

STAR WARS®

GAME INSTRUCTIONS
VERSION FOR THE MACINTOSH

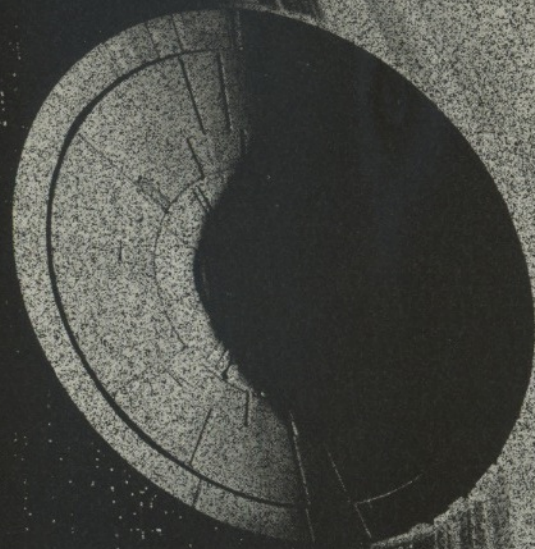


Broderbund®

Luke Skywalker, you are our only hope!
The computer version of the famous Atari coin-op game,
STAR WARS lets you relive the excitement and danger experi-
enced when you first saw the blockbuster movie from Lucasfilm.

As Luke Skywalker, you must maneuver your battle-scarred
X-wing fighter through one attack wave after another, to destroy
the most evil weapon ever conceived, the Empire's Death Star.
The future of the rebellion is in your hands!

"May The Force be with you. Always."



GETTING STARTED

Turn on your Macintosh and insert the Star Wars disk into any available disk drive.

Next, double click on the Darth Vader icon. When the title sequence appears, press the **MOUSE BUTTON** to start.

If your computer is already running with the desktop on the screen, insert the Star Wars disk into any available disk drive, then double click on the Darth Vader icon. When the title

sequence appears, press the **MOUSE BUTTON** to start.

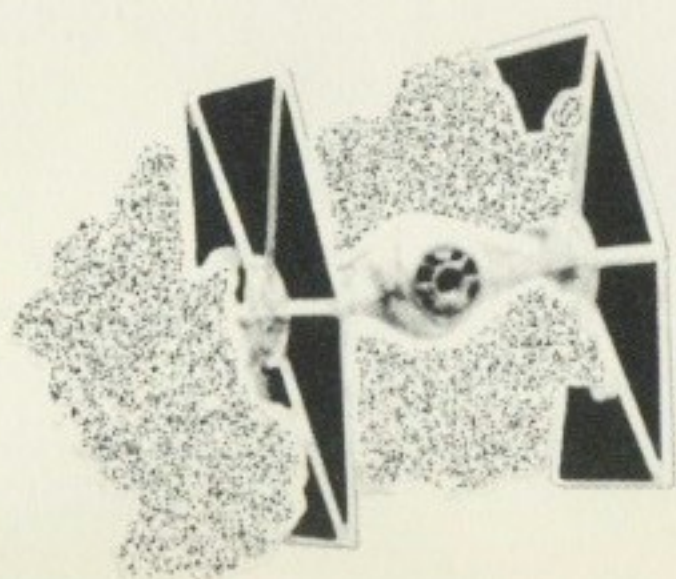
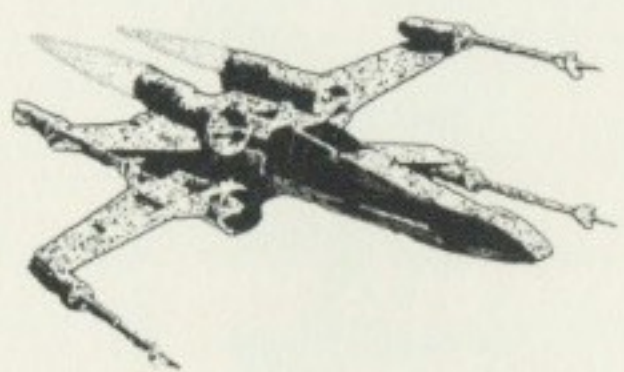
Hard Disk Installation

To install Star Wars on your hard

disk, first create a folder on your hard disk by choosing **New Folder** from the **File** menu. Name the folder **Star Wars**.

Insert the Star Wars disk into any available drive, then copy the Star Wars file and the game folder into the Star Wars folder you created. *Do not copy the System folder.*

To load Star Wars from your hard disk,



double click on the Darth Vader icon (the Star Wars program disk must be briefly inserted in the disk drive each time the game is loaded). When the title sequence appears, press the **MOUSE BUTTON** to start.

Press the **MOUSE BUTTON** to fire.

Press the **1** key to switch the mouse's vertical axis.

Press the **SPACE BAR** to pause and resume play, and to access the menu bar.

To quit the game, press **⌘-Q**, or select the **Quit** option under **File** from the menu bar.

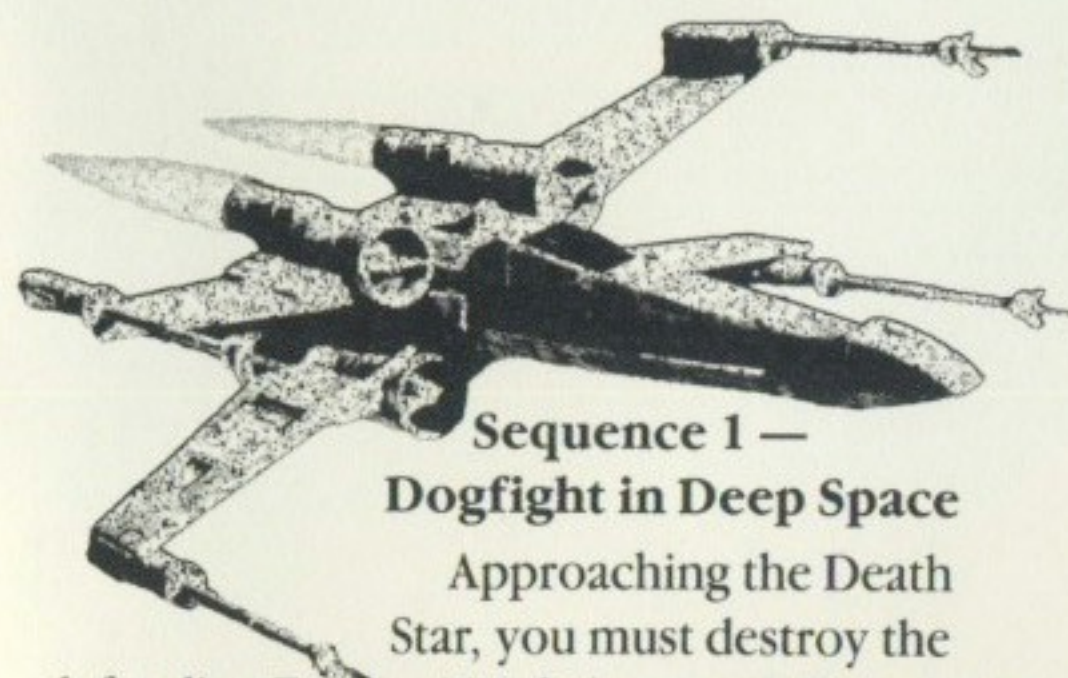
To adjust the sound, press the **SPACE BAR**. When the menu bar appears, click on **Options** and then set the sound adjustment. The setting will be saved to disk when you save a high score to disk.

THE GAME

In Star Wars the action is fast and furious. You must constantly avoid enemy fire to protect your X-wing's precious shields. One bonus shield will be awarded upon successful completion of each attack wave.

Begin play by pressing the fire button to access the wave selection screen. From this screen you may choose to begin at WAVE 1, WAVE 3 or WAVE 5. To make your selection, position the cross-hair over the desired Death Star and press the fire button. Once the action starts, you may fire as fast and as frequently as you wish.

Each attack wave consists of three sequences:



Sequence 1 — Dogfight in Deep Space

Approaching the Death Star, you must destroy the defending Empire TIE fighters, while avoiding a barrage of deadly fireballs . . . Beware of Darth Vader!

Sequence 2 — Through the Towers

After reaching the Death Star's surface, you must survive the attack of a multitude of laser towers, while attempting to blast away the tower tops.

Sequence 3 — Down the Trench

At last, you dive into the trench searching for your final target: the exhaust port. Shooting the exhaust port will cause the Death Star to explode, completing your mission. Don't forget to "Use The Force, Luke".

HIGH SCORES

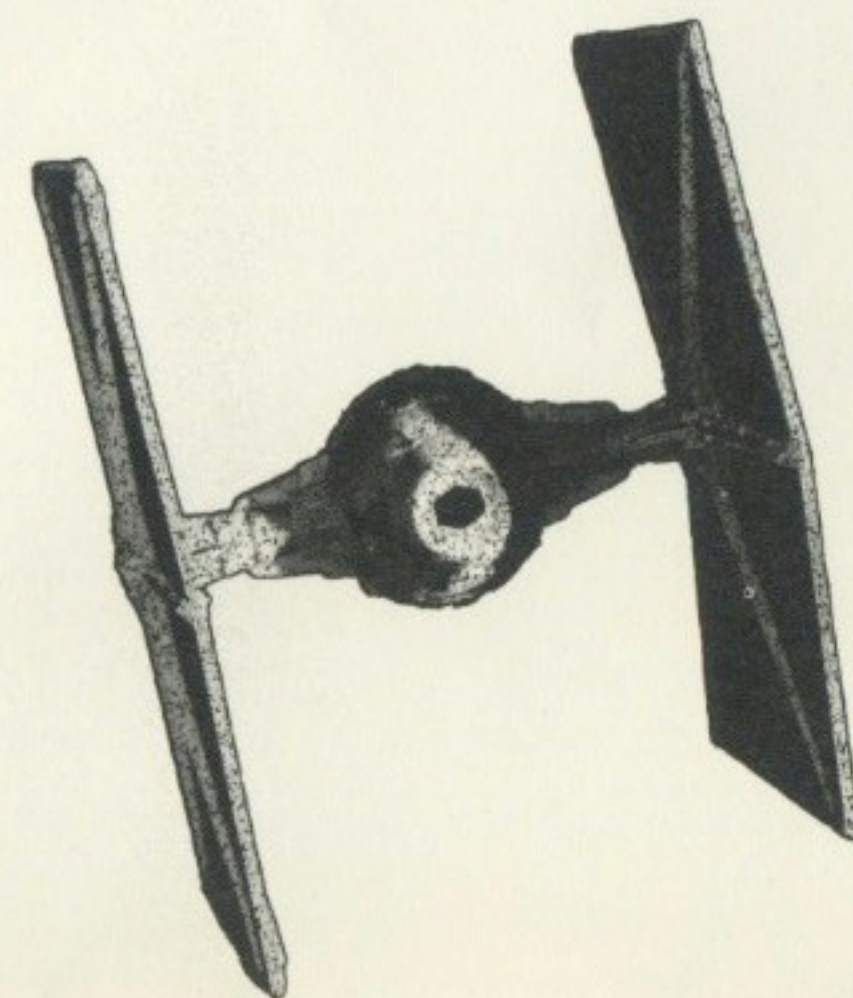
This program allows you to save the top ten high scores to the program disk. Be sure your disk is not write protected before attempting to save your score.

If you are one of the lucky few to make the

high score list, you may select and enter your initials by positioning the cross-hair over each initial in order and pressing the **FIRE BUTTON**. You may change a letter by moving the cursor over the word RUB and pressing the **FIRE BUTTON**. The last letter selected will be erased and you may then select another. When all initials are entered, position the cursor over the word END and press the **FIRE BUTTON** to save the score to the disk and return to the demo.

If you achieve a high score and choose not to enter your initials, simply position the cursor over the word END and press the **FIRE BUTTON** to return to the demo.

If you wish to erase the high score list, press the **SPACE BAR**. When the menu bar appears, click on **File**, then click on **Clear High Score List**.



CREDITS

Original Star Wars coin-op video game design by Atari Games.

Home Computer version developed by Domark, Ltd.

Macintosh programming by Juergen Friedrich.

Cover illustration by Ralph McQuarrie.

Product managed by Brian Eheler.

Special thanks to the Brøderbund Quality Assurance Department.

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