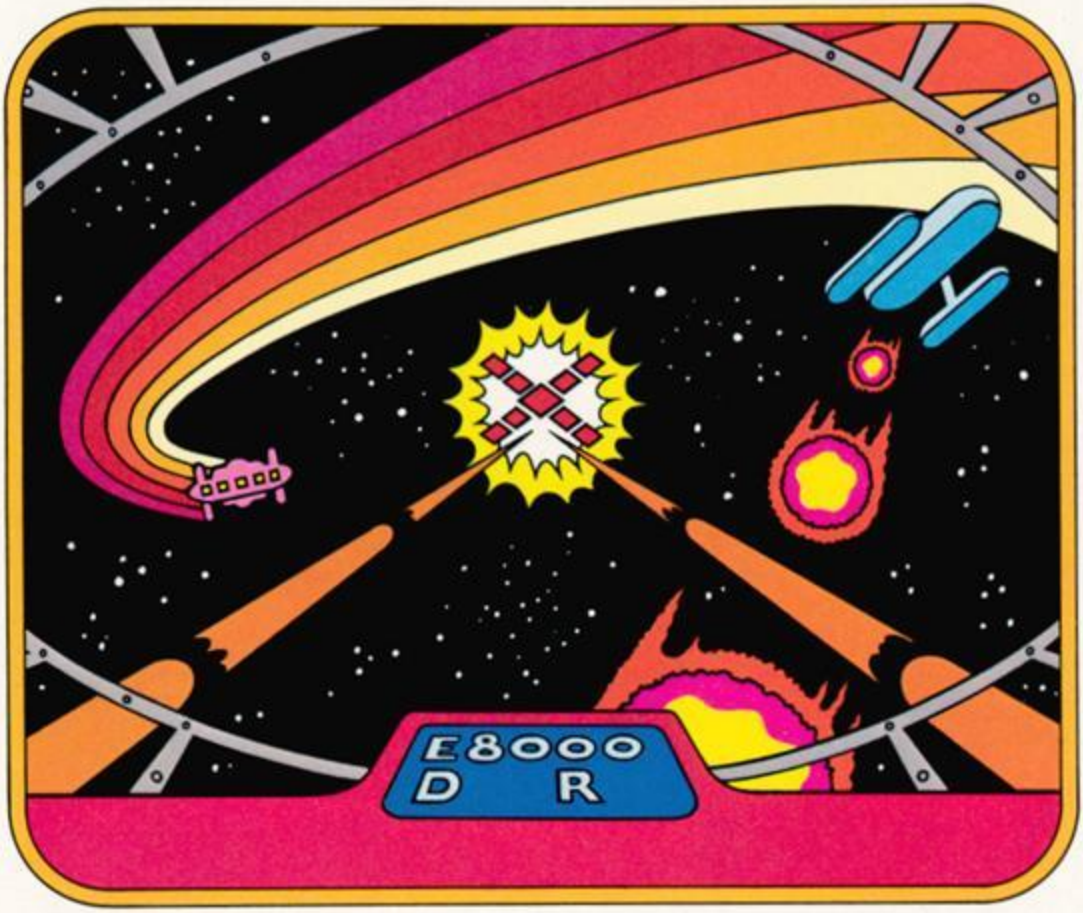
ACTIVISION®

STARMASTER™

BASIC INSTRUCTIONS



You are alone in space. A critical and difficult mission awaits you. Carefully read these instructions and commit them to memory. Then, study "The Power of StarMaster." It will help to instruct you in the ways of advanced space combat. And then, perhaps someday, **you** can attain the level of Supreme StarMaster.

ACTIVISION®

STARMASTER™ BASICS

PILOT BRIEFING

"You must protect your starbases by destroying all invading enemy starfighters before they destroy you or your starbases. You must accomplish your mission quickly, using the least amount of energy, sustaining the least damage. Succeed, and you will be rewarded. Fail, and you will be destroyed. The destiny of the galaxy is in your hands."

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in left Joystick Controller (it's the only one you'll need). When playing, hold the Controller with red button at upper left.
5. Difficulty switches (skill levels on Sears Tele-Games® Video Arcade™) may be set at either level **and should not be moved during game play.**
6. Select game level as follows:
   a. Move color/black-and-white switch to call up Galactic Chart (see illustration next page).
   b. Consult first line of Mission/Attack Control Computer (MACC) information at bottom of screen.
   c. Select game level with game select switch. The initial letter of the game level will appear on the first line of the MACC information. Game levels vary based on number, speed and accuracy of enemy starfighters, and number and speed of meteors encountered in space.

GAME LEVELS

	Number of Enemy Fighters	Meteor and Enemy Speed
E: Ensign	9	Nominal
L: Leader	17	1.5 X Nominal
W: Wing Commander	23	2.0 X Nominal
S: StarMaster	31	2.5 X Nominal

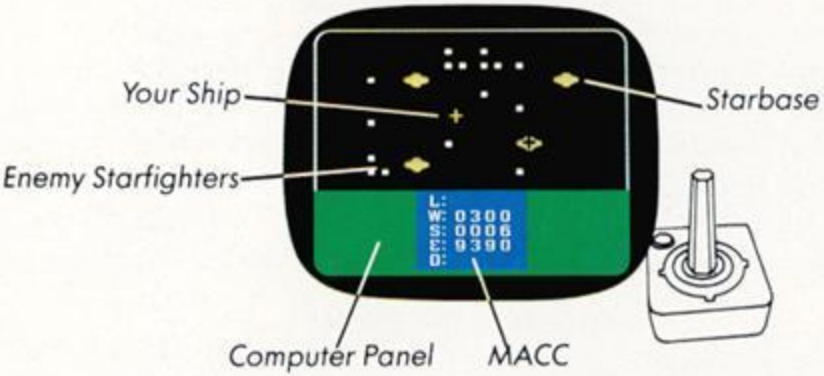
7. **The Adventure Begins.** Press game reset to start your mission. Your ship will be cruising through an empty sector of the galaxy. Now, you must seek out the enemy and race at warp speed to meet and destroy them.

MISSION OPERATIONS

During the course of your mission, you will make use of four distinct modes of operation:

Galactic Chart Analysis
Warp Travel
Engaging the Enemy
Docking with a Starbase

GALACTIC CHART ANALYSIS



Display your ship's Galactic Chart by **moving the color/black-and-white switch** on your game system. The chart displays three types of information:

1. **Galactic Radar/Sector Analysis.** Displays the relative locations in the galaxy of your ship (indicated by a +); your starbases (shown as ◆); and enemy starfighters (shown as white "blips" on the radar). There are 36 sectors of the galaxy (a 6x6 matrix) shown on the radar.
2. **Mission/Attack Control Computer (MACC) Information.** Displayed below the Galactic Chart:

   E or **L** or **W** or **S**: Game level (see prior page).
   W: Energy required to warp between sectors of the galaxy.
   S: Stardate (elapsed time of your mission).
   E: Energy remaining (your ship starts with 9999 units).
   D: Damage Control Status (see discussion next page).
3. **Color of Computer Panel Display:**

   Green: You are in or flying to an empty sector.
   Red: You are in or flying to a sector occupied by enemy starfighters.
   Blue: You are in or flying to a sector occupied by a starbase.

In Galactic Chart/Sector Analysis your object is to locate enemy starfighters—or your starbases. After consulting MACC, select a sector of the galaxy to which to warp, to either engage the enemy or dock with a starbase for refueling and repairs.

Select a sector of the galaxy by moving Joystick up, down, left or right, which moves a **cross** on the Galactic Chart display. Place the + in the sector of the galaxy to which you wish to travel.

Press red button on Joystick to begin Warp Travel to sector selected.

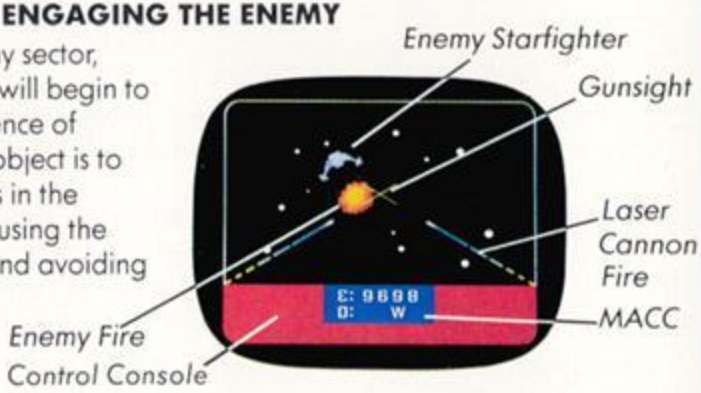
WARP TRAVEL

In this segment of your mission, you will be traveling at warp speed from one sector of the galaxy to another. **Be alert to meteors** which enter your path. Use your Joystick to steer around them (push or pull stick forward, back, right or left) or destroy them with your laser cannons (press red button on Joystick to fire). Each meteor that hits your ships drains 100—500 units of energy from your shields, and could result in even greater damage to your ship.

During warp travel, MACC will provide only Energy and Damage Control Status.

ENGAGING THE ENEMY

When you enter an enemy sector, your ship's laser gunsight will begin to flash, indicating the presence of enemy starfighters. Your object is to destroy all enemy fighters in the sector, in the fastest time, using the least amount of energy and avoiding damage to your ship.



Press the red button on your Joystick to fire your laser cannons. A **red** explosion occurs when an enemy ship is destroyed. A **blue** explosion occurs when you destroy incoming enemy fire. A **yellow** explosion results when your ship is hit by enemy fire. Each firing of your laser cannons requires 100 units of energy; each time you are hit by enemy fire, you lose between 100 and 500 units of energy, depending on the severity of the damage.

When all enemy ships in a sector have been destroyed, your control console will turn from red to green. You should then refer to your Galactic Chart (move color/black-and-white switch) to seek out more enemy or locate your starbases.

While engaging the enemy in battle, MACC will display **only** Energy and Damage Control Status. Monitor Damage Control to determine when damage occurs, as follows:

Damage Control Status (D: LSWR)

L: **Laser cannons destroyed.** You cannot fire at the enemy or meteors.
S: **Shields destroyed.** Your ship is defenseless. One more hit from enemy fire **or** collision with a meteor during warp travel will destroy your ship and end the game.
W: **Warp engines damaged.** Your ship will use twice as much energy during warp travel. Watch energy reserves.
R: **Radar destroyed.** You can no longer spot enemy fighters on the Galactic Chart. Your starbases will continue to appear.

Whenever damage occurs, you will hear an explosion, whether you are monitoring your Galactic Chart or viewing the space around you.

Energy Reserves

MACC will activate the energy reserve alarm (a yellow hazard light on the control panel) when energy drops below 1000 units. If your ship runs out of fuel, your mission cannot be continued, and the game is over.

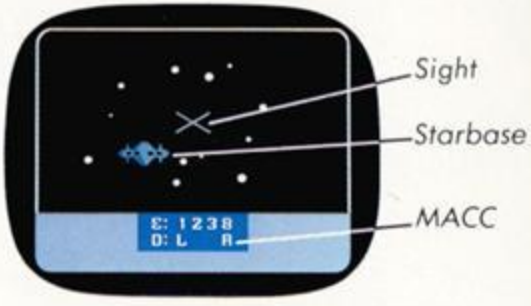
To repair damage and/or refuel, you must reach one of your starbases and dock.

Docking with a Starbase

To reach a starbase for docking, call up your Galactic Chart (see Galactic Chart Analysis), select a sector of the galaxy in which a starbase is located, and press the red button on your Joystick to warp to the starbase sector.

To dock, use the Joystick to pilot your ship until your ship's sights connect with the orbiting starbase at its closest approach.

Once docked, your ship's energy will be completely replenished and all damage will be repaired. You will then be prepared to continue your mission to destroy the enemy.



When a Starbase is Destroyed

Enemy starfighers are constantly trying to surround and destroy your starbases. Only you can prevent this from occurring. When the enemy succeeds in destroying a starbase, an explosion is heard (no matter where your ship happens to be at the time), and the starbase disappears from the Galactic Chart.

THE MISSION ENDS

When all enemy ships are destroyed **or** your ship is destroyed **or** your ship runs out of energy, your mission is over.

Call up the Galactic Chart with the color/black-and-white switch and review your Mission Evaluation (score).

MISSION EVALUATION

When your mission is over, the top line of MACC will display an evaluation of your performance next to the game level indicator. You must call up the Galactic Chart to review your performance.

Your score is determined by how efficiently you complete your mission. You are awarded 100 points for each enemy starfighter you destroy. You are penalized:

500 points for each starbase destroyed by the enemy.
100 points for each time you dock for refueling and repairs.
1 point for each Stardate elapsed.

These bonus or penalty points are added to or deducted from a base score set at the beginning of each mission, as follows:

Game Level	Base Score
Ensign	3100
Leader	4300
Wing Commander	5700
StarMaster	6900

Example: At Leader level, you destroy all enemy fighters (17) in 83 stardates, docking once and losing one starbase. Your score:

Base Score	4300
Credit for Enemy Destroyed	+1700
Deduct for Stardates	— 83
Deduct for Docking	— 100
Deduct for Loss of Starbase	— 500
FINAL SCORE	5317

The maximum score for each game level is as follows:

Game Level	Maximum Score
Ensign	4,000
Leader	6,000
Wing Commander	8,000
StarMaster	10,000

ENTER THE "ORDER OF THE SUPREME STARMASTER"

Any Mission Evaluation score which meets or exceeds the standards set below qualifies you to be inducted into the **"Order of the Supreme StarMaster."**

Game Level	Qualifying Score
Ensign	3800
Leader	5700
Wing Commander	7600
StarMaster	9000

If you qualify, send a photograph of the television screen which displays your accomplishment. We will enroll you and send you a special emblem of achievement.

"THE POWER OF STARMASTER"

A special training manual accompanies these instructions. It contains invaluable information, insight and guidance to help you understand the special features of StarMaster by Activision, and the skills and techniques which can help you achieve the "Order of Supreme StarMaster." Read it thoroughly, and practice its principles. With proper dedication and training, you, too, can have "The Power of StarMaster."

NOTE: StarMaster™ by ACTIVISION® is designed to be played **on color television sets only.**

Look for more Activision® video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION®

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