STAR THE EMPIRE STRIKES BACK™ WARS

GAME INSTRUCTIONS

INTRODUCTION
This game is the official home computer version of the famous EMPIRE STRIKES BACK coin-op. It is an interactive action game for one player.

LOADING INSTRUCTIONS
Spectrum 48k
Cassette: Load " " and press Enter, then start tape.

Spectrum 128k/+2
Casette: Use 'Tape Loader' option from startup menu.

Spectrum +3
Cassette: Use 'Loader' option from startup menu, ensure disk drive is empty, then start tape.
Disk: Place disk in drive, and use 'Loader' option from startup menu.

Commodore 64/128
Cassette: Hold down SHIFT and press RUN STOP key, then start tape.
Disk: Insert disk, type LOAD "*", 8, 1 and press RETURN.

Amstrad
Cassette: Hold down CTRL and press the small Enter key.
Disk: Insert disk, type ICPM and press Enter. (I is obtained by holding down SHIFT and pressing @).

Amiga/Atari ST
Disk: Reset machine and insert disk.

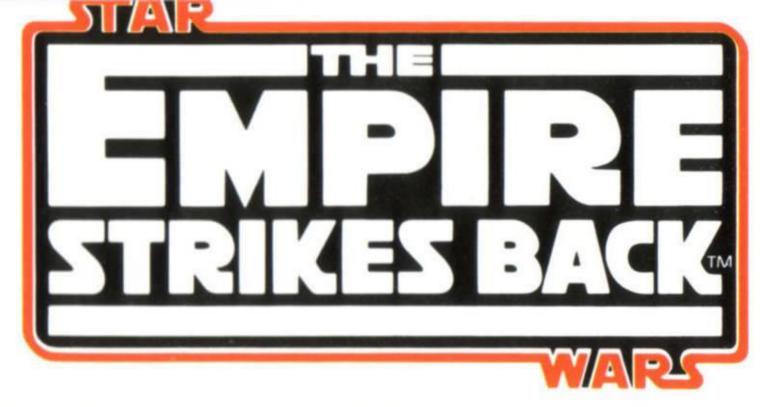*BBC*
Cassette: Type CHAIN " ", press Return, then start tape
Disk: Insert Disk, hold down shift press the BREAK key.

THE GAME
You command Luke Skywalker's snowspeeder vehicle and Han Solo's Millenium Falcon spacecraft. Your main goal is to reach the safety of the huge asteroid. To do this, you must reach the Rebel base on Hoth and escape to the skies.

You must survive four levels of play to reach the huge asteroid. The first level of play will engage you in a battle on the surface of the Rebel hideout. Your goal, as Luke Skywalker on a snowspeeder is to stop the probots from sending pictures of the Rebels' power generator to Darth Vader.

The second level of play continues with Luke Skywalker on his snowspeeder engaging in a spectacular battle against two types of imperial walkers. AT-ST walkers are small but very mobile. AT-AT walkers are huge and difficult to destroy with blasters. A limited number of tow cables can be fired

at AT-AT legs. The walkers are advancing towards the Rebel power generator, so the race is on to reach the Rebel base.

The third level of play engages Han Solo in his Millenium Falcon amidst a turbulent asteroid field. Asteroids must be avoided to reach the safety of the huge asteroid.

In all levels of play you must avoid colliding with objects and enemy shots, or your number of deflector shields will decrease. Also, in all levels of play you can earn bonus points for exploding a certain number of targets. A JEDI letter will be awarded in addition to the bonus points. Once all the letters that spell out JEDI have been awarded, you will have attained true Jedi Force, which makes you invincible against all Dark Side forces for a limited amount of time.

Scoring

Fireball	3	Tie Fighter	100
Transmission	5	Wave Completion	2500
Star Shot	7	Jedi Letter	5000
Probot	25	Flying Bonus	5000
AT-ST Walker	50	Jedi Bonus	20000
AT-AT Walker	75		

Control
The Snowspeeder/Millenium Falcon and firing/release of the tow cable can be controlled using Joystick or Keyboard. With Atari and Amiga computers, the mouse can also be used.

Choose your control option, and define the keys once the game has loaded – chosen keys and controls will be displayed on the title screen.

Choosing the level of difficulty
At the start of each new game, you have the option to choose between starting at level 1, 2 or 3 with a different starting score of 0, 100000 or 250000 respectively. Beginners are recommended to start at level 1. To choose the starting level, simply point the cursor at the appropriate icon and then press fire.

Good luck, and once again, may the Force be with you! Always.

Credits Motion Picture: Lucasfilm Ltd. Computer Game: Vektor Grafix, who are: Programming: Andy Craven, Ciaran Gultnieks, George Iwanow, Mark Robinson. Graphics: Derrick Austin. CERTAIN VERSIONS HAVE A SECRET FEATURE FOR YOU TO DISCOVER