PARKER BROTHERS

ARCADE/ACTION SOFTWARE

CARTRIDGE FOR ATARI® HOME COMPUTERS

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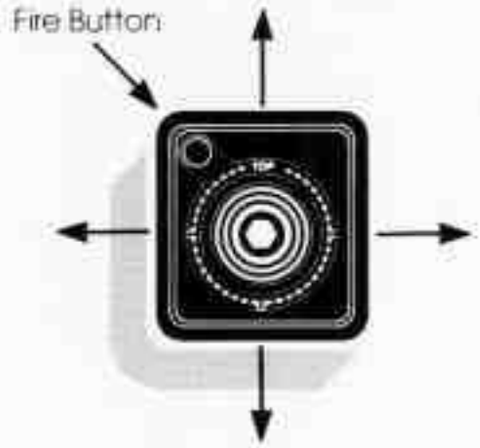
Object

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 of the Atari 400, or on the left-hand side of the Atari 800 unit.
2. Turn the ON/OFF switch to ON.
3. In the upper, right-hand side of the screen, you'll see the word "WAVE" with the number "1" along side it.
4. Use the OPTION button to select the desired WAVE number (see WAVE SELECTION & PROGRESSION section).
5. To begin play, press down the START button or the Fire button on the joystick controller.

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.

To fire your PROTON TORPEDOES, simply press the Fire button on the joystick controller. Holding the Fire button down will not produce rapid fire succession.

Pause Feature

At any time during the game, you may "freeze" the action on the screen by pressing the SPACE BAR on the console. To start the action again, simply press the Fire button or the SPACE BAR.

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 EQUATORIAL 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 9 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 an additional 3 energy shields. (NOTE: the maximum number of energy shields you can have at any time is 9). When you lose all 9 energy shields, and are hit by a fireball, a tower, or a CATWALK, the game ends and you must begin again. MAY THE FORCE BE WITH YOU!

Shooting Imperial Tie Fighters

Round #1

The IMPERIAL 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 lost 1 energy shield.
Survive this round and advance to the next one with your remaining number of energy shields.

Round #2

You've made it past the IMPERIAL 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 hit, 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 Equatorial Trench

Round #3

Beyond the LASER TOWERS lies the DEATH STAR's EQUATORIAL 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 whey you successfully complete all 3 rounds.

Wave Selection & Progression

After turning the game unit ON, you may select WAVES 1 through 3 to begin playing by pressing the *OPTION* button. The WAVE number will appear in the upper, right-hand side of the screen. 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 Round # 2 No CATWALKS in EQUATORIAL TRENCH
2	MEDIUM Round # 2 begins No CATWALKS in EQUATORIAL 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 at the same WAVE number, simply press the *START* button or the Fire Button. To choose a different WAVE number, press *SYSTEM RESET* then refer to *SETTING THE CONSOLE CONTROLS*.

Scoring

Destroying:

TIE FIGHTERS	1,000 points
Fireballs	33 points

Laser Tower Tops:

200 points are earned for destroying the first Laser Tower top. Thereafter, each subsequent Tower top is worth an additional 200 points.

EXAMPLE: the first top destroyed is worth 200 points. The second Tower top destroyed is worth 400 points, and so on.

Destroying all Laser Tower tops	50,000 bonus points

BONUS POINTS and ENERGY SHIELDS FOR DESTROYING THE DEATH STAR

The number of bonus points earned for destroying the DEATH STAR depends upon the WAVE number at which you begin the game.

Start on WAVE 1

WAVE	*BONUS*
1 - 3	10,000
4 - 5	65,000
6 & up	150,000

Start on WAVE 2

WAVE	*BONUS*
2 - 5	65,000
6 & up	150,000

Start on WAVE 3

WAVE	*BONUS*
3 & up	150,000

Whenever you destroy the DEATH STAR, you'll earn 5,000 bonus points for each remaining energy shield–plus 3 bonus shields.

Bonus Points for Using The Force

Depending upon which WAVE you are playing, you'll earn bonus points when you destroy the DEATH STAR using THE FORCE:

WAVE	*BONUS*
1	5,000
2	10,000
3	15,000
4	25,000
5	50,000
6 & up	100,000

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