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SUPER STAR WARS

RETURN OF THE JEDI™

INSTRUCTION BOOKLET

KIDS TO ADULTS

K-A™

AGES 6+

BLACK PEARL SOFTWARE

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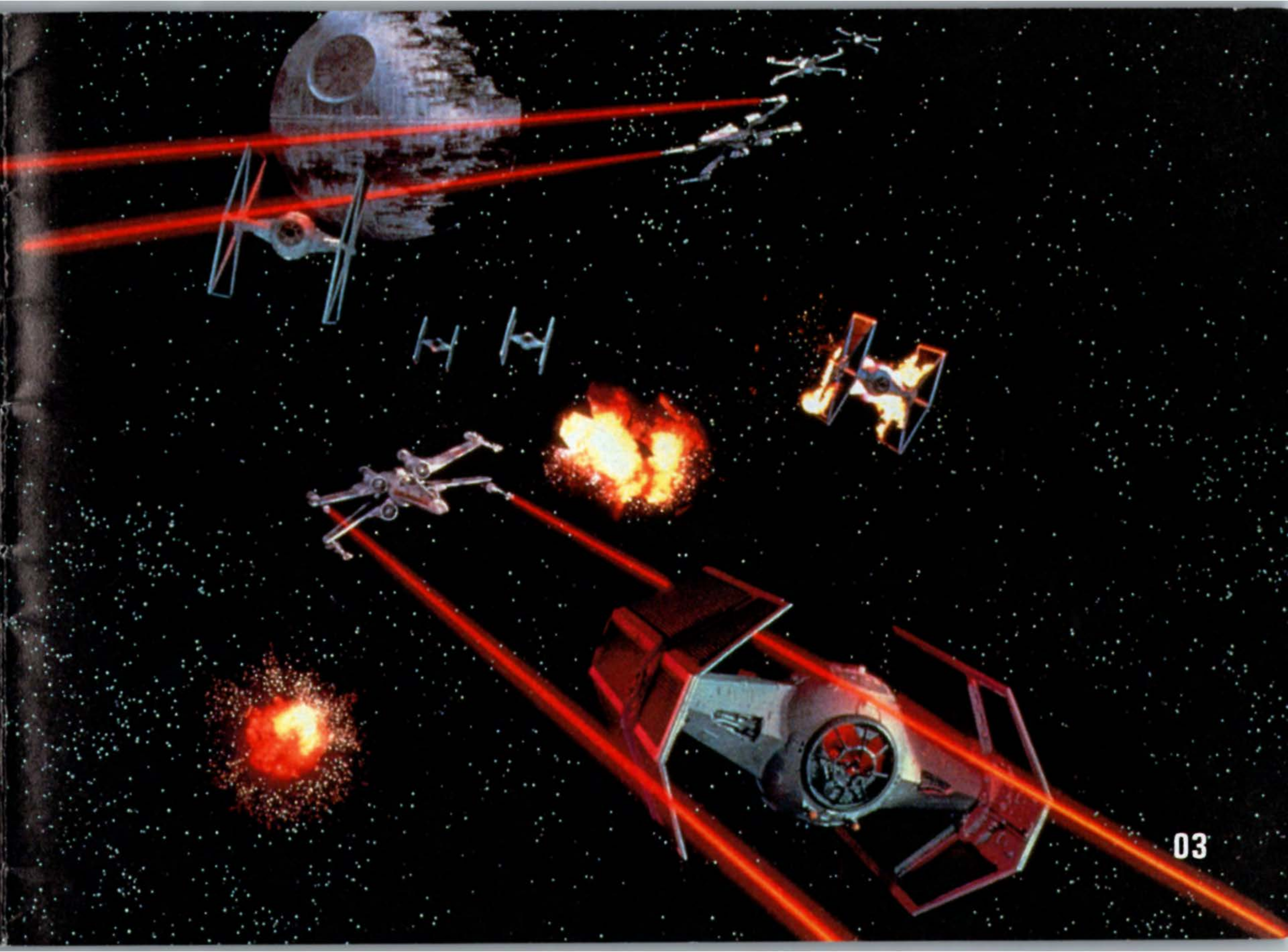
SUPER STAR WARS
RETURN OF THE JEDI™

Luke Skywalker has returned to his home planet of Tatooine in an attempt to rescue his friend Han Solo from the clutches of the vile gangster Jabba the Hutt.

Little does Luke know that the GALACTIC EMPIRE has secretly begun construction on a new armored space station even more powerful than the first dreaded Death Star.

When completed, this ultimate weapon will spell certain doom for the small band of Rebels struggling to restore freedom to the galaxy.



GETTING STARTED

Always make sure the power is turned off on your Game Boy when inserting or removing Game Paks. Insert the Star Wars: Super Return of the Jedi Game Pak into your Game Boy System and turn the power on. When the title screen appears, you will be given three options. Press Up or Down on the control pad to select one of the options and press the Start button to continue.

Start Game – Select this to begin a new game.

Options – Select this to change the following options:

Difficulty: Choose from Easy, Brave or Jedi (most challenging)

Music: Turn game music On or Off

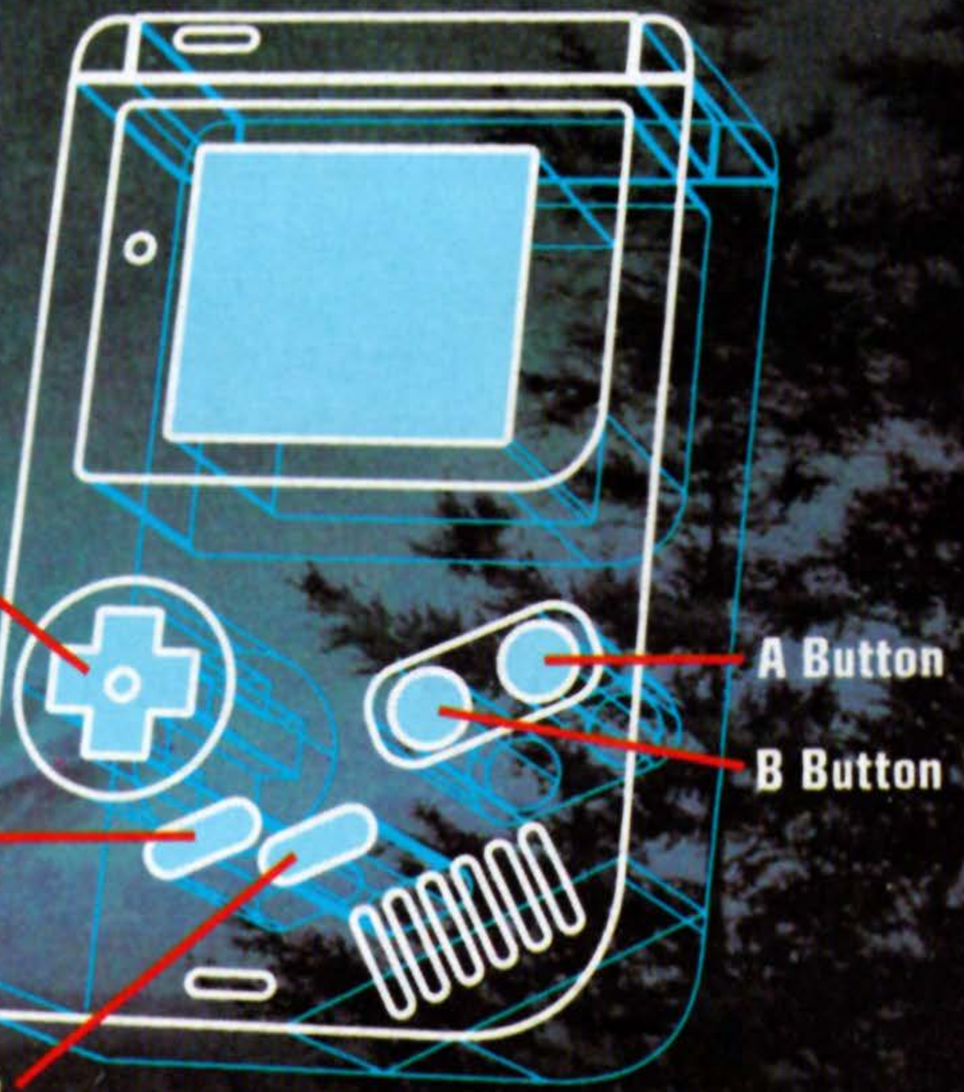
Sound FX: Turn game sound effects On or Off

Credits: Select this to view the game credits

Password – if you have previously completed levels of the game, you will be given passwords to restart the game from that level. Use the Control Pad and A Button to enter your password here. Select END to enter the password and begin a game at the chosen level.

GENERAL CONTROLS

The following are general controls referred to in this manual. In most instances, the **Control Pad** is used to move your current Hero in all directions, the **A Button** causes Heroes to jump and the **B Button** controls attacks. Press up on the Control Pad to make Heroes look up. Press Down on the Control Pad to crouch and look down. Press the **Start Button** to pause – press again to resume the game. Specific controls for different Heroes and vehicles follow on pages 9-15.



SCREEN DISPLAY

During your adventure, your current Hero's Icon will appear in the upper left corner of the screen. Next to this is the Hero's Health Sword. The Health Sword shows the amount of damage your Hero has taken by decreasing in height towards the handle. If your Hero's Health Sword becomes entirely dark, you will have to begin from the beginning of the level or from the last continue point found (see page 7). Below your Hero's Icon is a number showing the remaining Lives. If your Hero runs out of lives, the game will end and you will be given a password to continue from the beginning of that level at a later time.

Current Hero

Health Sword

Lives

PICK-UPS

Heart – Hearts can be found after defeating certain enemies or at various locations in the game. When collected, Hearts will replenish a portion of your Health Sword.

Hero Icon – Finding an Icon showing the head of your current Hero will gain you an extra Life and another chance to defeat the Empire.

Thermal Detonator – Collect one of these powerful explosive devices, then press the A Button to set it off, damaging all enemies on screen.

Diamond – Picking up these powerful crystals creates a temporary sheild which circles your Hero, protecting them from attack for a short time.

Weapon Power Up – Collect this icon to increase the amount of damage your Hero's weapon causes to enemies.

R2-D2 – This faithful astromech droid can't actually be picked up, but if you touch R2-D2, he will act as a continue point, guiding you back to that location in a level in case you lose a life further on. R2-D2 may even lead you to a new area of your mission.

THE REBEL FORCES

The evil Imperial forces currently have the upper hand. The Rebel Alliance must successfully complete several complex missions in order to defeat the Empire. At the beginning of each mission, you must select one of the available freedom fighters. Each of the Rebel Heroes has their own skills and abilities. At the Select Hero Screen, you may be allowed to select from one or more available Heroes. The suggested Hero for that mission will already be highlighted, but if you wish to select a different Hero, move the Control Pad Left or Right and press the Start Button to begin.

Hero profiles and control summaries downloading now...

ACCESSING ALLIANCE DATABASE.....

LUKE SKYWALKER

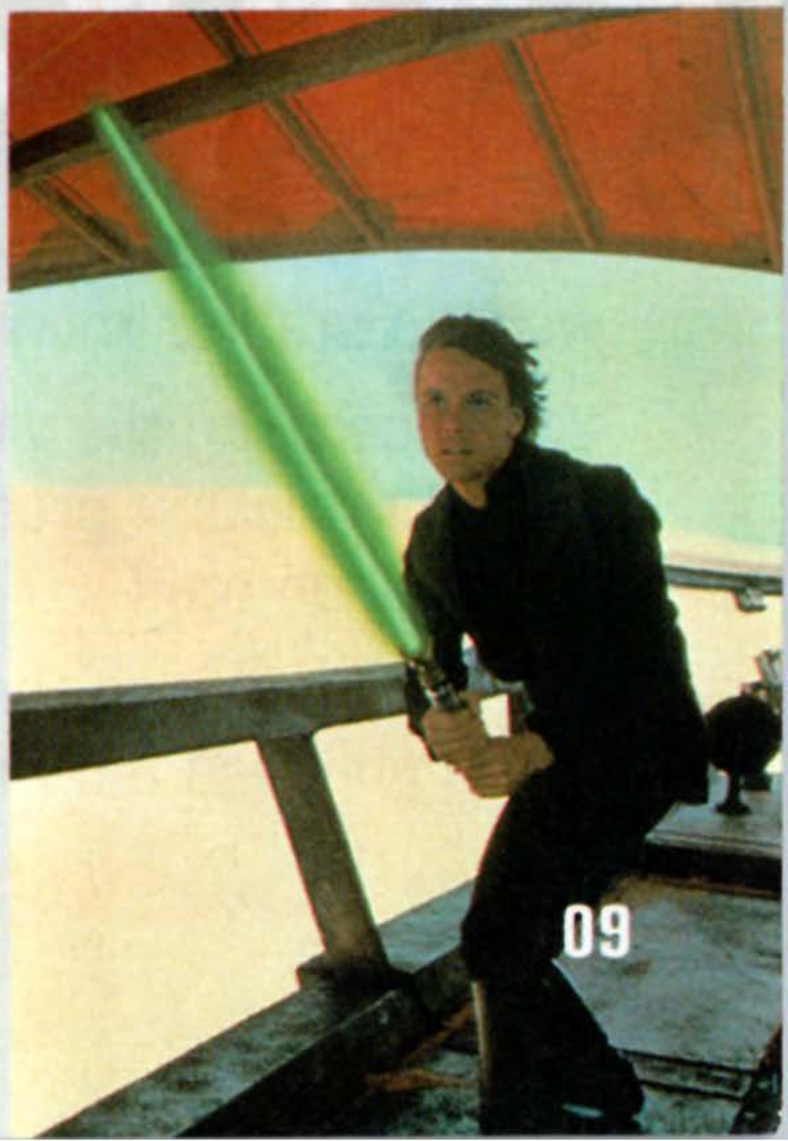
Profile: Originally a farm boy, raised by foster parents on the desert planet Tatooine. Joined forces with the Alliance to destroy the original Death Star. Shows potential to control the mysterious power known as 'The Force.' Trained with Jedi Masters Obi-Wan Kenobi and Yoda. Weapon of choice: self-constructed Jedi lightsaber.

Controls:

Press the A Button to jump. Press the A Button again while in the air to superjump. Superjump causes damage to enemies from spinning lightsaber.

Press and hold the B Button to block enemy fire with the lightsaber. Some enemy attacks may be reflected back, causing damage to the attacker.

Press and release the B Button to strike with the lightsaber.



LEIA ORGANA

Profile: Raised as Princess of Alderaan by foster parents. Served as a member of the Imperial Senate, but worked as a spy for the Rebel Alliance. Integral in the organization of the Rebellion against the Empire. Weapon of choice: Alliance-issue blaster pistol (uses weapon staff while disguised as the bounty hunter Boushh).

Controls:

Press the A Button to jump.

Press the A Button again while in the air to superjump. While carrying the weapon staff or morning star, the superjump will cause damage to enemies.

When carrying the weapon staff: press and hold the B Button to block enemy attacks – press and release the B Button to strike enemies with the weapon staff.

When armed with the morning star, press and release the B Button to strike enemies (only in sail barge level).

HAN SOLO

Profile: Former independent smuggler with outstanding Imperial warrants in four systems. Captain of the modified starship *Millennium Falcon*, under Corellian registry. Joined forces with the Rebel Alliance, fighting several battles against the Empire. Captured by Lord Darth Vader on planet Bespin and currently believed to be held by crime boss Jabba the Hutt on Tatooine. Weapon of choice: modified Corellian blaster pistol.

Controls:

Press the A Button to jump.

Press the A Button again while in the air to superjump.

Press the B Button to fire blaster.

CHEWBACCA

Profile: Raised on his home planet Kashyyyk, where he was taken captive along with other Wookiees and forced into the service of the Empire. Rescued by Captain Han Solo, to whom Chewie owes a life debt. Serves as co-pilot and mechanic aboard the *Millennium Falcon*. Weapon of choice: high-powered crossbow laser rifle.

Controls:

Press the A Button to jump.

Press the A Button again while in the air to superjump.

Press the B Button to fire laser rifle.

WICKET THE EWOK

Profile: A native of the moon of Endor, Wicket is a young Ewok hunter/warrior. The Ewoks remained neutral in the Rebel/Imperial war until the Empire constructed the new Death Star's shield generator. Encountering Leia Organa by accident, Wicket brought the Rebels to the Ewok village. Learning of the evil and oppression of the Empire, Wicket and the other Ewoks have sworn their alliance to the struggle against the Empire. Weapon of choice: self-made bow and arrow.

Controls:

Press the A Button to jump.

Press the A Button again while in the air to superjump.

Press the B Button to shoot arrows.

PILOTING VEHICLES

Speeder Bike:

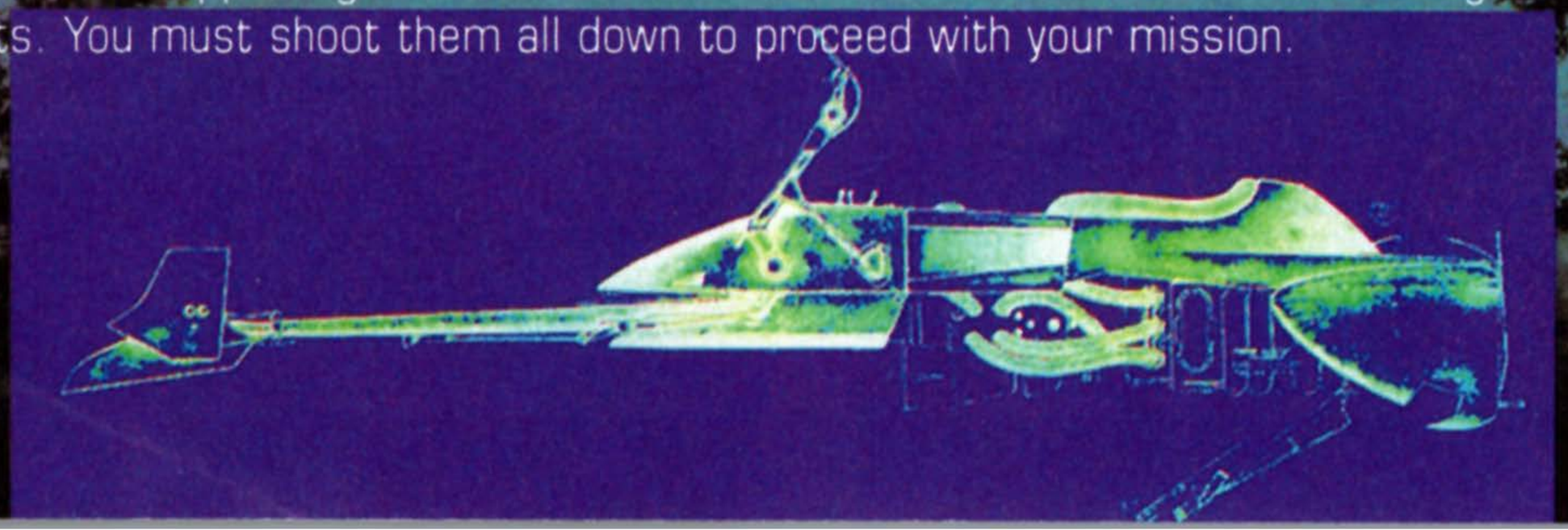
This swift hoverbike is used by Imperial biker scouts for transport and reconnaissance. Armed with forward lasers, it is a fast, formidable attack craft.

On Endor, biker scouts will approach you from behind. Bump them out of your way or wait until they pass in front of you and shoot them down. If the scouts get far ahead of you, they may turn and come back firing. Pick up hearts along the way to replenish your health sword.

Controls:

Press the Control Pad Up, Down, Left and Right to steer the speeder bike. Avoid trees at the side of the path and fallen trees blocking your way.
Press the A Button to fire lasers.

The number in the upper right corner of the screen shows the number of remaining biker scouts. You must shoot them all down to proceed with your mission.

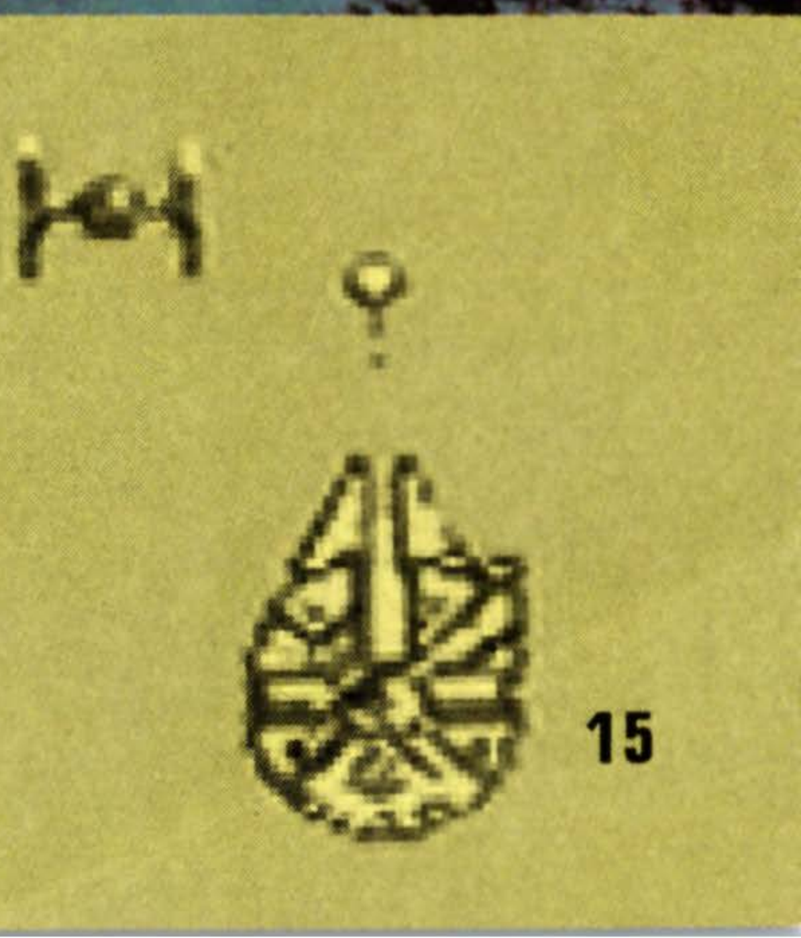


Millennium Falcon:

Though not much to look at, it has been called "the fastest hunk of junk in the galaxy." Quick and maneuverable, the *Falcon* was the logical choice to lead the attack on the new Death Star. Piloted by General Lando Calrissian, the *Falcon* must fly through the giant battle station's infrastructure and destroy its main power core.

Controls:

Press the Control Pad Left and Right to steer the *Falcon* from side to side.
Press Up on the Control Pad to dive, avoiding pipes and other obstacles within the Death Star.
Press Down on the Control Pad to climb.
Press the B Button to fire lasers.



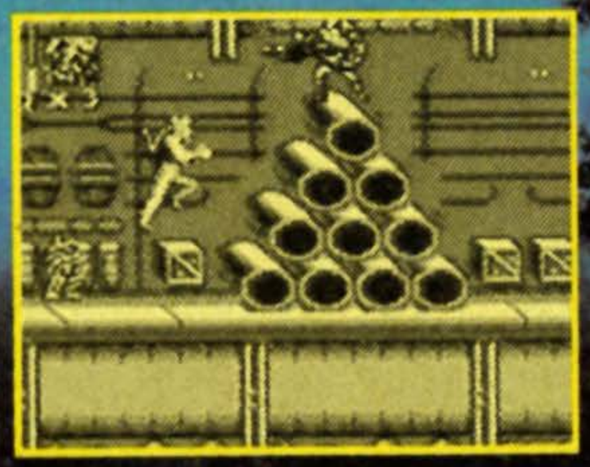
MISSIONS

Rescue Han from Jabba the Hutt

To rescue Han Solo, Luke, Leia and Chewie must cross Tatooine's treacherous Dune Sea. This harsh environment contains many dangers: sandworms, fire eruptions, winged lizards and the scavenging Jawas. Your goal is to locate the entrance to Jabba's Palace and make it past the gate sentry.

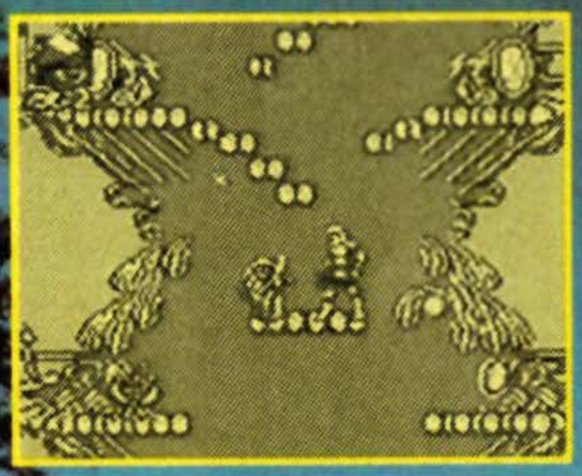
Inside Jabba's Palace, our Heroes battle the bounty hunters in Jabba's employ. Gamorrean Guards, dancing slaves, crushing hydraulic plates, trap doors in the palace floor and Jabba's familiar, Salacious Crumb make getting through the palace difficult. Once Han is released from the carbonite, the battle isn't over. Luke is dumped into a dungeon with an enormous rancor monster, which must be dealt with.

Infuriated with the Heroes' success, Jabba captures them aboard his sail barge, threatening to drop the rebels into the dreaded Sarlacc's pit. Our heroes must traverse moving platforms and defeat attack droids, automated laser cannon and Jabba's vilest bounty hunters, including Boba Fett!

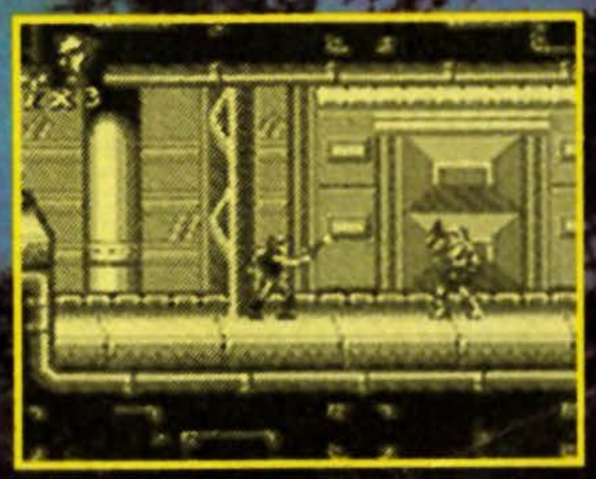


Knock out the Shield Generator

Escaping Tatooine, Luke, Han, Chewie and Leia race to the moon of Endor to destroy the shield generator that protects the new Death Star. Upon arrival, the Rebels are spotted by Imperial biker scouts. Luke or Leia must jump on one of the speeder bikes and stop all the scouts before they report the Rebel's location.



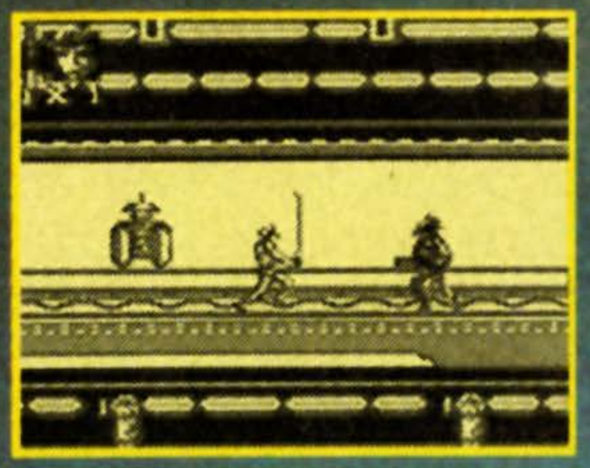
As Han Solo says, "Short help is better than no help." The Rebels must enlist the aid of Endor's native Ewoks to find the shield generator. Wicket must climb through the trees of the Ewok village, pursued by giant lizards, insects and other unusual wildlife, as well as Imperial troopers and hover droids.

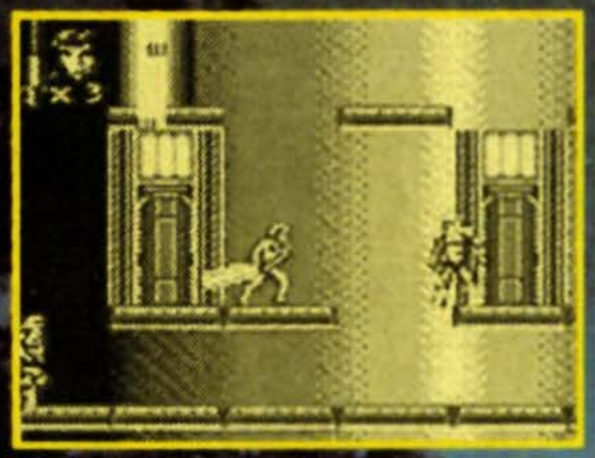


Han and Chewie enter the power generator through a secret entrance. Expecting an easy victory, the Rebels are surprised by the Emperor's trap! A full garrison of the Empire's troopers and defenses await them. Work your way through defense drones, proximity grenade launchers, and moving platforms within the generator to reach and destroy the power conduit.

Defeat the Dark Side

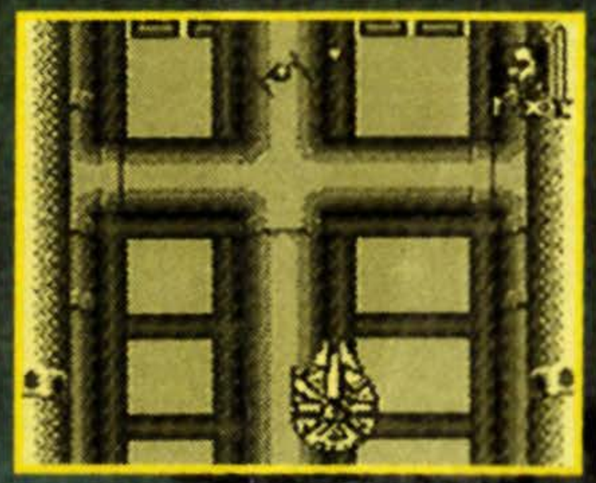
Luke Skywalker has decided that he alone must face Darth Vader – he can sense the good still inside him and must try to turn him away from the dark side of the Force. Aboard the new Death Star, Luke must find his way through the corridors and defenses to find and challenge Vader – his own father.





Luke was right about Anakin Skywalker – but the Emperor is pure evil and plots for Luke to take Vader's place at his side. Emperor Palpatine and his guards must be dealt with – and quickly – the assault fleet is on its way. May the Force be with you!

Destroy the Death Star



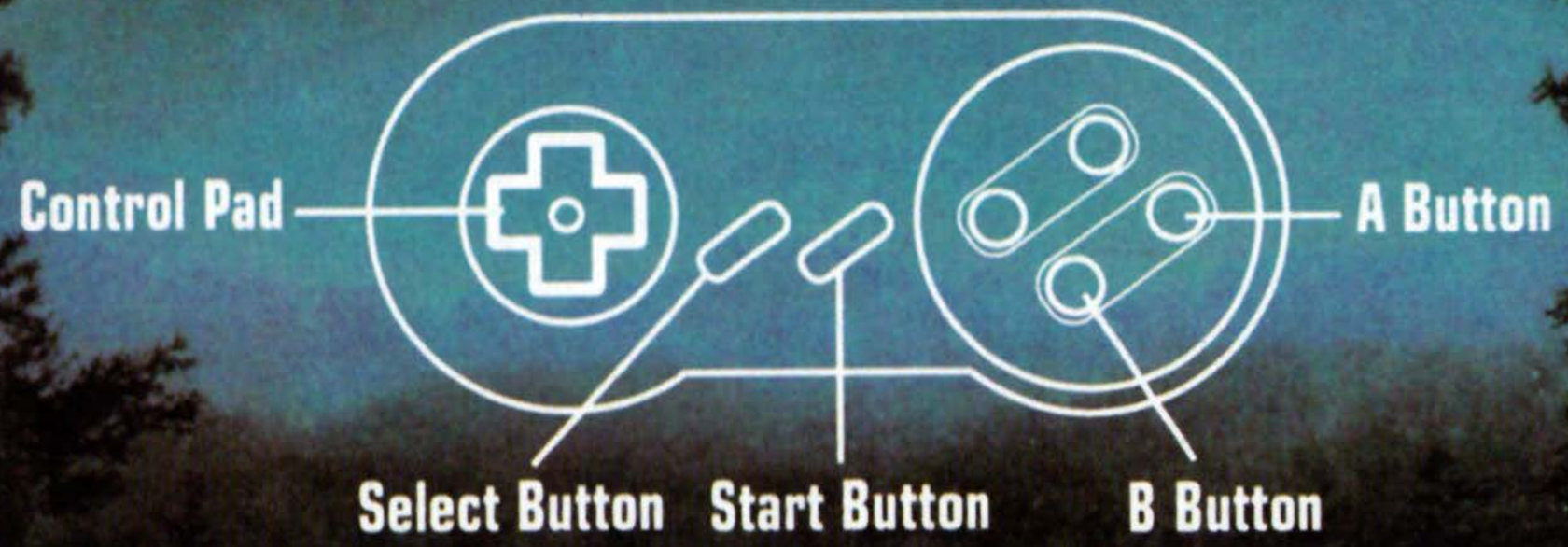
General Lando Calrissian and Nien Nunb aboard the *Millennium Falcon* lead the Rebel assault fleet in the attack against the Death Star. Now that the power generator has been destroyed, the Death Star's protective shield is down and the attacking ships can enter the battle station and make their way towards the central power core. Imperial TIE fighters and defensive laser cannons will do their best to make this a difficult mission, but you must succeed and defeat the Empire!

USING THE SUPER GAME BOY ADAPTER

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.



LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the PAK, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK, freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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Calabasas, CA 91302
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