For on-line ups to The Empire Strikes Back call

1-900-740-5534

in the United States only.

Each call costs 75 cents per minute. If you are under the age of eighteen, make sure you get your parents' permission before you call.
Precautions

1. This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never take it apart, hit it or drop it.

2. Do not get the terminals wet or dirty. Avoid touching them with your bare hands.

3. Do not clean the Game Pak with solvents of any kind, such as a paint thinner, benzene, or alcohol.

4. We recommend against using a rear projection type television with your NES as image retention on the screen may occur. See page 21 for full details.

5. See the warranty information in the back of this manual for more information.

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Nintendo
ENTERTAINMENT
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JVC Musical Industries, Inc.

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EPISODE V

THE EMPIRE STRIKES BACK

It is a dark time for the Rebellion. Although the Death Star has been destroyed, Imperial troops have driven the Rebel forces from their hidden base and pursued them across the galaxy.

Evading the dreaded Imperial Starfleet, a group of freedom fighters led by Luke Skywalker has established a new secret base on the remote ice world of Hoth.

The evil lord Darth Vader, obsessed with finding young Skywalker, has dispatched thousands of remote probes into the far reaches of space...
### Getting Started

**Controls**

- Force Powers
- Hoth Ice Caverns
- AT-AT Walkers
- Evacuation of Echo Base
- Dagobah
- Jedi Training
- Bespin
- Cloud City
- Pursuit of Boba Fett
- Return to Cloud City
- Darth Vader

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**Game Credits**

Designed and Developed by Lucasfilm Games. Programming by Sculptured Software, Inc.

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**Getting Started**

With your Nintendo Entertainment System turned on, insert your STAR WARS FORCE GAME PACK and then turn on your Control Deck. If you would like to keep the introductory sequences and begin play, press "START." You will first be directing Luke riding his Tauntaun through the ice fields of Hoth as he sets out to investigate the "meteor" that has landed nearby. In the upper-left corner of the screen are the measures of your health and force ability. When Luke is on the Tauntaun, the health meter shows the Tauntaun's health. If you disarm the health meter will instead show Luke's health. If an enemy touches or shoots Luke, his health will decrease.
Both Luke and the Tauntaun begin with their full capacity of health, but you will have to find and collect Force power-ups in order to replenish your Force ability.

### Number of Players: THE EMPIRE STRIKES BACK is a one player game.

### Game Over:
The game starts again from the beginning of the level you were in.

You keep your force ability level, all of your force powers, and all of your continues available. When all of your continues have been used, the GAME OVER screen will appear.

### Continue:
If you already found it, the lightsaber.

There are a limited number of continues available. When all of your continues have been used, the GAME OVER screen will appear.

### Controls:

**Lightsaber Controls**

Press the A button to swing the lightsaber. To change the type of attack, press a direction on the control pad at the same time.

- Aim blaster upper right.
- Aim blaster lower right.
- Aim blaster upper left.
- Aim blaster lower left.
- Move right.
- Move left.
- Duck or crouch.
- Swing up
- Swing sideways.

**Swing upwards**

- Swing down.

**Swing backwards**

- Swing sideways.

**Swing sideways**

- Swing downwards.

**Climb up ladders and stairs**

- Aim blaster up.

**Climb down ladders**

- Aim blaster down.

**Fly**

- Fly up.

**Fly down**

- Fly down.

**Fly left**

- Fly left.

**Fly right**

- Fly right.

**Fly forward**

- Fly forward.

**Fly backwards**

- Fly backwards.

**Fly sideways**

- Fly sideways.

**Fly up and down**

- Fly up and down.

**Fly left and right**

- Fly left and right.

**Fly forward and backwards**

- Fly forward and backwards.
Skipping Text Screens: Pressing any button will advance you to the next screen or return you to the game.

**Force Powers**

Throughout the course of the game, you will occasionally find tests for various Force Powers, which can enhance Luke's abilities and weapons. When you are directing Luke on foot or on the tauntaun, pressing the START button will allow you to choose from among your available Force Powers. Some of the available Force Powers are:

- Reflect your enemies' shots.
- Run faster than normal.
- Enhance the power of your blaster.
- Convert Force Ability to health.
- Enhance the power of your lightsaber.
- Jump higher or farther than normal.
- Elevate.
Hoth Ice Caverns

The "mystery" that Han has warned you about is, in fact, an Imperial Probe Droid. You must find and destroy it. Along the way, you will encounter Wampas and probe droids. You can replenish your health and Force Ability by finding first aid kits and Force Powers by picking up Force Power ions. And, of course, you can enhance your Force Powers by picking up Force Power ions.

To select a Force Power, press the START button, then use the control pad to toggle between the Powers. Press either the A or B button to "Turn On" the Power. If you change your mind and want to cancel, press the START button again.

Remember that, in order to use the Force Powers, you must keep your Force Ability charged.

- You are riding the Tauntaun.
- You are aboard the AT-ST walkers. You are aboard the rebel base.
AT-AT Walkers

Pilot your snowspeeder across the icy fields and engage AT-AT Walkers and snowtroopers in order to give the Rebel forces time enough to retreat. The map at the top of the page shows the location of your enemies. Luke's snowspeeder is shot down. Luke can get another snowspeeder.

Evacuation of Echo Base

Imperial snowtroopers have entered the Rebel base and the order to evacuate has been given. Fight your way past snowtroopers and more troopers...and meet a new enemy: the AT-ST walker. With a little luck, you might be able to board an abandoned or disabled AT-ST and turn it against the Imperial forces. Be quick, or your opportunity to use the AT-ST will disappear.
Follow Obi-Wan’s advice and seek out Yoda. You’ll have to avoid or fight your way past undulations, holopods, vine-snakes, spiders, elephant slugs, dagsbars, exploding mushrooms, and praying mantis.

Jedi Training

Yoda has accepted you as a Jedi Knight-in-training. Follow the instructions. In the end, you must control and conquer Luke’s own fears.
You have learned through the Force that your friends are in grave danger. In your X-wing, you make your way to Bespin. Before you enter Cloud City, you will have to engage and destroy the cloud cars and TIE fighters.

Cloud City

To rescue your friends, you must fight your way through the corridors of Cloud City. You will encounter Bespin guards, bounty hunters, cannon walkers, and Boba Fett.
Pursuit of Boba Fett

Thrawn has been taken prisoner by his old adversary, Boba Fett. To rescue him, you must defeat Boba Fett's ship, the Slave I.

Return to Cloud City
Take returns to Cloud City to rescue Princess Leia.

Darth Vader
You must find and confront Darth Vader, the Dark Lord of the Sith. This final battle will not be easy; don't give in to the temptations of the dark side of the Force.
90-Day Limited Warranty

This warranty is applicable to normal wear and tear. The warranty shall not apply to damage caused by accident, misuse, abuse, improper installation, or any other abnormal or unusual circumstances.

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Game Credits

Lucasfilm Games Team:

Original Game Design by
Marc Ebert and Adami

Art Direction by
Marc Ebert

Animation by
Marc Ebert

Programming by
Marc Ebert

Sound Design by
Marc Ebert

Special Thanks to George Lucas

Sculpted Software, Inc.

Project Managed by
Mark Web

Design Contributions by
Marc Ebert

Project Enginered by
Marc Ebert

Art Contributions by
Marc Ebert

Sound Effects by
Marc Ebert

Musical Arrangements by
Marc Ebert

Special Thanks to George Lucas