

A VIDEO GAME CARTRIDGE FROM



PARKER BROTHERS

STAR WARS TM

THE ARCADE GAME

FOR THE ATARI 5200TM GAME SYSTEM

** & © 1984 Lucasfilm Ltd. (LFL). All rights reserved.
Trademarks of Lucasfilm Ltd. (LFL) used by Parker Brothers, a
division of CPG Products Corp., under authorization.
Rules © 1984 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

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 5200 unit.
2. Press the ON/OFF switch to ON.
3. Then, choose WAVE (difficulty level) 1, 2, or 3 by pressing the corresponding number on the joystick keypad.
4. Press the **START** button or the Fire buttons on the joystick controller to begin playing.

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.

Press the lower Fire buttons on either side of the joystick controller to fire your PROTON TORPEDOES. Holding down the Fire buttons 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 **PAUSE** button on the joystick controller. To begin the action again, simply press the **PAUSE** button or the Fire buttons.

Fire Buttons



PROOF OF PURCHASE
THE ARCADE GAME™

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 3 additional energy shields (NOTE: the maximum number of energy shields you can have at one time is 9). When you lose all 9 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 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 lose 1 energy shield.

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 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 you hit 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 when 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 corresponding number on the joystick keypad. 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, press the RESET button. Then, follow the steps described in the SETTING THE CONSOLE CONTROLS section to begin playing.

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 Tower 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 points for each remaining energy shield—plus 3 bonus shields.

BONUS POINTS USING THE FORCE

Depending upon which WAVE you are playing, you will 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

PARKER BROTHERS

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

In Massachusetts 1-800-892-0297
All other states 1-800-225-0540
(not available in Alaska, Hawaii, or Canada)

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 in the location nearest you:

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

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, Canada L4K 1B7.

In Australia and New Zealand: Toltos Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.
2. **Proper Delivery:** The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident; misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or

repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

**IT'S YOUR MOVE!
JOIN THE STAR WARS/LUCASFILM FAN CLUB.**

You'll receive:

- An exclusive RETURN OF THE JEDI™ membership kit
- A four-issue subscription to BANTHA TRACKS®, the Club's official newsletter
- The chance to purchase genuine collector's items
- And the opportunity to participate in exciting Club-sponsored contests and special services

Remember ... THE FORCE WILL BE WITH YOU ... always!

Please mail this application form along with \$6.00 (\$7.00 Canada and \$8.00 foreign—U.S. currency only) to:

Official STAR WARS/LUCASFILM Fan Club
P.O. Box 2202, Dept. PB84
San Rafael, CA 94912 U.S.A.

Name _____

Age _____

Address _____

City _____

State _____

Country _____

Zip/Postal Code _____

Please send checks or money orders—NO CASH PLEASE.
Allow 4 to 6 weeks for delivery of membership kit.

*, ™ & © Lucasfilm Ltd. (LFL). All rights reserved.
Trademarks of Lucasfilm Ltd. (LFL) used by Parker Brothers,
a division of CPG Products Corp., under authorization.