in which you may guide your ship.

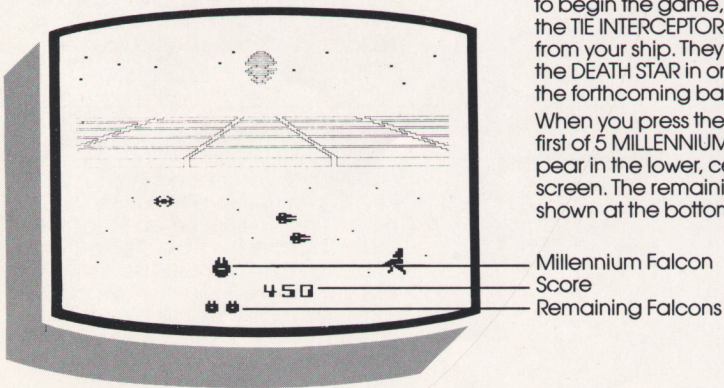
The "Fire" Button

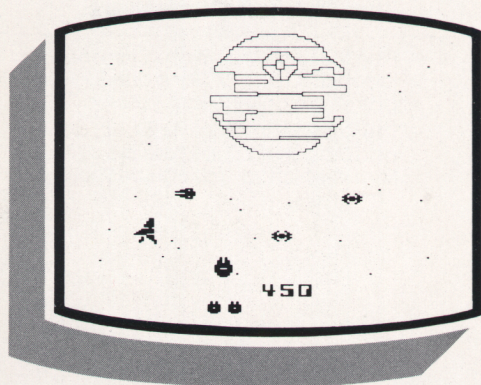
To fire your lasers, simply press down the red "FIRE" button on the joystick. Each time you press this button, your ship will fire one laser shot. To achieve rapid fire succession, hold down the "FIRE" button.

Playing

Before pressing down the START button to begin the game, you'll notice that the TIE INTERCEPTORS are flying away from your ship. They're heading back to the DEATH STAR in order to regroup for the forthcoming battle.

When you press the START button, your first of 5 MILLENNIUM FALCONS will appear in the lower, center portion of the screen. The remaining FALCONS are shown at the bottom of the screen.





Try to shoot down as many TIE INTERCEPTORS as possible before they blast you with their lasers, or speed off and circle back for another attack. And keep a lookout for the ever-searching DEATH RAY!

Eliminate TIE INTERCEPTORS and you'll notice random openings appearing in the DEATH STAR's energy shield. When the shield's outermost white energy band is deactivated and there is an opening in the shield, guide your ship through it. Upon penetrating this opening, you'll enter into hyperspace and arrive at the DEATH STAR.

Fire your lasers at the DEATH STAR in order to knock out pieces of its outer wall. But beware of the DEATH RAY! It will track your every move, trying to destroy your ship. Eliminate as much of the DEATH STAR as possible (to maximize your bonus points), before you finally aim and fire on the energy core. When you hit it, be ready to out-run the explosion of fireballs before they reach your ship!

The Death Star

As the game begins, you'll see that the DEATH STAR is rebuilding itself piece by piece. If it is completed, all will be lost. The DEATH RAY will become fully operational and will destroy all of your remaining MILLENNIUM FALCONS.

Tie Interceptors

Out-flying and out-shooting these IMPERIAL warriors is no small task. They approach your ship in droves, firing their lasers one after the other. If your ship is hit by their fire, you lose it. But if you blast them with yours, you gain 50 points for each one you shoot down. When the game is over, the TIE INTERCEPTORS head back to the DEATH STAR to regroup.

The Energy Shield

This is what stands between you and the DEATH STAR! But penetrating it is not impossible—just tricky. You'll notice that at the edge of this shield there is a thin white band of energy. This band will intermittently appear and disappear. When it does disappear, and there is a black hole in the energy shield, guide your ship to the opening and slip through it. Beware! If you hit the white band while it is activated, you'll lose your ship.

The Imperial Shuttle

Aboard this shuttle rides a well known figure—THE DARK LORD! Eliminating this transporter won't be easy. But with the right moves and good aim, you can beat it at its own game! Randomly throughout the battle, you'll hear a "warning" sound. This means that the IMPERIAL SHUTTLE is approaching. If it collides with your MILLENNIUM FALCON, your ship is destroyed. But one well placed laser shot to its upper body and you'll vaporize this SHUTTLE in its tracks! YOU GAIN 1000 BONUS POINTS!

The Death Ray

Always be on the lookout for the DEATH RAY! It's that small green shape that's continually moving about the DEATH STAR. While you're busy fighting off TIE INTERCEPTORS outside the energy shield, or knocking out pieces of the DEATH STAR itself, the DEATH RAY ruthlessly tracks you. If this evil ray strikes your ship, you're a goner!

Hyperspace

Hold on tight! Once you make it through an opening in the energy shield, your ship streaks across the galaxy to the DEATH STAR—now many times larger than it looked before!

Destroying the Death Star

Finally, your chance to rid the galaxy of this evil fortress! But keep your wits about you. There are still TIE INTERCEPTORS pursuing your ship. And there's the IMPERIAL SHUTTLE, too. Fire your lasers at the DEATH STAR's walls, knocking out as many pieces of it as you can. For each piece you hit, you gain 20 points. The more you knock out before you hit the energy core, the more points you gain when the fireballs start flying. Knock out all of the pieces, except the core, and you gain an extra MILLENNIUM FALCON. Hit the core and the DEATH STAR becomes a glowing red mass with fireballs spewing out in all directions.

Fireballs

These fireballs are more than hot—they're DEADLY! It only takes one to blow your ship apart. But the trick is to avoid them for as long as possible. The longer you do, the higher your bonus points.

Round Progression

As you progress from round to round, the following will occur after each 10,000 points are scored:

- A. TIE INTERCEPTORS will fire more often.
- B. The DEATH RAY will seek more rapidly.
- C. The rate of construction on the DEATH STAR will increase.
- D. The number of openings in the energy shield will decrease.

End of Game

The game ends when you have lost all of your MILLENNIUM FALCONS. Begin another round by pressing down the START button.

Two-Player Games

Games 2 and 4 are two-player games. The left player goes first; players alternate turns. Your turn ends when you lose all of your MILLENNIUM FALCONS.

Game Selection Box

Game Number	Number of Players	Difficulty Level
Game 1	One-player	Easiest
Game 2	Two-player	Same as Game 1
Game 3	One-player	More difficult
Game 4	Two-player	Same as Game 3

Scoring

Destroying:

TIE INTERCEPTORS 50 points each
IMPERIAL SHUTTLE 1000 points
DEATH STAR 20 points per hit

BONUS POINTS

The longer you avoid being hit by blazing fireballs, the more bonus points you'll accumulate for destroying the DEATH STAR!

NOTE:

In this game, the difficulty level is automatically increased every 10,000 points scored and you are awarded a bonus FALCON at that time.

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All other states 1-800-225-0540
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Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department nearest you:

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