

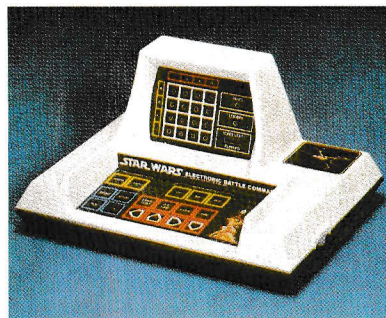
GAME PLAY



ELECTRONIC BATTLE COMMAND™ GAME

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Kenner
meets or exceeds all safety requirements
of Product Standard 72-76



STAR WARS™

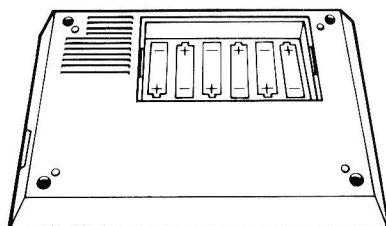
ELECTRONIC BATTLE COMMAND GAME. The dynamic new space battle game for 1 to 4 players!

Your **STAR WARS ELECTRONIC BATTLE COMMAND GAME** is probably the most exciting computer game you will ever play! It has three levels of competition: the **BASIC GAME**, the **INTERMEDIATE GAME**, and the **ADVANCED GAME**. All three games can be played by one person against the computer or by 2, 3, or 4 players against each other.

The **OBJECT** of all three games is to be the only player left with **FORCE UNITS**.

INSTALL BATTERIES

- Use **ALKALINE** Batteries **ONLY**.
- Remove Battery Cover on bottom of unit with coin.
- Put in 6 "AA" Batteries as shown:



- Batteries are worn out if game suddenly starts to malfunction. Replace batteries with **FRESH ALKALINE** Batteries.

TECHNICAL INFORMATION

A separate sheet included with your game contains more detailed technical information.



THE BASIC GAME

OBJECT

The object of this game is to have **FORCE UNITS** left when the other players have run out. You lose the most **FORCE UNITS** when your simulated **X-WING FIGHTER** is "hit" by the fire of other Starships.

IN THIS GAME, EACH PLAYER STARTS WITH 10 FORCE™ UNITS

THE TEACH MODE

When practicing the **TEACH MODE** it is important that each move be made correctly. If you make a mistake, there is no way to correct it. You must turn the game off, then turn the game on again and start over again at the beginning.

This procedure applies to the **TEACH MODE** of the **BASIC GAME**, the **INTERMEDIATE GAME**, and the **ADVANCED GAME**.

1.

THE TEACH MODE

The only way to learn how to play.

The computer is programmed with an exciting **TEACH MODE** to help you learn how to play the **BASIC GAME**. Follow the **TEACH MODE** steps carefully, and you will soon be beating the computer and your opponents.

Turn game on (switch on right hand side).

Press **BASIC**

Press **START TURN**

	1	2	3	4	
A					ALERT
B					COMBAT
C					FORCE UNITS
D					10

You see lights going off across the screen; then you hear the "BATTLE STATIONS" siren. Remember this sound ... you'll hear it in all three games.

This means take **BATTLE STATIONS!**

Press **BS**

	1	2	3	4	
A					ALERT
B					COMBAT
C					FORCE UNITS
D					10

A display of red lights will appear on the screen. They simulate Planets and Starships. The flashing light is your **X-WING FIGHTER™** Starship.

One of the other lights is the enemy Starship. When the buzzer sounds, your turn is over.

Press **END TURN**

The sound you hear after you press **End Turn** is the computer taking the enemy's turn!

2.

Press **START TURN**

	1	2	3	4	
A					ALERT
B					COMBAT
C					FORCE UNITS
D					10

The flashing light is your position (C3). Which light is the enemy? A good way to find out is to move left to C2.

Press **MOVE**

	1	2	3	4	
A					ALERT
B					COMBAT
C					FORCE UNITS
D					10

You are now on C2. You moved onto a Planet. If it had been the enemy, you would have been thrown off into space and relocated on the screen.

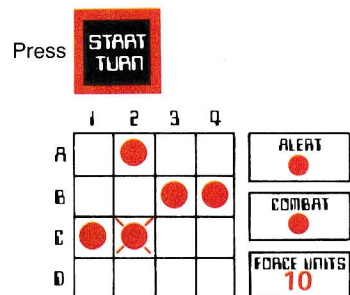
Remember, you can be hit on a planet, or fire from a planet.

At this point, to help you remember the location of the other lights, get out your **Battle Position Chart** and plot their locations.

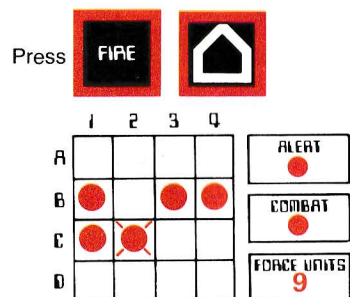
Press **END TURN**

Now the enemy takes its turn.

3.



The display shows that the light in the top row has moved from A1 to A2. This must be the enemy. You are in position to Fire at the enemy. FIRE UP!



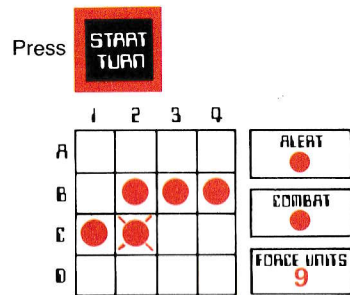
You hit the enemy! Remember the sound. Your FORCE UNITS are now 9 (it took 1 FORCE UNIT to fire), but your enemy is down to 7! He lost 3 FORCE UNITS when you got him! You're ahead!

Notice where the enemy has been relocated after you hit him. (B1) Remember also, that C1, B3, and B4 are planets along with the planet C2 which is also where you are located.

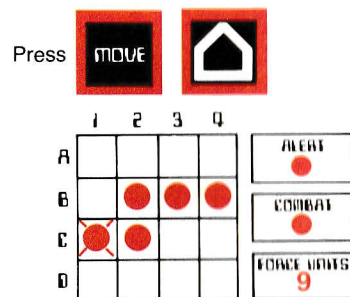


Enemy takes its turn.

4.



The enemy has relocated—but where? If you remember correctly, you will know that the enemy is now on B2. But let's make sure. Move up to B2.



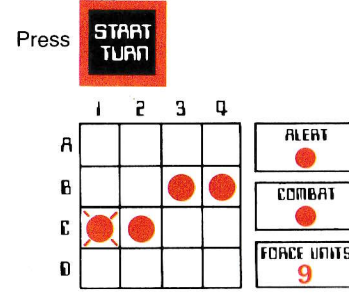
B2 was occupied by the enemy! Since you can't land on a Starship, you are automatically thrown off into space.

In this Teach Mode you will end up on a planet at C1.

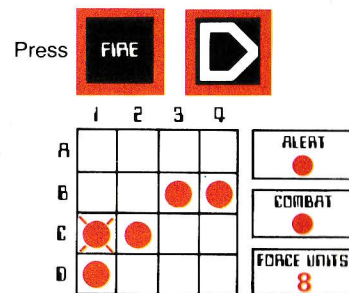


Enemy takes its turn.

5.



You know the enemy was at B2. He is not there now. He probably moved onto a planet because there are no new lights on the grid. He may have landed on the planet at C2. Thus, fire to the right.



The firing sound plus the explosion means that he was there and you got him.

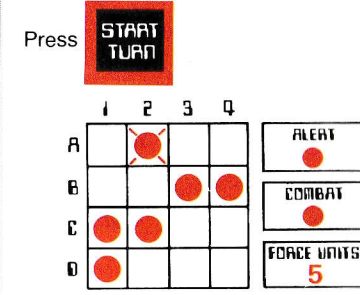
Your FORCE UNITS now total 8. But the enemy has lost 3 more Units and is now down to only 4.

After being hit, the enemy is relocated to another part of space. (Note the new light on D1—Watch Out!)



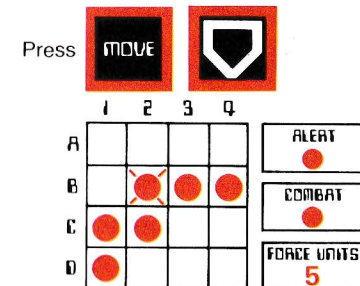
Enemy takes its turn.

6.



The tic-tic sounds and the light display mean that the enemy hit you when it took its turn. You are now relocated to A2 and you have lost 3 FORCE UNITS. You have 5 FORCE UNITS left, but your enemy has only 3.

Where is the enemy now? Is he still on D1? Move closer to get another shot.



Enemy takes its turn.

7.

Press



	1	2	3	4	
A					ALERT
B					COMBAT
C					
D					FORCE UNITS

The light that was on D1 has moved to D2. You fire down.

Press



	1	2	3	4	
A					ALERT
B					COMBAT
C					
D					FORCE UNITS

The firing sound without the explosion means you didn't hit him. (Remember, you can't fire through the planet at C2.)

You now have 4 FORCE UNITS left. The enemy still has 3.

Press



Enemy takes its turn.

8.

Press



	1	2	3	4	
A					ALERT
B					COMBAT
C					
D					FORCE UNITS

The light on D2 has disappeared. The enemy has probably moved up onto the planet at C2. You fire down to get him.

Press



	1	2	3	4	
A					ALERT
B					COMBAT
C					
D					FORCE UNITS

You got him! He was on the planet at C2.

You now have 3 FORCE UNITS left. The enemy has no FORCE UNITS left.

Press



Enemy tries to take its turn but...

Press



You have won! This is the Victory display! The enemy was eliminated when you hit him. The number 3 in the FORCE UNITS display means there were 3 Units left in your power at the end of the game.

9.

PLAY A REAL GAME

- After turning game on, press then press

BASIC

PH

until the correct number of players appears in the

FORCE UNITS
P2
PLAYERS

window on the display screen.

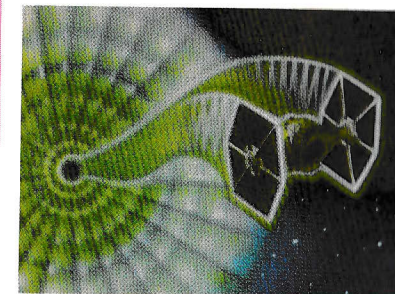
P0 = Teach Mode, P1 = 1 player against the computer, P2 = 2 players, P3 = 3 players, and P4 = 4 players. The computer does not play with 2 or more players.

NOTE: Pressing the PLAYER # button automatically takes the computer out of the Teach Mode, and you are ready to play a real game.

Each player should remember which number he is and only take a turn when his number is flashing in the FORCE UNITS/PLAYERS window.

- You can fire all the way across the screen to hit the enemy. You cannot fire through a planet, but you can fire from a planet and be hit on a planet!
- Firing costs 1 FORCE UNIT, but the enemy loses 3 FORCE UNITS when hit!
- Your X-WING FIGHTER* is randomly relocated when it is hit. It is also relocated when it lands on another fighter.
- The game ends with the Victory Display on the winner's turn. It also shows the number of FORCE UNITS that the winner has left. At the end of the game, the computer automatically resets for a new game.
- In a game with 3 or more players, when a player uses up all his FORCE UNITS, the computer will automatically skip his turn the next time around.

Play the BASIC game until you are ready for more of a challenge, then move on to the INTERMEDIATE game.



THE INTERMEDIATE GAME

OBJECT

The object of this game is to have FORCE UNITS left when the other players have run out. You lose the most FORCE UNITS when your X-WING FIGHTER is "hit" by the fire of other Starships or when your X-WING FIGHTER lands in a Black Hole. You can gain FORCE UNITS by landing on Magna. This game is played all over the universe but you must enter the same Battle Galaxy where the enemy is before you can do battle.

IN THIS GAME, EACH PLAYER STARTS WITH 20 FORCE UNITS

INTERMEDIATE GAME RULES

- To select the Intermediate Game, press

INTER

- You must press START TURN each time it's your turn and END TURN after you've made your move.
- In each turn you must MOVE or FIRE or take BATTLE STATIONS or take EVASIVE MANEUVER. Press

EM

(The EVASIVE MANEUVER is used to escape from a Battle Galaxy back into the universe.)

- To move, first press MOVE and then a direction.
NOTE: You use 1 FORCE UNIT each time you move in the universe. Once you have entered a Battle Galaxy you can move without using up a FORCE UNIT.
- After you have entered a Battle Galaxy you can fire; first press FIRE and then a direction.
- In this game you use the same buttons as in the Basic Game plus the EVASIVE MANEUVER.

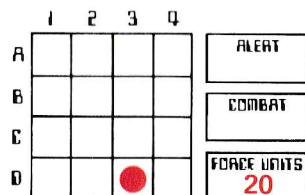
1.

THE TEACH MODE

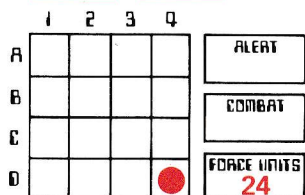
The Exciting way to learn how to play.

The computer is programmed with an exciting TEACH MODE to help you learn how to play the INTERMEDIATE GAME. Follow the TEACH MODE steps carefully, and you will soon be beating the computer and your opponents.

Turn game on (switch on right hand side).



The planets and the enemy are too far away in the universe for you to see them. The one light you do see is your own location (D3). Move right to look for the enemy or for the FORCE-giving Magna.



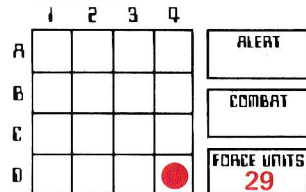
The rising tune you hear means that you landed on Magna, the FORCE giving star! Each time you land on Magna, you gain 5 FORCE UNITS. Your FORCE UNITS are now 24. It cost you 1 FORCE UNIT to move. (Hint: Magna is relocated any time someone lands on it.)

When the buzzer sounds, your turn is over.

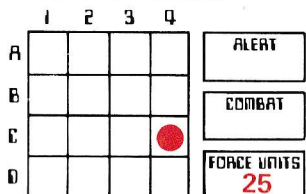


The sound you hear after you press END TURN is the computer taking the enemy's turn!

2.



You hit Magna without moving. Your FORCE UNITS are now 29. (Magna was relocated to the same spot (D4)...the enemy must have landed on Magna during its turn). Move up to look for the enemy.

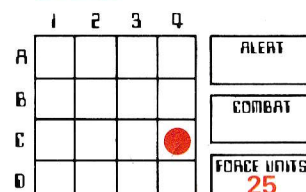


The downward spiral sound means you landed in the Black Hole. The FORCE drain has reduced your FORCE UNITS down to 25. The Black Hole does not move during the game. Remember where it is (C4).

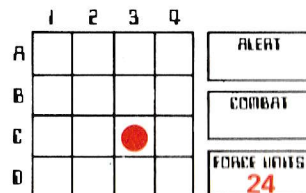
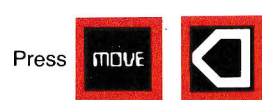


Now the enemy takes its turn.

3.



Move left to look for the Enemy or Magna.

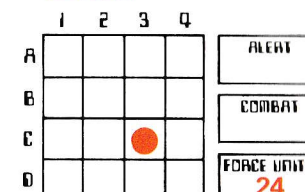


Nothing happened, but you used one FORCE UNIT to move, you now have 24. NOTE: When you move in the universe it takes one FORCE UNIT each time.

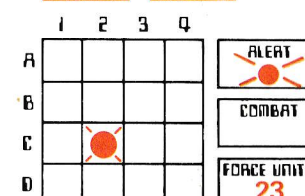


Enemy takes its turn.

4.



Move left again to look for the Enemy or Magna. Your FORCE UNITS will go down one - to 23.

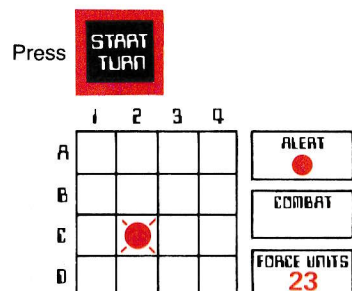


The ALERT LIGHT is flashing. This means that the enemy is in a Galaxy next to you. Be ready to do Battle!

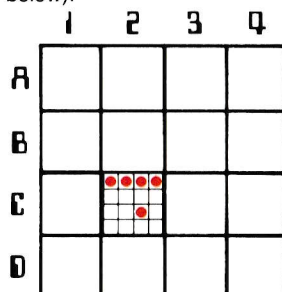


Enemy takes its turn.

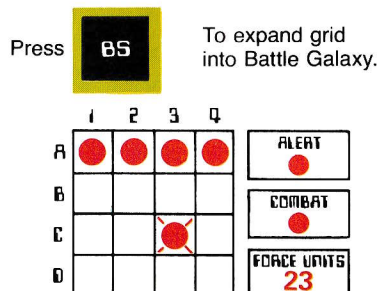
5.



Battle Stations Siren! The enemy is now on C2 also. Each square in the Universe is a potential Battle Galaxy (see illustration below).



You and the enemy are now in Battle Galaxy C2! You choose to do battle with him.



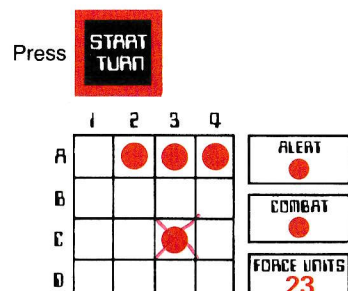
One of the lights in row A is the enemy, the other 3 are planets. The planets can't move, but the enemy can; even onto a planet. Your location within Battle Galaxy C2 is C3.

At this point to help you remember the location of the other lights, get out your Battle Position Chart and plot their locations. Note: Basic Game Rules apply in Battle Galaxy.

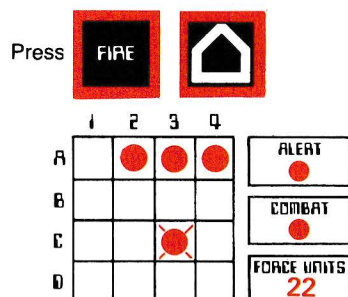


Enemy takes its turn

6.



The light at A1 has moved, but where? The other lights are planets and there are no new light locations, so the enemy has moved onto A2. For strategy, Fire up.

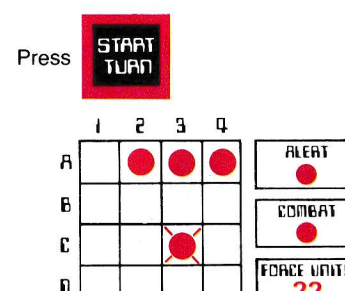


No hit. The enemy was on A2. You now have 22 FORCE UNITS.

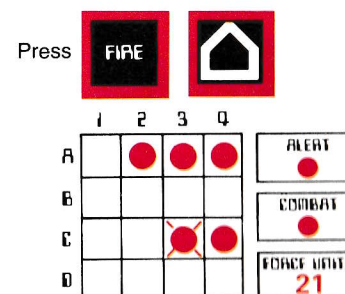


Enemy takes its turn.

7.



Remember, the enemy won't stay in one place, but is still on one of the planets. He may have relocated on A3. To find out — Fire up again.



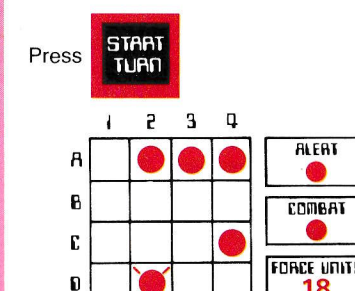
You got him. You now have 21 FORCE UNITS but the enemy has lost 3 FORCE UNITS.

Notice that the enemy has been relocated on C4.



Enemy takes its turn — Watch Out!

8.



The enemy hit you. You now have 18 FORCE UNITS and have been relocated to D2.

You can continue to do battle, or you can take an EM (Evasive Maneuver) to escape back into the Universe.



(To escape back into the Universe will use up 2 FORCE UNITS.) End of Teach Mode. Turn game off.

PLAY A REAL GAME

1. After turning game on, press then press



repeat until the correct number of players appears in the FORCE UNITS/PLAYERS window on the display screen.

NOTE: Pressing the PLAYER # button automatically takes the computer out of the Teach Mode, and you are ready to play a real game.

2. Basic Game Instructions #2 to #6 also apply to the Intermediate Game in the Battle Galaxy.
3. If, after the Alert light flashes, two or more players land on the same square, each player has a decision to make. At that time each player can either press BS (Battle Stations) or EM (Evasive Maneuver—costs 2 FORCE UNITS).
4. Landing on Magna (only in the Universe) gives you 5 FORCE UNITS.
5. Landing in a Black Hole (only in the Universe) you lose 3 FORCE UNITS.
6. Like Basic Game, the Intermediate Game ends on a victory display.

THE ADVANCED GAME

OBJECT

The object of this game is to have FORCE UNITS left when the other players have run out. This game is played like the Intermediate Game except that there are some exciting added features. You now have the ability to "scan" for Magna's location and the enemy's location. There is a Space Wrinkle (which is invisible) and when you land on it you are thrown off into space and relocated. You and your enemy may also use the Screen to make you invisible to your opponents.

IN THIS GAME, EACH PLAYER STARTS WITH 40 FORCE UNITS.

ADVANCED GAME RULES

1. To select the Advanced Game, press

ADV

2. You must press START TURN each time it's your turn and END TURN after you've made your move.
3. In each turn you must MOVE or FIRE or take BATTLE STATIONS or take EVASIVE MANEUVER.
4. You Move in the same way as in the Intermediate Game. (A move in the universe uses 1 FORCE UNIT — a move in a Battle Galaxy doesn't use any FORCE UNITS.)
5. You Fire in the same way as in the Intermediate Game (You can only fire after you have entered a Battle Galaxy).
6. In this game you use the same buttons as in the Intermediate Game plus:

MAGNA "scan"

To determine the location of Magna, the FORCE giving star (uses one FORCE UNIT).

ENEMY "scan"

To determine the location of the Enemy (uses one FORCE UNIT).

SCR "screen"

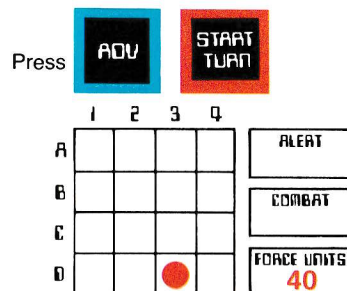
Used by the computer in the Teach Mode. — See Instructions at end of Teach Mode Game.

1.

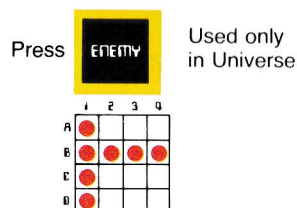
THE TEACH MODE

The only way to learn how to play.

Turn game on (switch on right hand side.)

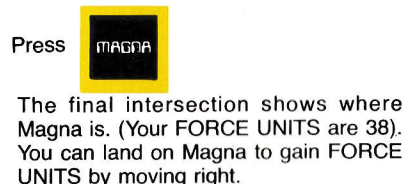


Using the Enemy Scan you determine the enemy's location.

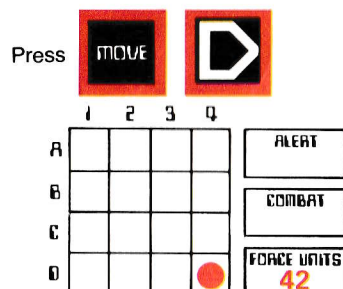


The final intersection of lines is the enemy location. He is at B1. It took 1 FORCE UNIT to find him. (Your FORCE UNITS are 39).

Using the Magna Scan you determine the location of Magna.



The final intersection shows where Magna is. (Your FORCE UNITS are 38). You can land on Magna to gain FORCE UNITS by moving right.

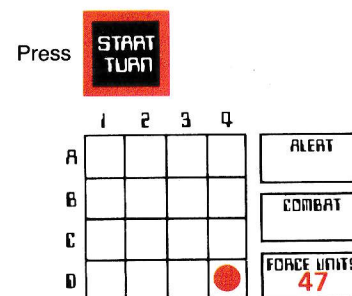


You have landed on Magna. It took 1 FORCE UNIT to move, but you gained 5. You now have 42 FORCE UNITS.

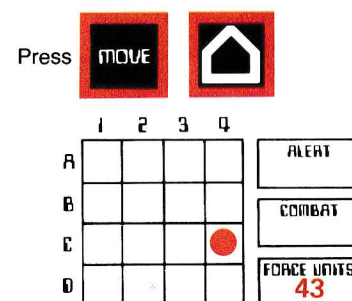


Enemy takes its turn.

2.



You hit Magna without moving. Your FORCE UNITS are now 47. Magna was probably relocated to the same spot (D4)...the enemy must have landed on Magna during its turn. Move up to look for the enemy.

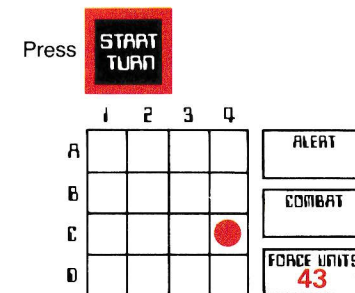


You've landed in a Black Hole, (which you can't scan for) you lose 3 FORCE UNITS by landing in a Black Hole and you lose 1 FORCE UNIT to move. You now have 43 FORCE UNITS.

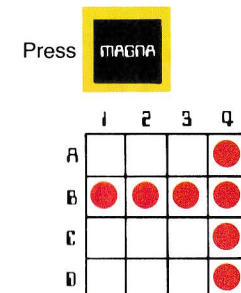


Enemy takes its turn.

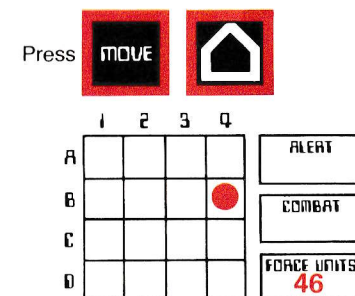
3.



Find out where Magna is located by scanning.



After you scan, you learn that Magna is at B4 — so you move up.

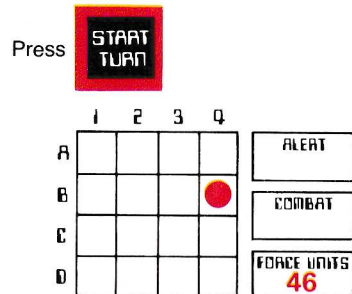


You've landed on Magna and gained 5 FORCE UNITS but you used 1 FORCE UNIT to move. You now have 46 FORCE UNITS.

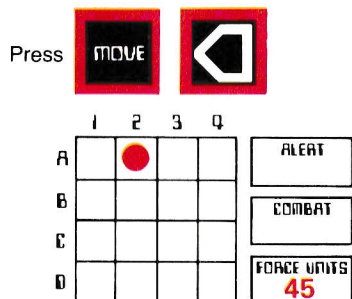


Enemy takes its turn.

4.



Move left to look for the enemy.



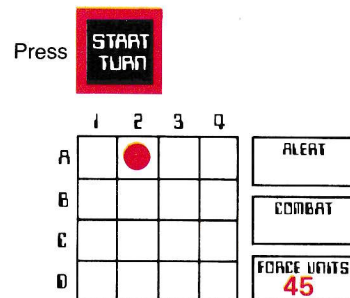
You landed on the Space Wrinkle and are relocated to A2. You now have 45 FORCE UNITS.

Hint: Space Wrinkle does not move during game.

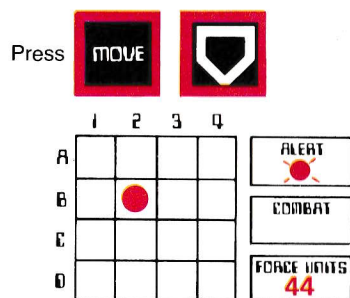


Enemy takes its turn.

5.



Move down to look for the enemy.

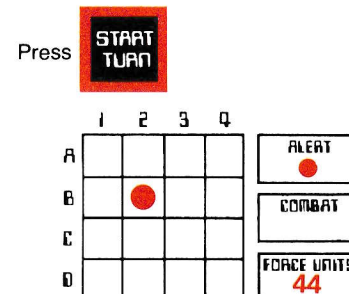


The ALERT LIGHT is flashing. The enemy is in a Battle Galaxy next to you and you now have 44 FORCE UNITS.

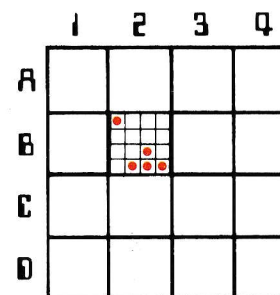


Enemy takes its turn.

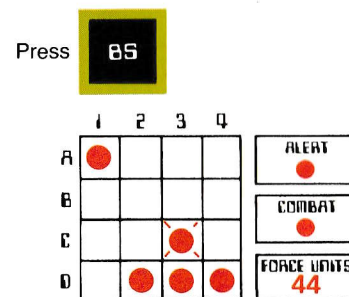
6.



Battle Stations Siren! The enemy is now on B2 also. Each square in the Universe is a potential Battle Galaxy (see illustration below).



You and the enemy are now in the Battle Galaxy B2! You choose to do battle with him. You have 44 FORCE UNITS.

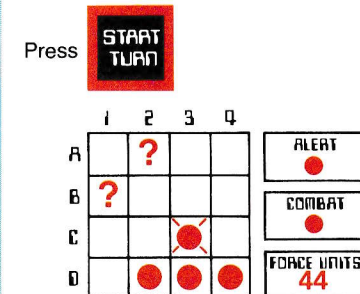


Your location within Battle Galaxy B2 is C3. The other lights are either planets or the enemy. You may use your Battle Position Chart to plot the locations.

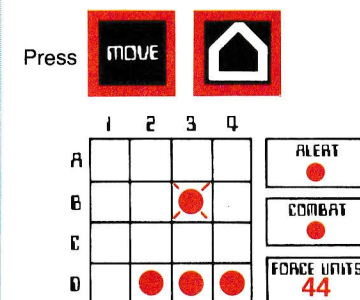


Enemy takes its turn.

7.



The light on A1 has disappeared. (The enemy was located on A1). The enemy has moved but you can't see him — he is using the Screen. A Screen will stay up for only 1 turn. Move up to look for the enemy.



You are now on B2 and still have 44 F.U.'s. (Remember, a move in a Battle Galaxy doesn't use any F.U.'s.)



Enemy takes its turn.

8.

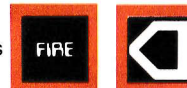
Press



	1	2	3	4	
A					ALERT ●
B		●	●		COMBAT ●
C					
D		●	●	●	FORCE UNITS 44

The enemy did not use the screen and has relocated on B2 next to you. You can Fire at him.

Press



	1	2	3	4	
A			●		ALERT ●
B			●		COMBAT ●
C					
D		●	●	●	FORCE UNITS 43

You Hit him! The enemy has been relocated on A3 next to you. You now have 43 FORCE UNITS (It takes 1 FORCE UNIT to Fire but a hit will take 3 FORCE UNITS from the enemy).

Press



Enemy takes its turn — Watch Out!

9.

Press



	1	2	3	4	
A			●		ALERT ●
B					COMBAT ●
C					
D		●	●	●	FORCE UNITS 40

The enemy fired and hit you. You lost 3 FORCE UNITS and were relocated to D2. You can continue to do battle, or you can take the E.M. to escape back into the Universe.

Press



(To escape back into the Universe will use up 3 FORCE UNIT.)

End of Teach Mode. Turn game off.

PLAY A REAL GAME

1. After turning game on, press



then press



repeat until the correct number of players appears in the FORCE UNITS/PLAYERS window on the display screen.

2. Basic Game Instructions #2 to #6 also apply to the ADVANCED GAME.

3. Intermediate Game Instructions #3 to #6 also apply to the ADVANCED GAME.

4. To use the Screen in a real game, first press Start Turn, then SCR, then MOVE. Using the screen costs 1 FORCE UNIT and you can still be hit by enemy fire while using the Screen.

5. You can use the screen in the Battle Galaxy only. Hint: you can also press END TURN after using the screen without making a move.

6. When you scan for the enemy in 2, 3 or 4 player games, you will be shown the next player unless the Alert Light is flashing ... then you will get the enemy