

This game is the official home computer version of the famous Atari RETURN OF THE JEDI coinop.

## **LOADING**

Hold down CTRL and press the small ENTER key. Then start tape.

## **CONTROL**

The Speeder Bike, Millenium Falcon and Scout Walker can be controlled using the Joystick.

Amstrad users may use the keyboard instead.

The appropriate key controls are shown after loading, and can be redefined if necessary.

Choose your control option if necessary once the game has loaded.

## **CHOOSING THE LEVEL OF DIFFICULTY**

At the start of each new game, you have the option to choose between starting at level 1, 3 or 5 with appropriate bonus scores for each.

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.

## THE GAME

Return of the Jedi picks up the action of the film at the scene where the rebel forces begin their attack on the Imperial Deathstar. Luke Skywalker and Princess Leia race toward a pair of speeder bikes. In this first wave the player controls Leia, guiding her through a forest toward the Ewok village. She is pursued by Imperial Stormtroopers also riding speeder bikes. She defends herself either by bumping them off their bikes, or shooting them.

Meanwhile, the Ewoks have set up traps to aid Leia in her flight through the forest of Endor. The traps include ropes stretched between trees that the Ewoks pull tight to upend the riders, and logs that the Ewoks push together to crush the speeder bikes as they pass between them. Leia can either bump off the Stormtroopers or lead them through the traps. The first vehicle through a trap will escape uninjured, by anyone who follows will be destroyed. Once the player leaves Leia safely at the Ewok village, he/she

moves to another part of the forest. During the second wave, the player controls Chewbacca who is manoeuvring a Scout Walker to the bunker where Han Solo is waiting to deactivate the shield protecting the Death Star. Chewbacca must shoot or avoid logs, which roll toward him. At the same time, Chewbacca must avoid rocks catapulted at his scout walker. The split wave effect occurs during waves two and three. The player controls Chewbacca in the Scout Walker, and at the same time, controls Lando Calrissian as he flies the Millennium Falcon. At crucial moments, the scene will change from the forest of Endor to the skies around the Death Star. While Chewbacca is attempting to reach the bunker, Lando Calrissian is flying the Millennium Falcon toward the Death Star. Lando must fight off the Imperial T.I.E. Fighters, Imperial Star Cruisers, and shuttles. The player manoeuvres the Falcon through this traffic, while trying to shoot as many Imperial enemies as possible. As soon as Chewbacca gets to the bunker, Han

Solo blows it up, deactivating the protective shield surrounding the Death Star and clearing the path for the Millennium Falcon. The Millennium Falcon must enter the Death Star, travel down a tube toward the reactor, and

shoot the central reactor to destroy the Death Star. The Falcon is pursued by T.I.E. Fighters while in the tube. Lando must avoid the pipe walls of the tube and watch out for falling pipes, energy gates, and turrets that shoot at the Falcon. Upon reaching the target, the player must shoot the reactor energy field, then immediately turn around and fly back down the

tube. The flight must be rapid because the fireball caused by the explosion pursues the Falcon.

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