For on-line tips to Star Wars: The Empire Strikes Back call 1-900-740-7534 in the United States only. Each call costs 75 cents per minute. If you are under the age of eighteen, make sure you get your parents' permission before you call.
Precautions

1. This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never take it apart, hit it, or drop it.
2. Do not get the terminals dirty or allow dust to build up on the contacts.
3. Do not clean the Game Pak with solvents of any kind, such as paint thinner.
4. Do not use extension cords or make a new cord by connecting two cords.
5. See the warranty information in the back of this manual for more information.

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Official Seal of Quality

This is a Nintendo Official Seal of Quality product, indicating its compatibility with your Nintendo Entertainment System.

EPISODE V

THE EMPIRE STRIKES BACK

It is a dark time for the Rebellion. Although the Death Star has been destroyed, Imperial troops have driven the Rebel forces from their hidden base and pursued them across the galaxy.

Evading the dread Imperial Starfleet, a group of freedom fighters led by Luke Skywalker has established a new secret base on the remote ice world of Hoth.

The evil Lord Darth Vader, obsessed with finding young Skywalker, has dispatched thousands of remote probes into the far reaches of space...
### Getting Started

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**Game Credits:** Designed and Developed by Lassiter Games. Programming by Sculptured Software, Inc.

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With your Nintendo Entertainment System turned off, insert your STAR WARS E.R.A.T.K. Game Pack and then turn on your Control Deck. If you would like to skip the introductory sequences and begin play, press START.

You will first be directing Luke, while the TaunTaun through the ice fields of Hoth. As Luke, he sets out to investigate the "meteor" that lies behind the screen. If Luke is on the TaunTaun's health is zero, the health meter shows the TaunTaun's health. If you discard the health meter with the button labeled "Luke's health," if an enemy touches or choose Luke, his health will decrease.

Press START to choose Force Power, if you have any.
**Number of Players:** THE EMPIRE STRIKES BACK is a one-player game.

**Game Over:** The game starts again from the beginning of the level if you lose all of your continues. You will only have one continue remaining. If you have more than one continue remaining, the game will continue from the beginning of the level.

**Continue Yes:** The game will continue from the beginning of the level if you have more than one continue remaining. If you have only one continue remaining, the game will start over from the beginning of the level.

**Continue No:** The game will start over from the beginning of the level if you have only one continue remaining. If you have more than one continue remaining, the game will continue from the beginning of the level.

**Lightsaber Controls:**

- Pressing the A button to swing the lightsaber.
- Pressing the B button to move the lightsaber in a certain direction.
- Pressing the C button to stop the lightsaber.

**Movement Controls:**

- Pressing the D button to move the lightsaber in a certain direction.
- Pressing the E button to stop the lightsaber.

**Other Actions:**

- Pressing the F button to use a special ability.
- Pressing the G button to switch between two modes.

**Tips:**

- Use the lightsaber to attack enemies.
- Move around the screen to avoid enemy attacks.
- Use special abilities to gain an advantage.

**Additional Information:**

- The lightsaber has a limited range.
- The special abilities require a certain amount of energy to use.
- The game becomes more difficult as you progress.

**End of Page:**

- More details on how to use the lightsaber and special abilities.
- Tips on how to avoid enemy attacks.
- Information on how to use the special abilities effectively.

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**Force Powers**

Throughout the course of the game, you will occasionally find tests for various Force Powers, which can enhance Luke’s abilities and weapons. When you are directing Luke on foot or on the Tauntaun, pressing the START Button will allow you to choose from among your available Force Powers. Some of the available Force Powers are:

- Reflect your enemies’ shots.
- Run faster than normal.
- Jumps higher or farther than normal.
- Enhance the power of your lightsaber.
- Enhance the power of your blaster.
- Convert Force Ability to health.

**Skipping Text Screens:** Pressing any button will advance you to the next screen or return you to the game.
To select a Force Power, press the START button, then use the control pad to toggle between the Powers. Press either the A or B button to "Turn on" the Power. If you change your mind and want to cancel, press the START button again.

Remember that, in order to use the Force Powers, you must keep your Force Ability charged. You cannot make use of your Force Powers when:

- You are riding the Tauntaun.
- You are aboard the AT-ST walkers.

You are not riding the Tauntaun.

You are not aboard the AT-ST walkers.

You are not aboard Luke's X-wing fighter.

**Hoth Ice Caverns**

The "meter" that Han has warned you about is in fact an Imperial Probe Droid. You must fight your way through the ice caverns of Hoth in order to find and destroy it. Along the way, you will encounter Wampas and probe droids. You can replenish your health and Force Ability by finding first aid kits and Force powers. Your Tauntaun can replenish its health by eating the moss found in the ice caverns. And, of course, you can enhance your Force Powers by picking up Force Powers.
AT-AT Walkers

Pilot your snowspeeder across the ice fields and engage AT-AT Walkers and stormtroopers in order to give the Rebel forces time enough to retreat. The map at the top of the page shows the location of your enemies. Luke's snowspeeder is shot down, but he can get another one by running back to the rebel base or finding a new number of snowspeeders. Otherwise, he will have to engage the remaining AT-AT Walkers on foot.

Imperial stormtroopers have entered the Rebel base and the order to evacuate has been given. Fight your way past stormtroopers and more.proto-droids—and meet a new enemy: the AT-ST walker. With a little luck, you might be able to board an abandoned or disabled AT-ST and turn it against the Imperial forces. If you're quick, you will have your opportunity to use the AT-ST.
Follow Obi-Wan’s advice and seek out Yoda. You’ll have to avoid or fight your way past underslug, holopods, vine-snakes, spiders, elepant slugs, dagbars, exploding mushrooms, and prying Tannas.

**Jedi Training**

Yoda has accepted you as a Jedi Knight-in-training. Follow the instructions; in the end you must combat and conquer Luke’s own fears.
You have learned through the Force that your friends are in grave danger. In your X-wing, you make your way to Bespin. Before you can enter Cloud City, you will have to engage and destroy the cloud cars and TIE fighters.

Cloud City

To rescue your friends, you must fight your way through the outskirts of Cloud City. You will encounter Bespin guards, bounty hunters, cannon walkers, and Boba Fett.
Pursuit of Boba Fett

Han has been taken prisoner by his old adversary, Boba Fett. To rescue Han, you must defeat Boba Fett's ship, the SLAVE I.

Return to Cloud City

Luke returns to Cloud City to rescue Princess Leia.

Darth Vader

You must find and confront Darth Vader, the Dark Lord of the Sith. This final battle will not be easy; don't give in to the temptations of the dark side of the Force.
Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and, if not installed and used in accordance with the manufacturer's instructions, may cause interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

For additional FCC information, please visit the Federal Communications Commission website at www.fcc.gov.

Advisory

Read before using your NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizure should consult a physician if you have an epileptic condition. We suggest that you consult your physician for advice if you experience any of the following symptoms while playing video games: altered vision, muscle weakness, or involuntary movements. Use of awareness of your surroundings, mental confusion, and loss of consciousness.

WARNING:

Do not use with front or rear projection TV. Your projection television screen may be permanently damaged if you use the NES with this type of television. Do not use in this environment.
90-Day Limited Warranty

Lucasfilm Games and its Authorized Distributors ("LFG") warrant to the original owner of this Lucasfilm Games' product that this Lucasfilm Games' product is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Lucasfilm Games' warranty is applicable only to the original owner and is non-transferable. If a defect occurs in material or workmanship within the warranty period, and the Lucasfilm Games' product is returned to the LFG or its Authorized Distributors, LFG will, at its option, repair or replace the Lucasfilm Games' product, or refund the purchase price of the Lucasfilm Games' product. This warranty does not apply to software programs, accessories, or any other component of the Lucasfilm Games' product. This warranty is void if the Lucasfilm Games' product is used in a manner inconsistent with the manual for the Lucasfilm Games' product, or if the Lucasfilm Games' product has been altered, modified, or repaired by anyone other than LFG or its Authorized Distributors.

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Game Credits

Lucasfilm Games Team:

Original Game Design by Mike Bithell and David R. Gross
Art Direction by Mike Bithell and Dave Le May
Animation by David R. Gross
Gameplay by David R. Gross
Music by David R. Gross
Sound Design by Dave Le May

Sculptured Software, Inc.

Project Managed by Keith Kim
Design Contributions by Alan LeMay

Art Contributions by Lance Thomasson and Mike Ulrich
Musical Arrangements by Paul Webb

Sculped by George Metos

Special Thanks to George Lucas

Lead Tester: Mark Canfield

Blowout Studios, Inc.