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GAME BOY

DMG-WS-USA-1

STAR WARS®*

INSTRUCTION MANUAL

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Thank you for selecting the " STAR WARS ®* " Game Pak for the Nintendo® Game Boy® system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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EPISODE IV: A NEW HOPE

It is a period of civil war. Rebel spaceships, sriking from a hidden base, have won their first victory against the evil Galactic Empire. During the battle, Rebel spies managed to steal secret plans to the Empire's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet.

Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, custodian of the stolen plans that can save her people and restore freedom to the galaxy.

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GETTING STARTED

With your Game Boy turned off, insert the Star Wars Game Boy game pak, then turn on the Game Boy. Press START to begin the opening sequence of the lifepod escaping to the Tatooine Desert with C-3PO and R2-D2 aboard. Press START again to skip the opening sequence and begin play.

Number of Players: Star Wars is a one player game. However, you and two friends can take turns playing as Luke, Han or Princess Leia (after you find them).

Game Over: The game is over whenever you lose all of your Luke Skywalker lives, or when the Millennium Falcon or X-wing is destroyed.

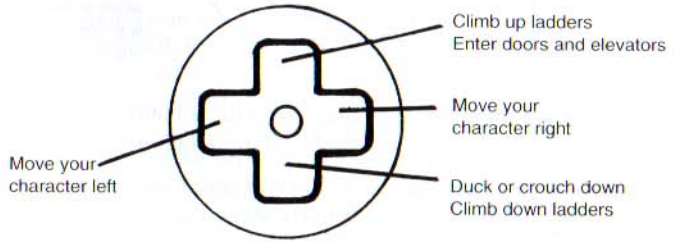
Continue Yes: The game will resume from the beginning of the level. You keep all of your characters, items from the previous levels, and score. Luke restarts with three lives.

Continue No: The game will end and the title screen will appear. There are a limited number of continues available. When all of your continues have been used, the GAME OVER screen will appear the next time you run out of lives.

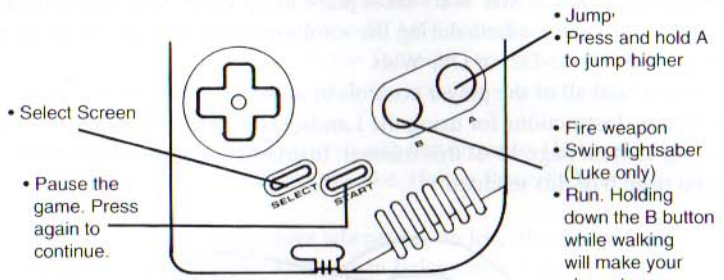
LUKE, HAN & LEIA CONTROLS

Most of the action in Star Wars takes place using either Luke Skywalker, Han Solo, or Princess Leia during the scrolling game sections. You cannot control C-3PO, R2-D2, or Obi-Wan.

Please read all of the player controls to understand how to use your characters. Instructions for using the Landspeeder, Millennium Falcon, and X-wing start on page 11 of this manual. Instructions for the Select Screen are on page 6 of this manual.



LUKE, HAN AND LEIA CONTROLS



Special Move/Long Jump: While holding down the B button, run in the direction you want to jump, then press and hold the A button to jump.

Skipping Text Screens: Pressing any button will speed up the text display in the transition screens. Pressing any button a second time will advance you to the next screen or return you to the game.

SELECT SCREEN



During any action screen, press SELECT to bring up the Select Screen.

To choose your Team Leader or Weapon:

Use the CONTROL PAD to move the cursor and highlight the character or weapon you want.

Press any button to choose your character or weapon and return to the game. Han and Leia cannot be selected until they have joined your party.

You cannot display the Select Screen when:

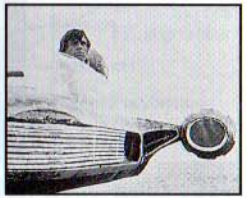
You are aboard the Landspeeder or the Millennium Falcon or X-wing in space.

You are in the X-wing during the final attack on the Death Star.

SELECT SCREEN

To use C-3PO, R2-D2, or Obi-Wan Kenobi

Use the CONTROL PAD to move the cursor and highlight the character you want.
Press A and the character will either display its message or perform its special task.



C-3PO

- Will display his message. Press any button to return to the Select Screen.
- C-3PO's comments often steer you in the right direction.

R2-D2

- Although he cannot speak, C-3PO interprets his messages.

Obi-Wan Kenobi

- His messages impart the wisdom of a Jedi Knight.
- He can use the Force to resurrect Han or Leia five times.

SCORING



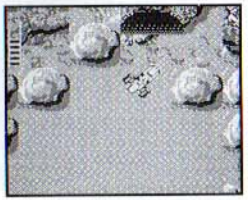


Your score is based on the percentage of tasks you have completed. It is not necessary to complete every section of the game before you are allowed to move on to the next level. You may even complete the game and destroy the Death Star with less than 100%. Power players should try for 100%.

Your score is updated on the Select Screen after you play through a level and successfully complete the objective. It is possible to play through several of the caves, for example, without finding any goals which count toward your score. The lower your score, however, the harder you will find it to successfully complete the game.

TATOOINE

The Tatooine Desert is a desolate wilderness, populated by dangerous creatures. Accompanied by your new droid, C-3PO, you are searching for the runaway droid, R2-D2. The caves are very dangerous. You'll need quick reflexes and perhaps a better gun to get through all of them.

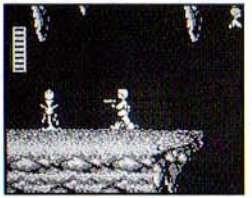


This section begins with Luke aboard the Landspeeder. Any damage suffered while in the Landspeeder will affect Luke's energy level. There is an energy bar in the upper left corner of the screen. When it reaches empty, one of Luke's lives is gone. Guide your Landspeeder to the different cave entrances while avoiding banthas and enemy turrets.

TATOOINE

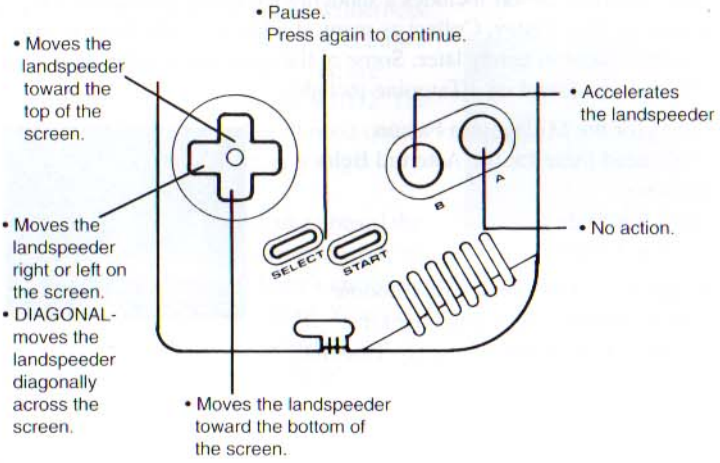
The Tatooine Desert includes a sandcrawler, many caves, and the spaceport of Mos Eisley. Collect as many shields and extra lives as you can--they'll come in handy later. Some of the more interesting inhabitants and items to be found on a Tatooine include:

- Shields for the Millennium Falcon (you'll need these for the Asteroid Belt)
- Han Solo
- Luke's Lightsaber
- Obi-Wan Kenobi



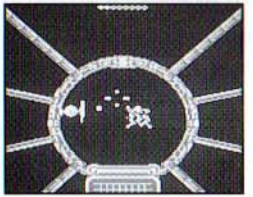
Regardless of how much of Tatooine you have explored, once you board the Millennium Falcon you will leave Tatooine.

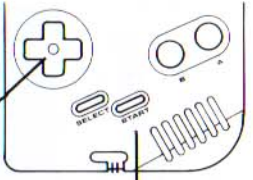
LANDSPEEDER CONTROLS



ASTEROID FIELD

Once aboard the Millennium Falcon, you suddenly find yourself coming out of hyperspace right into the middle of an uncharted asteroid field--the remnants of the planet Alderaan, destroyed by the Empire's new Death Star. Maneuver the Falcon through the asteroids, avoiding as many as you can. You cannot fire in the asteroid field. Two collisions with an asteroid costs the Falcon one shield. Lose all your shields and the game is over. If you successfully navigate through the asteroids, you'll find yourself locked in the tractor beam of the dreaded Death Star.





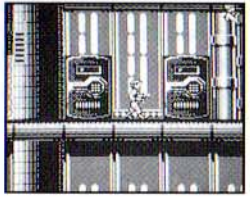
DEATH STAR

Before you can rescue Leia or even *think* about striking a blow against the Empire, you'll need to find a way out of the Hangar.

The Death Star is a treacherous maze of hallways and elevators.



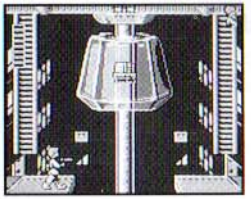
Hangar



Death Star Control Room

TRACTOR BEAM

You must disable the tractor beam before the Millennium Falcon is free to leave the Death Star.



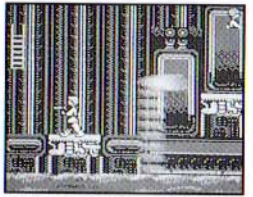
Death Star Cell Block/
Hallway Two

Princess Leia is scheduled for termination--unless you can find your way through the intricate maze of the Death Star cell block and set her free.



TRASH COMPACTOR

Now that you've rescued Princess Leia, get through the rest of the cell block to the trash compactor. The complex trash disposal system aboard the Death Star is your only chance for escape. And it doesn't smell too good, either. Just ask Han...

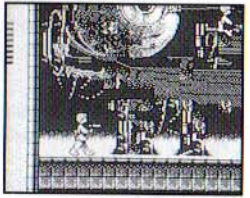


Once you've made it through the machinery, you'll find that an alien beast has taken up residence among the trash. Let's hope you've got your lightsaber...



DEATH STAR HANGAR

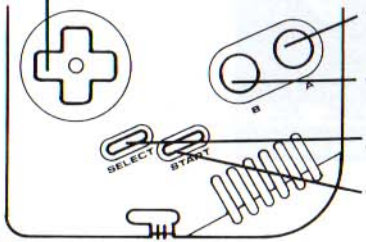
Next, you've got to somehow battle your way back to the Millennium Falcon. The labyrinth of the Death Star Hangar is protected by some amazing alien life forms in the service of the Empire. The deadly spikes should be avoided at all costs.



MILLENNIUM FALCON GUNNER CONTROLS

Fleeing the Death Star aboard the Millennium Falcon, you'll fight wave after wave of enemy TIE fighters seeking to block your escape to the Rebel Base at Yavin.



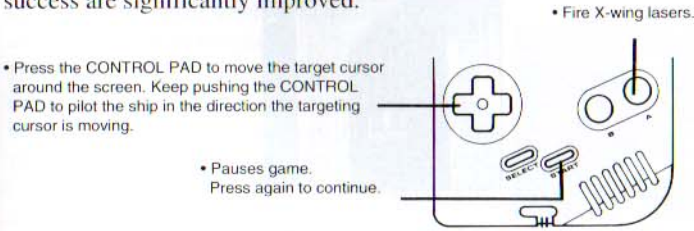


X-WING FIGHTER PILOT CONTROLS

From the Rebel Base, your first assignment as a member of the Alliance is to join the attack on the Death Star. You've been assigned to pilot an X-wing fighter.

The assault on the Empire has begun. Run the gauntlet of Empire defenders aboard your rebel X-wing. With R2-D2 you'll find your chances of success are significantly improved.





X-WING CONTROLS ON THE DEATH STAR

Now your mission is in its final stage. Guide the X-Wing down the treacherous trench and destroy the Death Star by blowing up the exhaust port and causing a nuclear chain reaction. Your X-wing is armed with unlimited laser torpedoes.

Good Luck. May the Force be with you.



APPENDIX A: THE REBEL ALLIANCE

Your Characters:

Luke Skywalker: Luke's plans to attend the academy and become a fighter pilot were changed forever by the Empire. You start out with Luke as your main character--with three lives and a small gun. Remaining lives are displayed in the upper right corner of your screen. You should use Luke more than any other character since he can build up extra lives--up to seven. When all your Lukes are gone, the game is over.



Luke Skywalker

Han Solo: Veteran space pilot and sometime smuggler, Han pilots the Millennium Falcon. If you don't have Han in your party, Chewbacca will fly you instead. Han is a stronger character than Luke--but use him wisely, as he only has one life available.



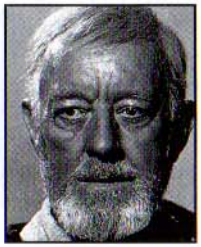
Han Solo

Princess Leia Organa: If you rescue the Princess from the Death Star cell block, you'll find that she's a pretty handy character in certain situations. Like Han, you must use her sparingly, since she cannot collect extra lives.



Princess Leia

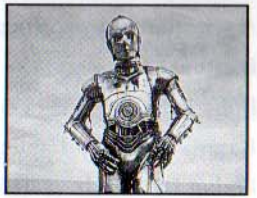
Obi-Wan Kenobi: Obi-Wan is the last of the Jedi Knights. Old Ben Kenobi, as he's known on Tatooine, is a very valuable addition to your party. He's the key to getting the lightsaber, and to using the Force to bring Han and Leia back to life.



Obi-Wan Kenobi

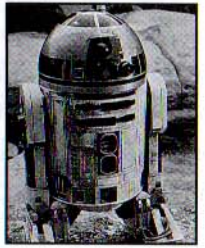
APPENDIX A: THE REBEL ALLIANCE

C-3PO: C-3PO is a nervous, but well educated droid. What C-3PO lacks in a taste for adventure, he more than makes up for with his encyclopedic knowledge.



C-3PO

R2-D2: We recommend that you don't leave Tatooine without R2-D2.



R2-D2

APPENDIX B: THE EMPIRE

A selection of your Enemies:

Banthas--Tatooine

Boba Fett--Mos Eisley Street

Bounty Hunters--Cantina

Flying Insectoids--Tatooine Caves

Giant Slugs--Tatooine Caves

Jawas--Sandcrawler, Mos Eisley Street

Sandpeople--Tatooine Caves

Stormtroopers--Everywhere

Various Droids--Scattered throughout

Womp Rats--Tatooine Caves

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