

A VIDEO GAME CARTRIDGE FROM
 **PARKER BROTHERS**

STAR WARS™

THE ARCADE GAME

FOR ATARI 2600™, SEARS VIDEO ARCADE™
AND OTHER COMPATIBLE SYSTEMS

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OBJECT

To score as many points as possible by destroying a relentless swarm of IMPERIAL TIE FIGHTERS, a barrage of deadly fireballs, and a maze of sinister laser towers before finally blasting the infamous DEATH STAR from existence.

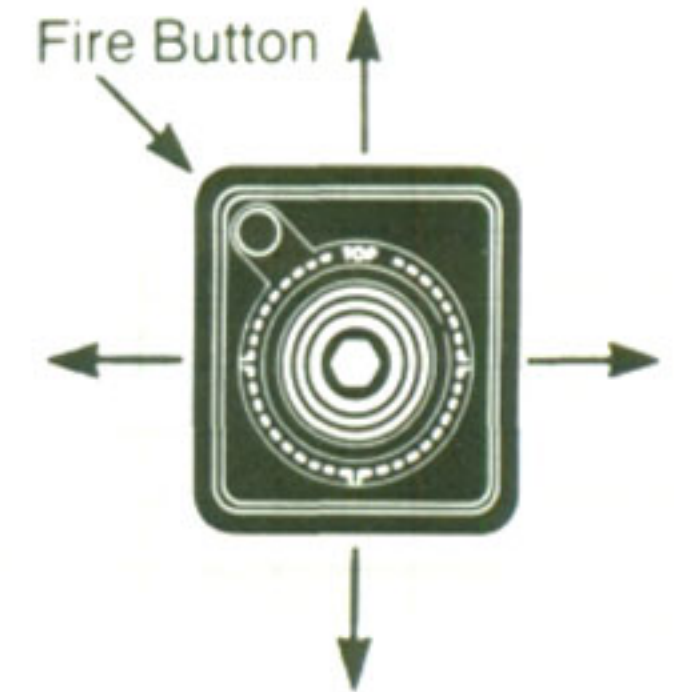
SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot at the top of the Atari unit.
2. Turn the ON/OFF switch to ON.
3. Set the LEFT DIFFICULTY SWITCH:
Position A (Expert): you begin the game at WAVE 3.
Position B (Novice): you begin the game at WAVE 1.
4. To begin play, press the GAME RESET switch on the console.

THE JOYSTICK CONTROLLER

Because this is a one-player game, plug the joystick controller into the jack labelled "1."

The joystick operates much like the flight controls of an X-WING FIGHTER. To gain altitude (fly upwards), pull BACKWARDS on the joystick. To dive (fly downwards), push FORWARDS on the joystick. To fly left or right, simply move the joystick in those directions.



PLAYING

In this game, there are increasing WAVES of difficulty. Each WAVE features 3 Rounds (except for WAVE 1). The rounds involve: (1) destroying fireballs and shooting down TIE FIGHTERS patrolling the DEATH STAR, (2) blasting fireballs and the tops off of LASER TOWERS along the surface of the DEATH STAR, and (3) destroying fireballs while avoiding CATWALKS in the DEATH STAR's EQUATORAL TRENCH. It is in this last round that you must also hit the MAIN REACTOR PORT on the floor of the TRENCH with a PROTON TORPEDO to destroy the DEATH STAR completely!



You'll begin the game at WAVE 1, Round 1 with 8 energy shields. Each time you successfully complete a WAVE, you'll automatically advance to the next and more difficult one with your remaining number of energy shields—plus 3 additional energy shields (NOTE: the maximum number of shields you can have at one time is 8). When you lose all 8 energy shields, and are hit by a fireball, tower, or CATWALK, the game ends and you must begin again. MAY THE FORCE BE WITH YOU™

SHOOTING IMPERAL TIE FIGHTERS

Round #1

The IMPERAL FLEET approaches! Their mission—to protect the DEATH STAR at all costs. These TIE FIGHTERS are armed with deadly fireballs. It's up to you to blast as many TIE FIGHTERS and fireballs as possible in order to gain the most points. Each time a fireball impacts your ship, you lose 1 energy shield.

Of course, DARTH VADER will not idly sit by as you attempt to destroy his FLEET! Amidst the barrage of IMPERAL TIE FIGHTERS, you'll occasionally see one blue TIE FIGHTER. That's DARTH VADER's ship! Be careful—but be quick to blast him with your PROTON TORPEDOES and you'll gain extra points.

Survive this round and advance to the next one with your remaining number of energy shields.

BLASTING LASER TOWERS

Round #2

You've made it past the IMPERAL FLEET and now you're streaking across the surface of the DEATH STAR. Suddenly, you're caught in a maze of sinister-looking LASER TOWERS that rise into the darkness of space. You'll have to do some fancy flying if you're to avoid hitting them with your X-WING FIGHTER. Set your sights on the tops of these towers as you fly by and try to blast them with your TORPEDOES. For each tower top you blast, you gain extra points.

And by the way, keep an eye open for those deadly fireballs. They're still out there (and after your ship)! Destroy them for extra points, too. Each time a fireball hits your ship, or your X-WING FIGHTER hits a tower, you lose 1 energy shield.

Survive this round and advance to the next one with your remaining number of energy shields.

SURVIVING THE EQUATORAL TRENCH

Round #3

Beyond the LASER TOWERS lies the DEATH STAR's EQUATORAL TRENCH. Once you're in it, get ready to fly like you've never flown before! As if the attacking fireballs aren't enough, there are all sorts of CATWALKS to avoid as you speed through this narrow passageway. Fly over, under, and around them—just don't hit them. Each time you do, or if you're hit by a fireball, you lose an ENERGY SHIELD. Destroy fireballs along the way for extra points or, better yet, USE THE FORCE™.

When you've made it past all these CATWALKS, keep an eye on the TRENCH's floor. When you see the MAIN REACTOR PORT, let the PROTON TORPEDOES fly. Make a direct hit and DEATH STAR explodes! The REBEL BASE is once again safe from the forces of the EMPIRE.

Survive this round and advance to the next WAVE with your remaining number of energy shields—plus bonus shields.

END OF WAVE

Each WAVE ends when you successfully complete all 3 rounds.

WAVE SELECTION & PROGRESSION

After turning the game unit ON, you may select WAVES 1 or 3 to begin playing by pressing the GAME SELECT SWITCH. You cannot select WAVES 4 and up; you must survive WAVE 3 to advance to WAVE 4, and so on.

WAVE #	ACTION
1	EASY No CATWALKS in EQUATORAL TRENCH
2	MEDIUM CATWALKS in EQUATORAL TRENCH
3 & up	HARD CATWALKS

END OF GAME

The game ends when you run out of ENERGY SHIELDS and are hit by a fireball, tower, or CATWALK. To play again, simply press the GAME RESET switch and follow the steps described in SETTING THE CONSOLE CONTROLS.

SCORING

Destroying:

TIE FIGHTERS	100 points
DARTH VADER's ship	200 points
Fireballs	3 points

Laser Tower Tops:

In each Laser Tower scene, there is a maximum of 10 Tower Tops which can be destroyed in order to gain points. 20 points are earned for destroying the first Laser tower top. Thereafter, each subsequent Tower top is worth an additional 20 points.

EXAMPLE: the first Tower top destroyed is worth 20 points. The second tower top destroyed is worth 40 points, and so on.

Destroying all Laser Tower tops	5100 bonus points
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BONUS POINTS FOR DESTROYING THE DEATH STAR and USING THE FORCE

The number of bonus points earned for destroying the DEATH STAR and using THE FORCE while in the EQUATORIAL TRENCH depends upon the WAVE number at which you are playing:

Wave	Bonus For Death Star	Bonus For Using Force
1	1,000	500
2	1,000	1,000
3	6,500	1,500
4	9,500	2,500
5	9,500	5,000
6 & up	9,500	9,500

REMAINING ENERGY SHIELDS:

When you complete one WAVE, you will gain 500 points for each remaining ENERGY SHIELD you carry into the next WAVE. In addition, you'll gain 3 bonus shields.



If you should have any difficulty operating or playing STAR WARS: THE ARCADE GAME™, call our Electronic Service Department at these toll free numbers:

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All other states 1-800-225-0540

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

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

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