



SEGA

GAME GEAR™



T-100088

STAR WARS™ RETURN OF THE JEDI™



Black Pearl
SOFTWARE

Instruction Manual

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



BLACK PEARL SOFTWARE
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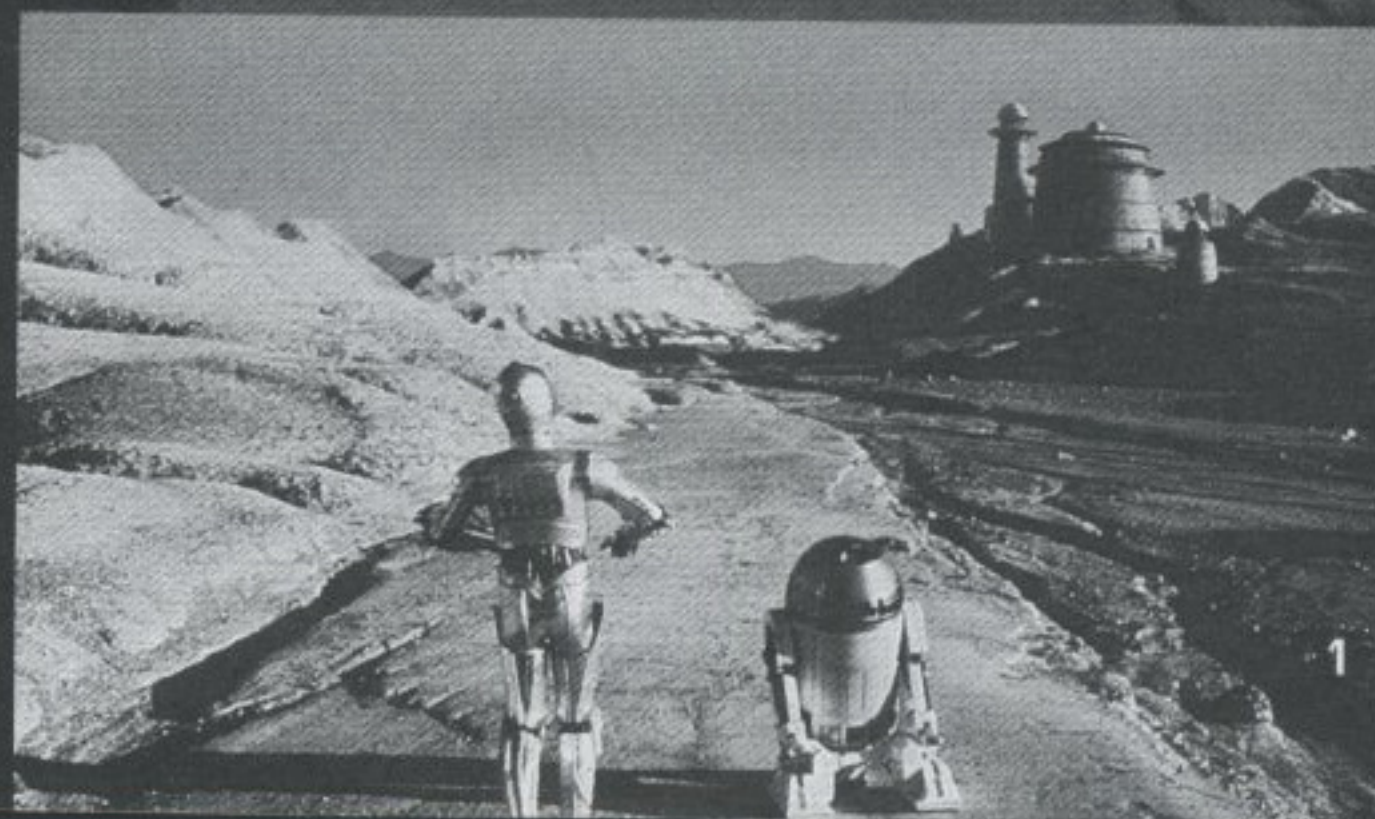
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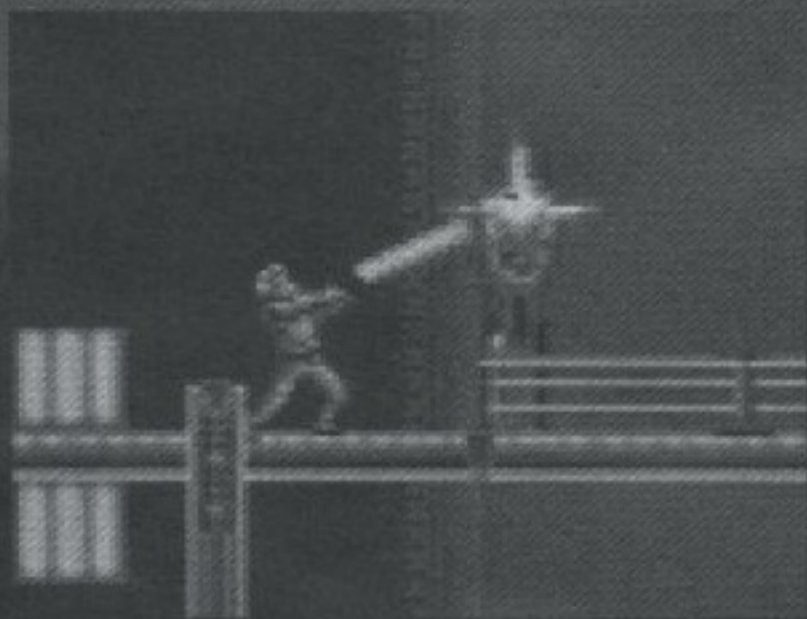


STAR WARS **RETURN OF THE JEDI**

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.

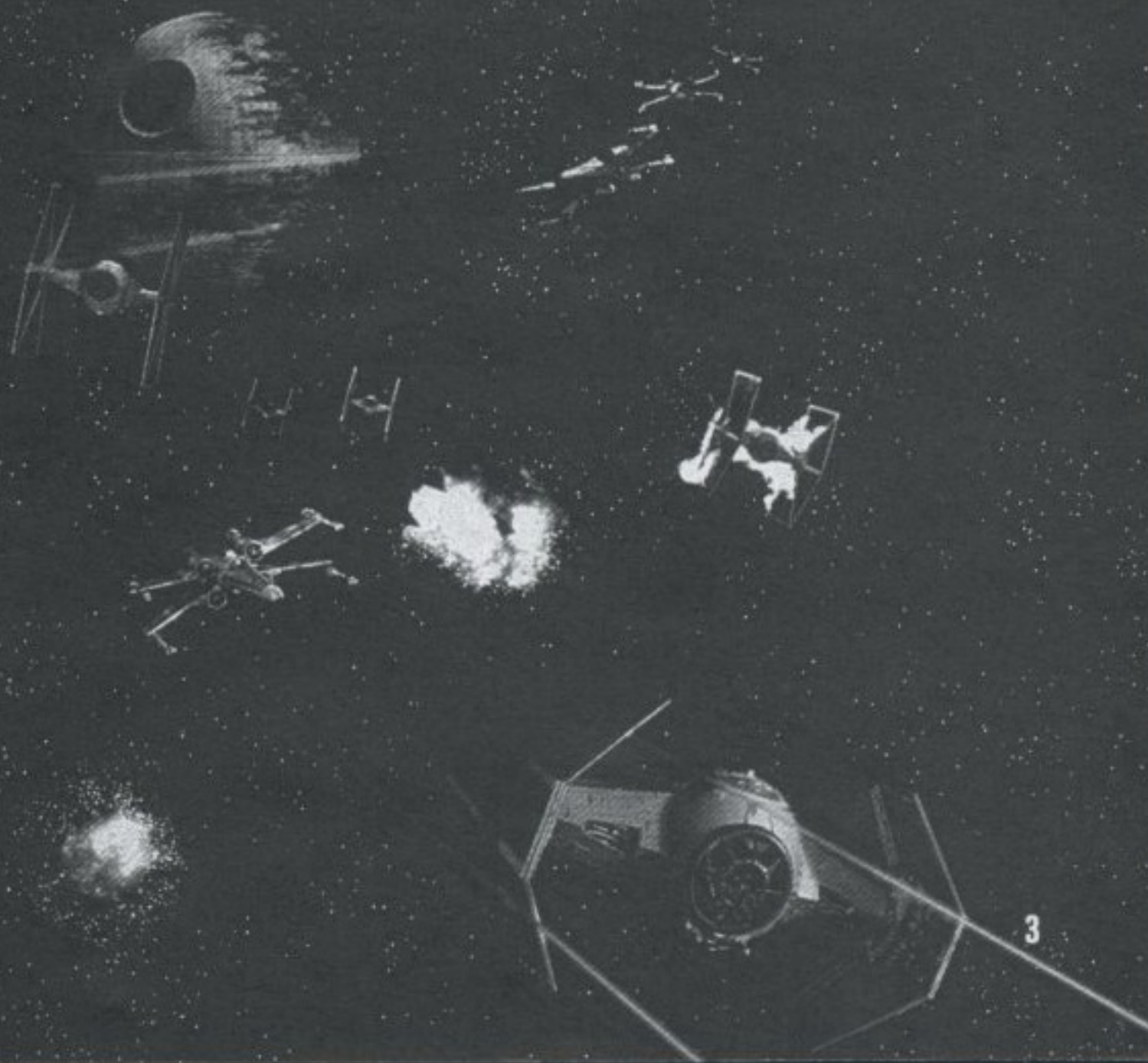
When completed, this ultimate weapon will spell certain doom for the small band of Rebels struggling to restore freedom to the galaxy.



2

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself and the Sega cartridge.



3

GETTING STARTED

Make sure the Power Switch is OFF. Insert the Return of the Jedi Cartridge into the Game Gear and turn the Power Switch ON. In a few moments the Return of the Jedi title screen will appear. You will be given three options. Press Up or Down on the D-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 Brave or Jedi (most challenging)

Music: Turn game music On or Off

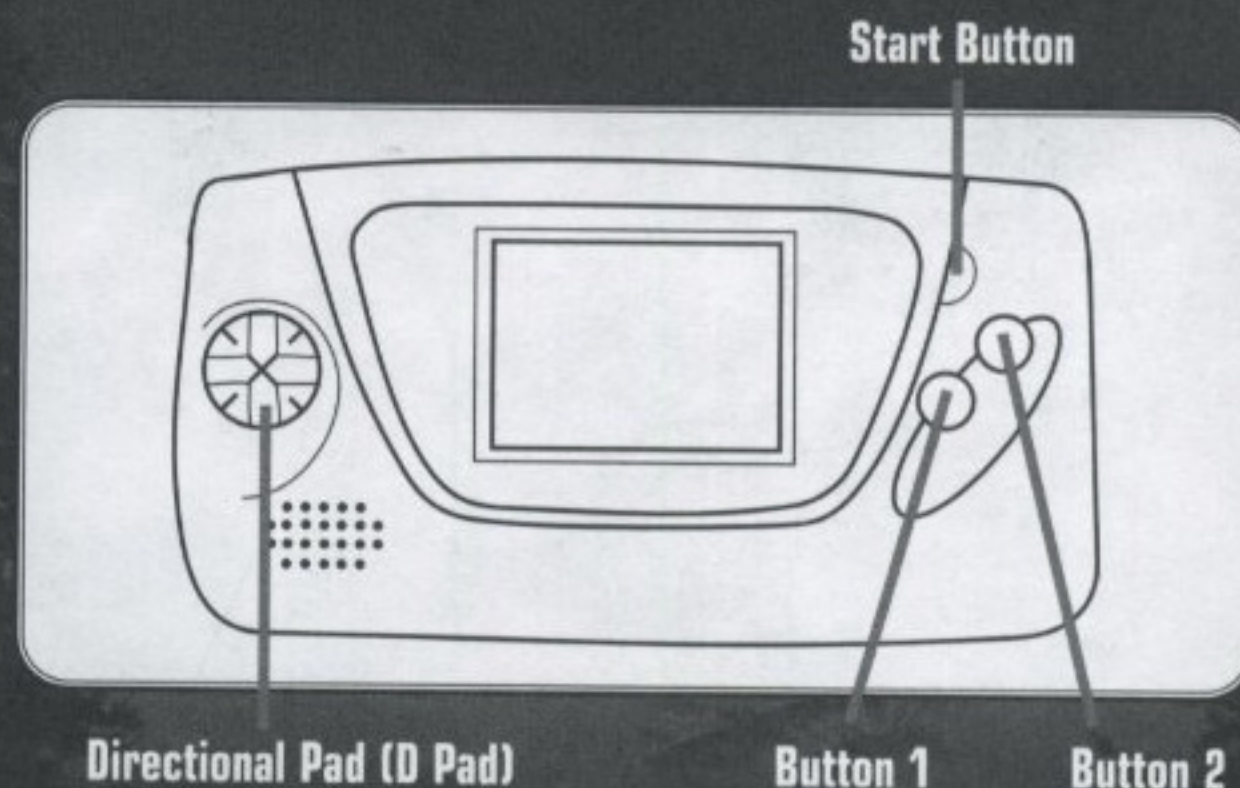
Sound: Turn game sound effects On or Off

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 D-Pad and Button 2 to enter your password here. Select DONE to enter the password and begin a game at the chosen level.

GENERAL CONTROLS

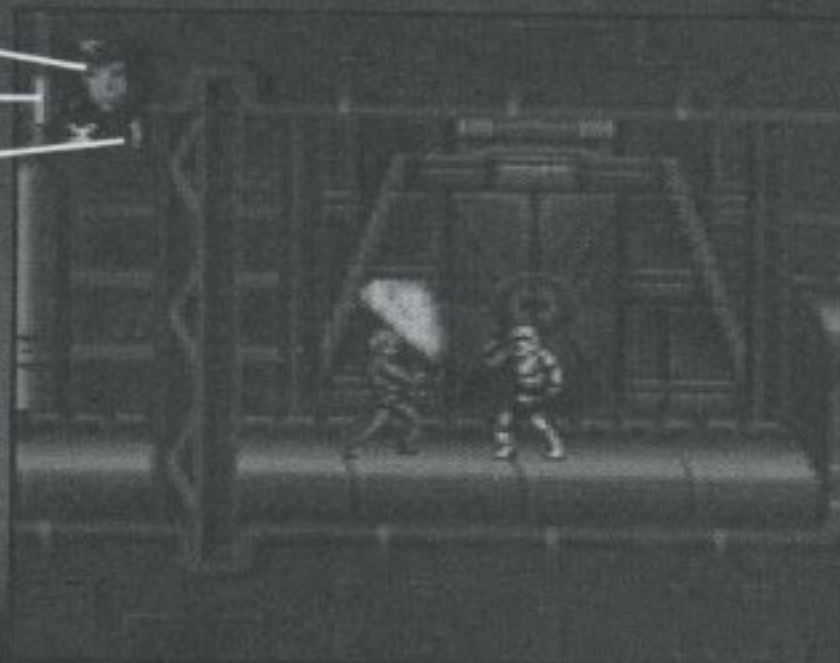
The following are general controls referred to in this manual. In most instances, the **D-Pad** is used to move your current Hero in all directions, **Button 1** controls attacks and **Button 2** causes Heroes to jump. Press Up on the D-Pad to make Heroes look up. Press Down on the D-Pad to crouch and 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.



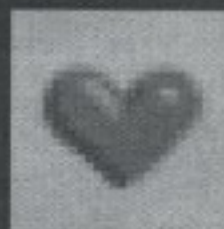
SCREEN DISPLAY

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 1 Button to set it off, damaging all enemies on screen.



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



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



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 D-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 Button 2 to jump. Press Button 2 again while in the air to superjump. Superjump causes damage to enemies from spinning lightsaber.

Press and hold Button 1 to block enemy fire with the lightsaber. Some enemy attacks may be reflected back, causing damage to the attacker.

Press and release Button 1 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 Button 2 to jump. Press Button 2 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 Button 1 to block enemy attacks – press and release Button 1 to strike enemies with the weapon staff.

When armed with the morning star, press and release Button 1 to strike enemies.



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 Button 2 to jump.

Press Button 2 again while in the air to superjump.

Press Button 1 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 Button 2 to jump.

Press Button 2 again while in the air to superjump.

Press Button 1 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 Button 2 to jump.

Press Button 2 again while in the air to superjump.

Press Button 1 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.

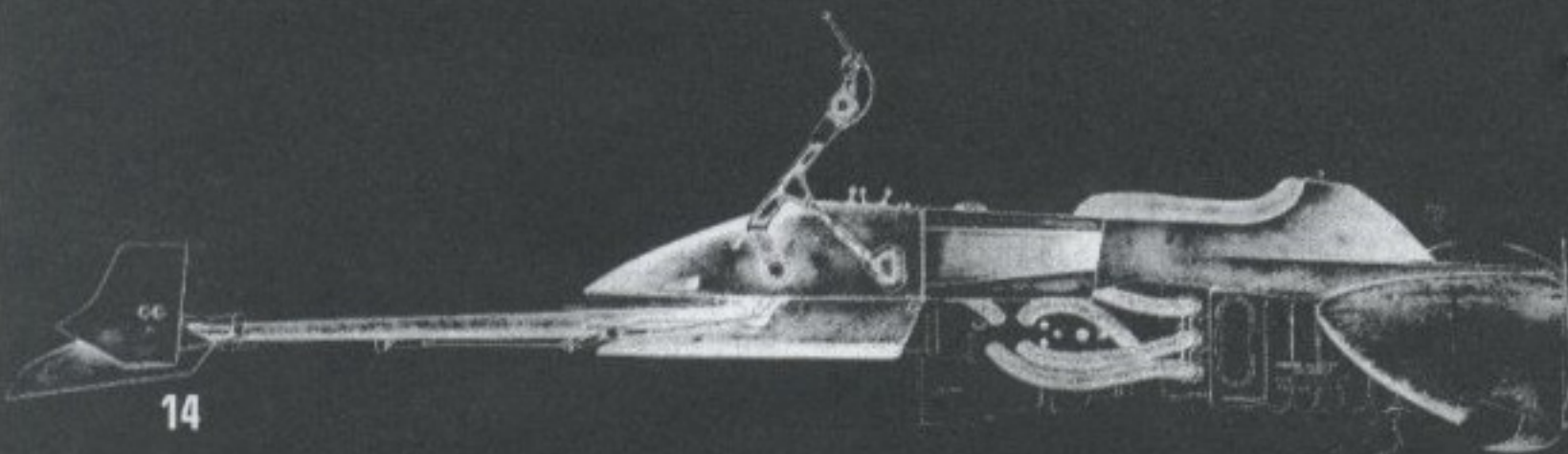
On Endor, biker scouts will approach you from behind. Bump them out of your way or wait until they pass in front of you and shoot them down. If the scouts get far ahead of you, they may turn and come back firing. Pick up hearts along the way to replenish your health sword.

Controls:

Press the D-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 Button 1 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 D-Pad Left and Right to steer the *Falcon* from side to side.

Press Up on the D-Pad to dive, avoiding pipes and other obstacles within the Death Star.

Press Down on the D-Pad to climb.

Press Button 1 to fire lasers.

Press Button 2 to accelerate.



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 cannons and Jabba's bounty hunters, including Boba Fett!



Knock out the Shield Generator

Escaping Tatooine, Luke, Han, Chewie and Leia race to the forest 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 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.



Force be with you!

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



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!



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1. DO NOT return your defective Cartridge 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 Cartridge, and return your Cartridge 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 Cartridge 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 Cartridge 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 Cartridge freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the Cartridge or replace it with a new or repaired Cartridge. If replacement Cartridges are not available, the defective Cartridge will be returned and the \$10.00 payment refundable.

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