

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.

Thank you for selecting the Super Nintendo Entertainment System® SUPER STAR WARS™* game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

© 1992, 1996 LUCASFILM LTD.
LICENSED TO NINTENDO. THE
"STAR WARS" TRADEMARK AND
LOGOS ARE THE EXCLUSIVE
PROPERTY OF LUCASFILM LTD.
ALL RIGHTS RESERVED.
© 1996 NINTENDO OF AMERICA INC.
TM AND ® ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1996 NINTENDO OF AMERICA INC.

CONGRATULATIONS!

You now own SUPER STAR WARS™ for the Super Nintendo Entertainment System®. Before engaging in battle against the Imperial Forces, we suggest you read the following instructions. Good luck and may the Force be with you.

TABLE OF CONTENTS

INTRODUCTION 5

HOW TO PLAY 6

BEGINNING THE ACTION 7

THE CONTROLS 8

GAME SCREEN 10

SCORING SCREEN 11

YOUR HEROES AND VEHICLES 12

YOUR WEAPONS AND POWER-UPS 14

THE LEVELS 16

THE ENEMIES 19

SOME SUPER BOSSES 20



EPISODE IV A NEW HOPE

It is a period of civil war. Rebel spaceships, striking 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....

HOW TO PLAY

"SUPER STAR WARS" is a single-player action-arcade game which takes place in a galaxy far, far away. An evil galactic Emperor and his menacing servant Darth Vader, Lord of the Sith, rules this galaxy. But a Rebel Alliance has formed to fight back and protect peaceful planets against the ruthless Empire. In an effort to subdue the Alliance, Lord Vader and his Imperial Forces have taken one of the Alliance's leaders, the beautiful Princess Leia Organa, prisoner. Now they threaten to conquer and destroy planets with their new and hostile space station- codename: DEATH STAR.

You begin your adventure as young Luke Skywalker on your home planet of Tatooine. From there, on foot and in your hovering landspeeder, you fight against subhuman creatures and the Sarlacc Pit Monster. Finally, after arriving in the city of Mos Eisley, you find your friends Han Solo and Chewbacca and leave with them to join Rebel Forces. Then, the race is on for you to rescue the Princess, and to attack the dreaded Death Star in your X-wing starfighter before the Emperor and his Imperial Forces destroy another peaceful planet.

This action-arcade game consists of many side-view and first-person levels. At the end of the side-view level, you will confront a huge, ugly Super Boss. After defeating it, you will advance to the next level. In the first-person levels, you fly a vehicle and engage in battle against attacking enemies. After defeating a certain amount of enemies successfully, you will move on to the next stage.

Be careful, your heroes have a limited amount of health and lives. There are many items you can pick up which will increase your health, life and weapon power.

BEGINNING THE ACTION

Insert the game pak into your Super NES.™ Turn on the power. At the title screen you have two choices: **Start Game** and **Options**.



Start Game: Press the **Start** button and get ready to plunge into the the awesome Super Star Wars action arcade game.

Options: Press the **Start** button and it will take you to the Option screen. The Options are: **Easy**, **Brave** and **Jedi**. Use your Control Pad up/down to move between these choices. Use your Control Pad left/right to cycle through the different sub-options of your selected choice.

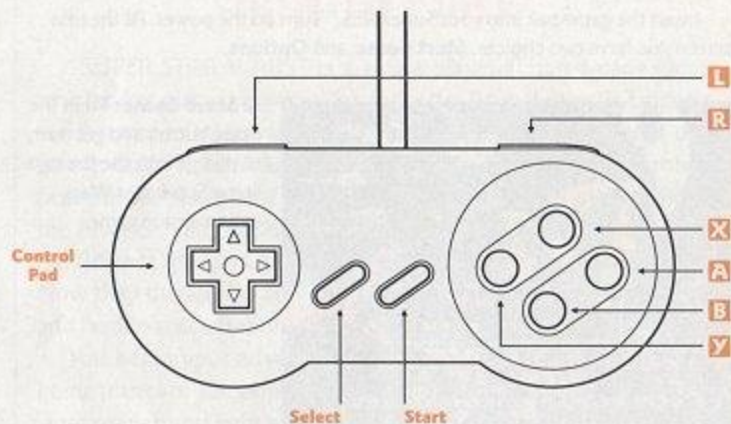
Difficulty: Choose a difficulty game level between **Easy**, **Brave**, and **Jedi**.

Sound Mode: You may play the game in **Stereo** or **Mono**.

Control Pad: This lets you cycle through various button control combinations.



THE CONTROLS



Side-View Levels

Your heroes, Luke Skywalker, Han Solo, and Chewbacca are very easy to control. Press the Control Pad in the direction you want to move. To use your blaster or lightsaber press the Control Pad and the Y button in the direction you want to fire. Holding the Fire button down and pressing the Control Pad will let you shoot in eight directions.

Start Button: Press to enter your choice from the option screen. Press to pause and begin during the game.

Select Button: Press to change weapon. Same as A button.

Control Pad: Press to move your hero and aim your shooting direction.

Y Button: Press to shoot. Hold down for rapid fire.

B Button: Press to jump.

X Button: Press to activate plasma detonators (if available).

A Button: Press to change your weapon.

L Button: Press to look down.

R Button: Press to look up.

Special Button Combinations

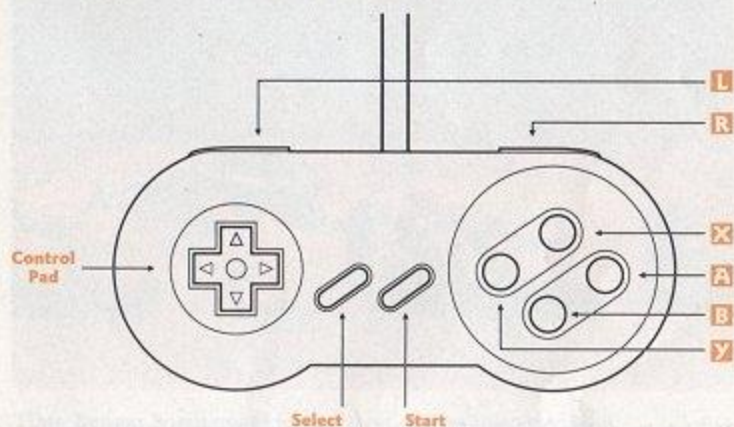
Up and B Button: Press Control Pad **Up** and **B Button** to activate SUPERJUMP.

Diagonal Down and B Button: Press Control Pad **Diagonal Down** and **B Button** to slide in the appropriate direction.

Down and B Button: Press Control Pad **Down** and **B Button** to drop down to lower platforms.

Hold Y Button and Control Pad: Hold **Y Button** and use the **Control Pad** to shoot in all possible directions.

NOTE: The above button selections are the defaults for your controller. You may arrange these buttons yourself through the OPTION selection at the start of the game.



First-Person Levels

You are controlling a special vehicle, such as the landspeeder or the X-wing starfighter.

Start Button: Press to pause and begin during the game.

Select Button: Press to pause and begin during the game.

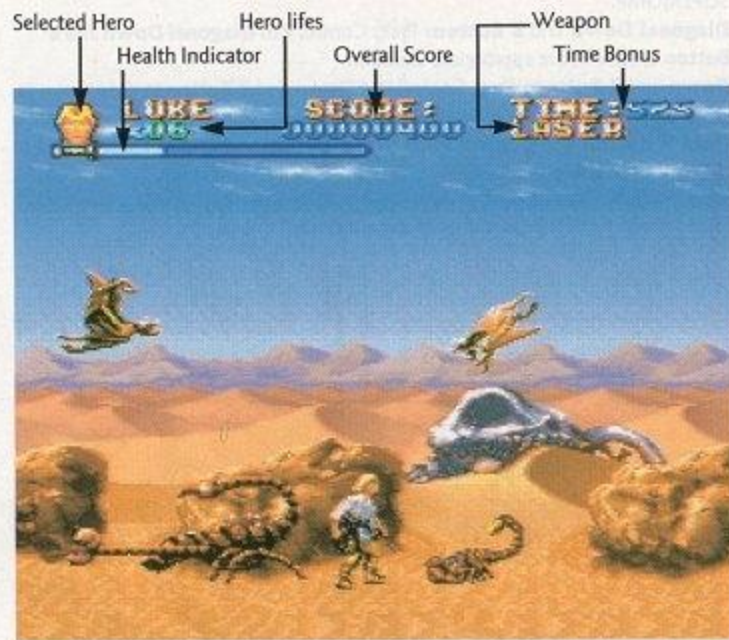
Control Pad: Press to move your vehicle in the appropriate direction.

Y Button: Press to shoot. Hold down for rapid fire.

L Button: Press to fire left proton torpedo (X-Wing only).

R Button: Press to fire right proton torpedo (X-Wing only).

GAME SCREEN

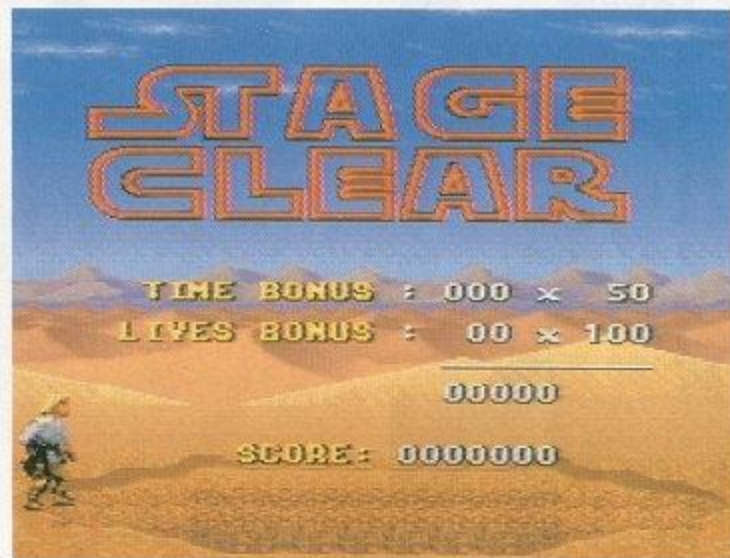


Health Bar Indicator: By picking up "Health Sword" icons you will extend your overall Health Bar Indicator.

Score: Every time you destroy an enemy you will receive points which will be added immediately to your overall score list.

Time Bonus: If you complete a level in less than the given time displayed at the beginning of the level, you will receive bonus points, which will be added to your overall score.

SCORING SCREEN



Time Bonus: Bonus points for time remaining on completed level.

Life Bonus: Bonus points for hero's lives remaining.

YOUR HEROES

Once you have found your friends, Chewbacca and Han Solo, you are able to select them at the beginning of each level.

LUKE SKYWALKER



HAN SOLO



CHEWBACCA



YOUR VEHICLES



Landspeeder

Landspeeder Hint:
Shoot the towers
to collect fuel.



X-Wing



X-Wing Cockpit

YOUR WEAPONS AND POWER-UPS

Your hero can power-up his blaster by picking up the blaster icon. Once you have collected this icon you will be able to shoot with a more powerful weapon, but you will lose your previous power-up weapon. You may switch between your regular laser blaster and your power-up blaster by pressing the A-Button (default setting). If your hero dies you will lose your blaster power-up and continue with your regular laser blaster.

If you are controlling Luke you are also able to choose your lightsaber.



Laser Blaster
Standard gun.



Flame Blaster
Eliminates your enemy with a fire blast.



Proton Seeker
These Energy Protons will follow your enemy and destroy them.



Rapid Ion Gun
Fires a powerful rapid ion blast.



Plasma Wave Blaster
Launch it at your enemies and watch them get destroyed by a plasma wave blast.



Plasma Shield

This Plasma shield will protect you for a short amount of time against enemy hits.



Health

Pick up these power-ups to increase your health.



Bonus

After picking-up this bonus, the item points you collect will double.



Thermal Detonators

Use these Thermal Detonators against your enemy and watch them be vaporized by an energy blast.



Time

Pick up to increase your time. Bonus added at the end of the level.



Health Sword

Pick up these items to increase your overall health bar indicator.



Extra Life

This will add another life to your hero.

THE LEVELS



Level 1 DUNE SEA



Level 2 TATOOINE I



Level 3 OUTSIDE THE SANDCRAWLER



Level 4 INSIDE THE SANDCRAWLER



Level 5 LAND OF THE SANDPEOPLE



Level 6 TATOOINE II



Level 7 MOS EISLEY



Level 9 ESCAPE FROM MOS EISLEY



Level 11 RESCUE OF THE PRINCESS



Level 13 DEATH STAR ATTACK



Level 8 CANTINA FIGHT



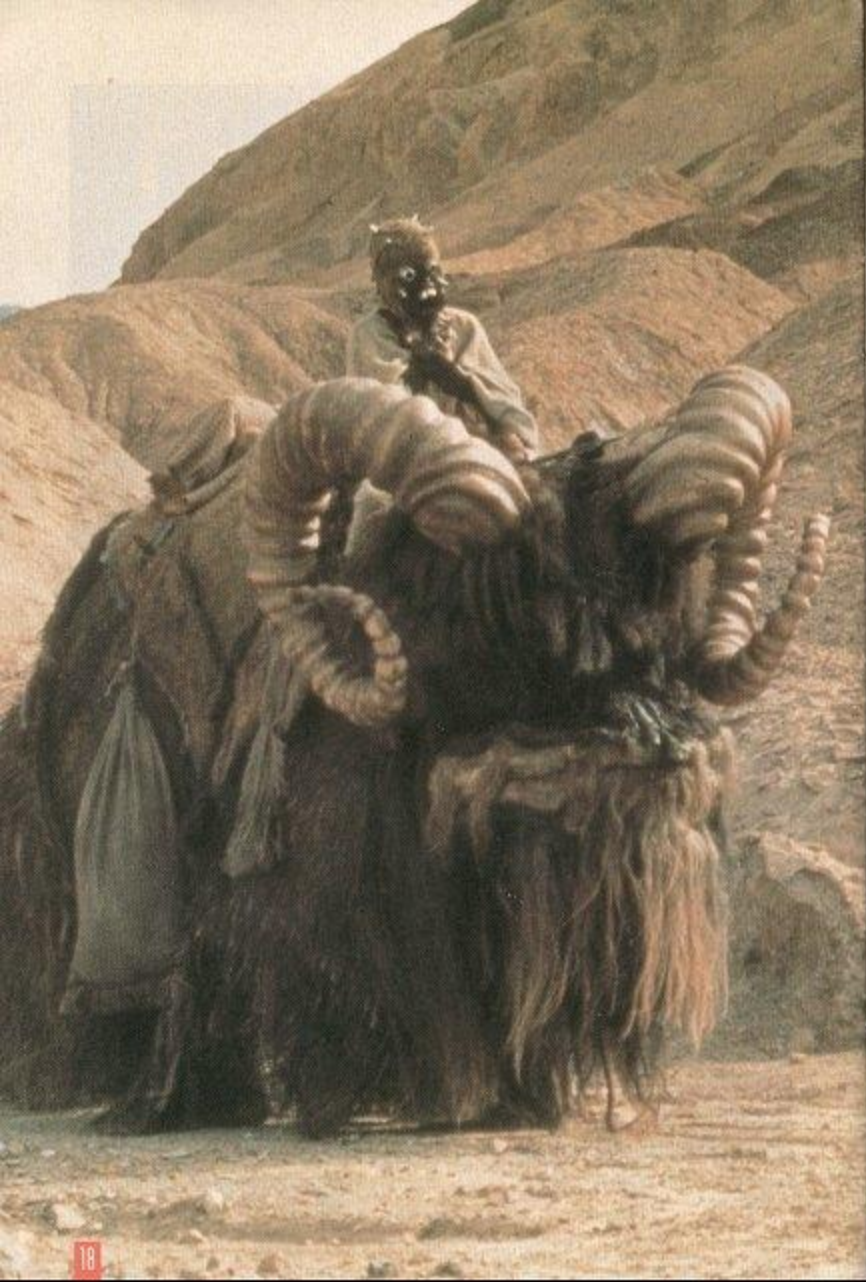
Level 10 DEATH STAR BAY



Level 12 TRACTOR BEAM



Level 14 TRENCH BATTLE



THE ENEMIES



Drogs



WompRats



Mynocks



Sandworms



Jawas



Sandpeople



Sivrak



Labria



Ponda Boba



Greedo



Garindan



Stormtroopers

SOME SUPER BOSSES

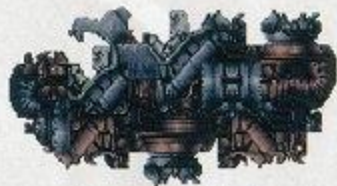
Lava Beast
Jawenko



Sarlacc Pit
Monster



Mutant
WompRat



Hover Combat Carrier



Imperial
Defense Droid

CREDITS

LucasArts Game Team:

Direction and Design by Kalani

Streicher

Art Supervision by Harrison Fong

Animation Supervision by

Jon Knoles

Art and Animation by Jon Knoles,

Harrison Fong, Paul Mica,

James Dollar, Avril Harrison,

Armand Cabrera, Peter Chan,

Larry Ahern, Anson Jew

Quality Assurance Supervision by

Wayne Cline

Lead Testing by David Popovich

Product Marketing by Mary Bihl

Produced by Kalani Streicher

Package Design by Moore & Price

Design Group, Inc.

Manual Design and Layout by

Mark Shepard

Sculptured Software, Inc.

Team:

Programmed by Peter Ward

Music and Sound Effects arranged

and performed by Paul Webb

Art and Animation by Mike Lott,

Lance Thornblad, Les Pardew,

Lorin Nelson, Rob Kemp,

Joe Hitchens

Additional Programming by

Steve Aquirre and

Adam Clayton

Additional Music and Sound

Effects by Mark Ganus

Project Management by

Hal Rushton

Special Thanks to George Lucas

IMPORTANT

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

WARRANTY AND SERVICE INFORMATION

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center™ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States

NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.

Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A. PRINTED IN JAPAN