

DEATH STAR INTERCEPTOR

**WITH 'OFFICIALLY LICENSED' STAR
WARS THEME**

LOADING INSTRUCTIONS

Connect the ear socket on your Spēctrum to the ear socket on your recorder. Place the cassette tape in the recorder, and rewind to the beginning.

Type — **LOAD " "**

Press — **ENTER**

Press — **PLAY** on the cassette recorder. Death Star Interceptor will now load automatically. If loading is unsuccessful, adjust the volume control on the tape recorder—and try again.

CONTROLLING YOUR SF1

Bank Left = Move joystick left (Key O)

Bank Right = Move joystick right (Key P)

Climb = Pull joystick back (Keys A,S,D,F,G,H)

Dive = Push joystick forward (Keys Q,W,E,R,T,Y)

Fire = Press 'fire' button

PLAYING

Launch Site: To launch your SF1 into deep space, pull joystick 'back' — your spectrum computer will scream — 'Prepare to launch', your jet engines will fire, and you will 'take-off' automatically. Aim for the dot in the middle of the square of the 'star-gate'. A successful launch, will put you in deep space—scoring you 500 points.

Deep Space: You are now in space, flying towards the 'Death Star'. Empire craft will now attempt to destroy you, so rather than shoot everything in sight — fly to survive, and shoot what gets in your way.

**REMEMBER — PULL JOYSTICK 'BACK' TO CLIMB
AND 'FORWARD' TO DIVE.**

The Trench: Now in the 'Death Star', your mission is to put a direct 'hit' into the 'Exhaust Port' to send the Death Star nova.

Various hazards will try to stop you, and only good strategy will let you survive long enough to put a lazer shot into the 'Exhaust Port'. Being in the right place and shooting the right hazards is the only way to win.

Lazer Barriers: These restrict you flying down the 'trench', sometimes you are able to fly under them, but most of the time your fighter will be locked into a left and right mode only. A direct hit on the base will destroy them — Worth 100 points.

Gun Turrets: Shoot them before they shoot you!
Worth 100 points

Empire Ships: They vary from Imperial fighters to cruisers

Worth 200—300 points.

Fuel Dumps: They are harmless, but don't crash into them.

If destroyed worth 100 points.

Lazer Tanks: These can be tricky so shoot on initiative. Worth 200 points.

Air Vents: Found on the side of the trench. They are harmless but worth 100 bonus points for a direct 'hit'.

Exhaust Port: A direct hit will send the Death Star nova. Worth 1,000 bonus points and an extra life. If you miss the exhaust port, you will have to go back and start again.

Things To Know

Shields: Your ship is protected by 5 shields, lose all 5 and the next hit will be fatal — losing you a life. You start with 4 lives! Good Luck!

PLEASE NOTE This program uses every possible memory location, so do not connect micro drive or interface when wanting to play the program, otherwise the program will not run.