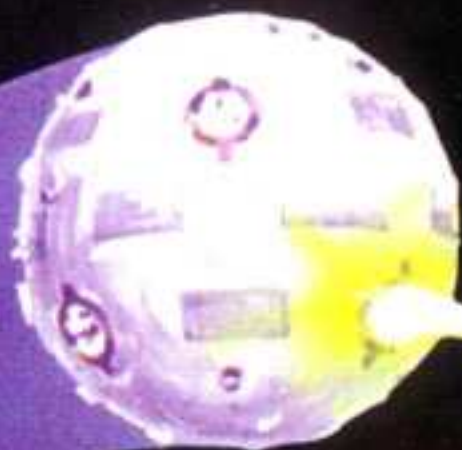


A VIDEO
GAME CARTRIDGE FROM
 PARKER BROTHERS



STAR WARS[®] JEDI ARENA[™]

FOR ATARI[®] & SEARS[®] VIDEO GAME SYSTEMS

© Lucasfilm Ltd. (LFL) 1983/*[®]&*[™]—Trademarks owned by Lucasfilm Ltd. (LFL) and used by Parker Brothers under authorization.

Rules © 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

Will you accept the challenge to become the JEDI MASTER? Find out if you, a JEDI KNIGHT, are worthy of such a title. Meet your opponent in the JEDI ARENA, where you're face-to-face in an electrifying laser battle. Use quick reflexes and a swift LIGHTSABER to score once ... twice ... three times. When you do, you are the JEDI MASTER.

OBJECT

To beat your opponent by winning three JEDI matches.

SETTING THE CONSOLE CONTROLS*

1. To select a game number (see Game Selection Box), press down on the GAME SELECT switch. The game number will appear at the top of the screen.
2. Set the DIFFICULTY SWITCH.
Position A: You have 3 lines of protection in your FORCE FIELD.
Position B: You have 4 lines of protection in your FORCE FIELD.

In both one- and two-player games, the red player uses the left DIFFICULTY SWITCH and the blue player uses the right DIFFICULTY SWITCH.

3. Press down the GAME RESET switch—and you're ready to start the action!

THE PADDLE CONTROLLERS

Make sure you plug the paddle controllers firmly into the LEFT controller jack at the back of your video system. Use the paddle for both offensive and defensive strategy. Go on the offense and shoot laser bolts at your opponent by pressing the FIRE button. Defend yourself from your opponent's laser bolts by turning the paddle dial. Your LIGHTSABER will move left and right to block the bolts.



*If you're playing on a SEARS VIDEO ARCADE™ unit, you may find that the difficulty switches are called SKILL SWITCHES (NOVICE and EXPERT). You have 4 lines of protection in your FORCE FIELD with the NOVICE SKILL SWITCH; you have 3 lines of protection in your FORCE FIELD with the EXPERT SKILL SWITCH.

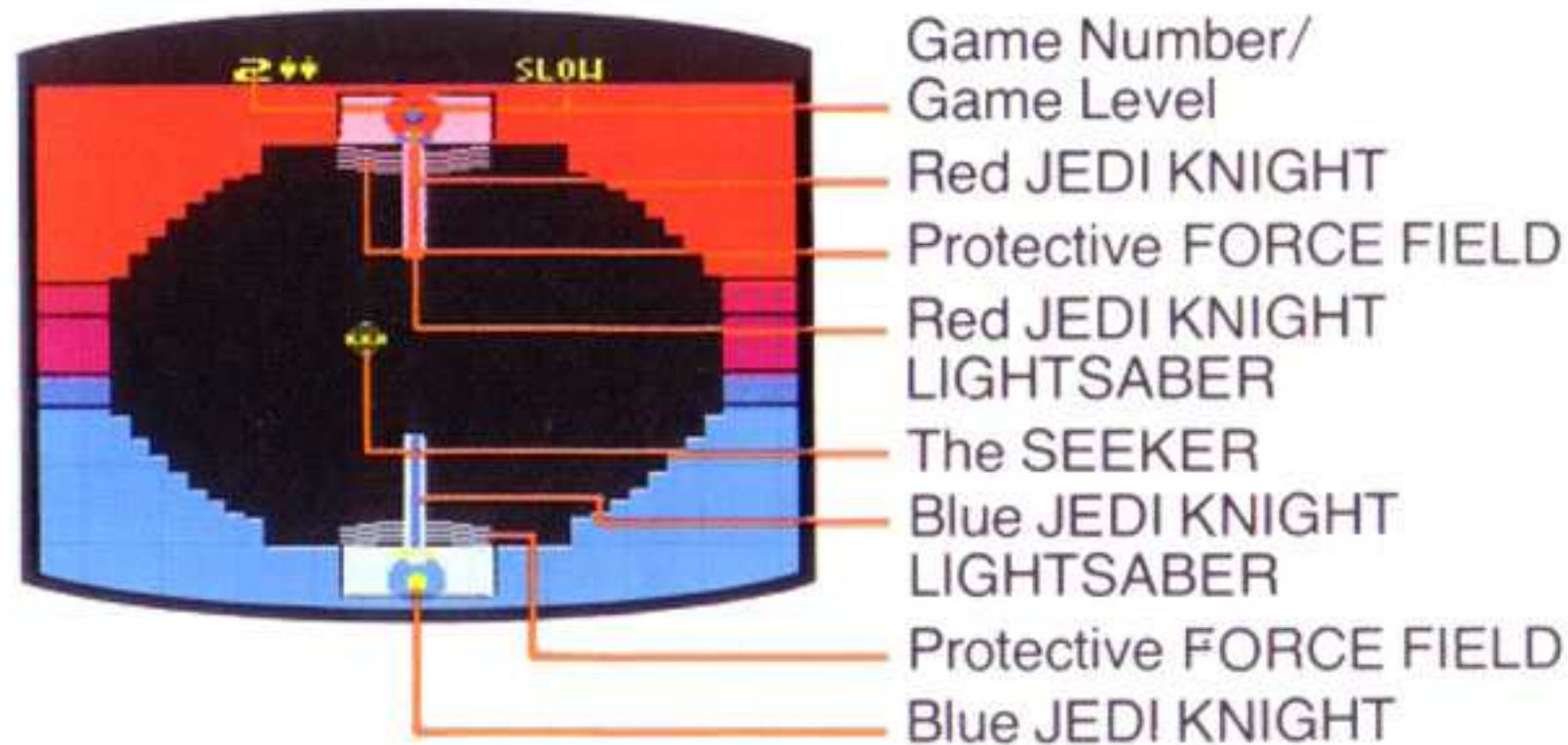
PROOF OF PURCHASE
STAR WARS
JEDI ARENA

In a one-player game, use the paddle that controls the **blue** JEDI KNIGHT.

The computer is the **red** JEDI KNIGHT.

PLAYING

This illustration shows a view from the top of the JEDI ARENA, looking down. Both JEDI KNIGHTS (red and blue) are in position behind their FORCE FIELDS (with DIFFICULTY SWITCH set at Position B). The SEEKER is motionless, until the players are ready to begin.



RED JEDI KNIGHT VS. BLUE JEDI KNIGHT

In a one-player game, the computer is the red JEDI KNIGHT and you're the blue. In a two-player game, one player controls the red JEDI KNIGHT and the other player controls the blue JEDI KNIGHT.

As the SEEKER whirls around the arena, use both offensive and defensive strategy to score points.

OFFENSIVE STRATEGY:

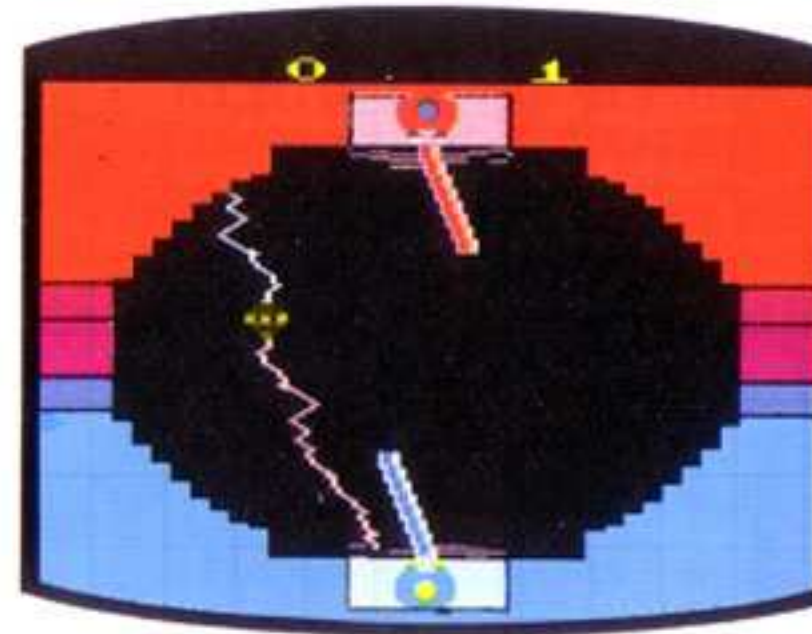
The SEEKER and The LIGHTSABER

Both you and your opponent use the SEEKER as a weapon. When you press the FIRE button, a laser bolt (red or blue, depending on your KNIGHT's color) will shoot out from the SEEKER at your opponent. You control the



angle of the laser bolt with your LIGHTSABER by turning the paddle dial in the direction you wish the laser bolt to fire. But be quick, because the SEEKER is constantly moving. Watch the position of the SEEKER, aim your LIGHTSABER, then fire!

Direct a laser bolt at your opponent's FORCE FIELD. Every time you hit a protective line of the FIELD, you'll hear a sound that means you've knocked away a piece of the FIELD. Send a bolt through an opening in the FIELD, and you score!

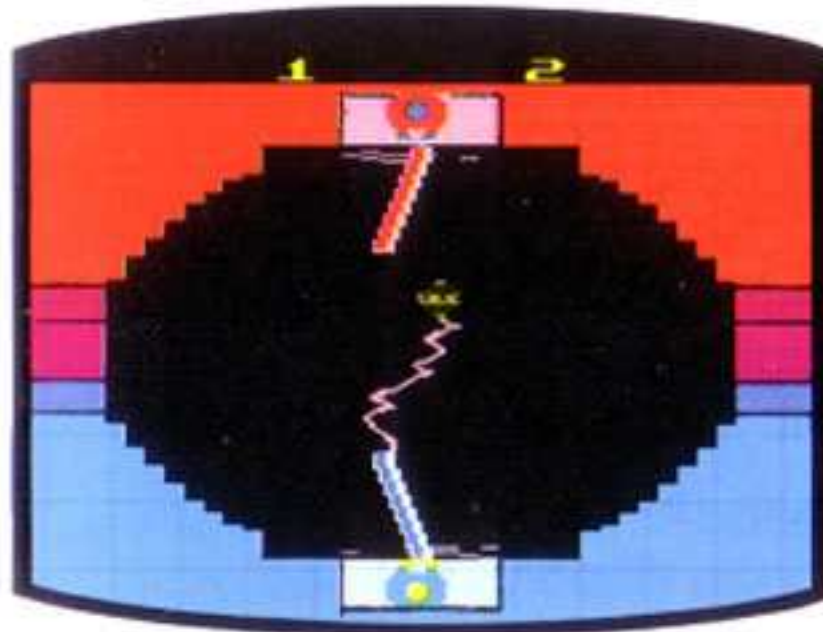


You can use your opponent's laser bolts to your advantage. Whenever a bolt hits your LIGHTSABER, the bolt is "frozen" to that spot for a brief moment. Take advantage of such a moment to quickly aim a bolt at your opponent.

DEFENSIVE STRATEGY:

The FORCE FIELD and The LIGHTSABER

The FORCE FIELD protects you as long as it's there. Whenever a laser bolt hits any protective line of your FIELD, a piece of that line is knocked away. Once all the protective lines in a section have been knocked away, your opponent can score by sending a laser bolt through the opening.

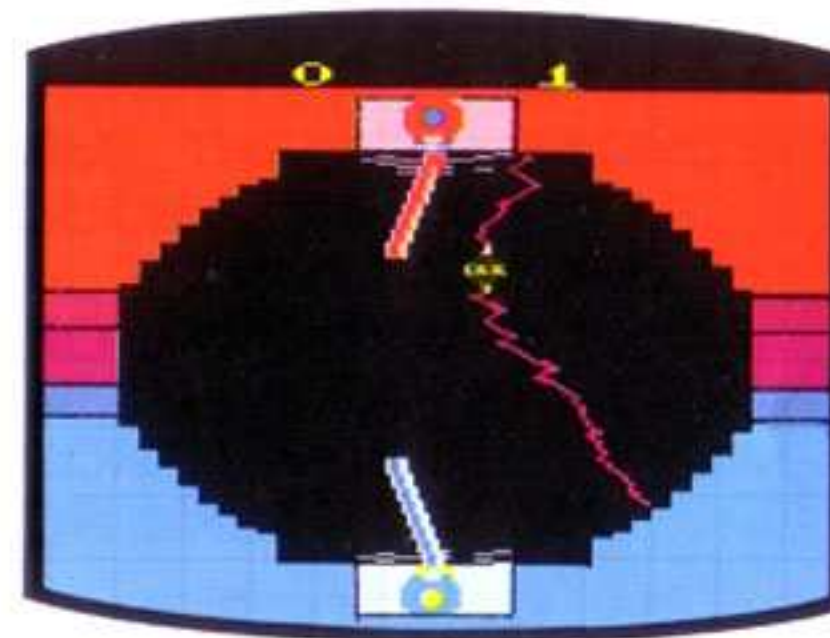


Use your LIGHTSABER to block laser bolts directed at your FORCE FIELD.

THE ULTIMATE CHALLENGES:

The "Wild" SEEKER and The Invisible SEEKER

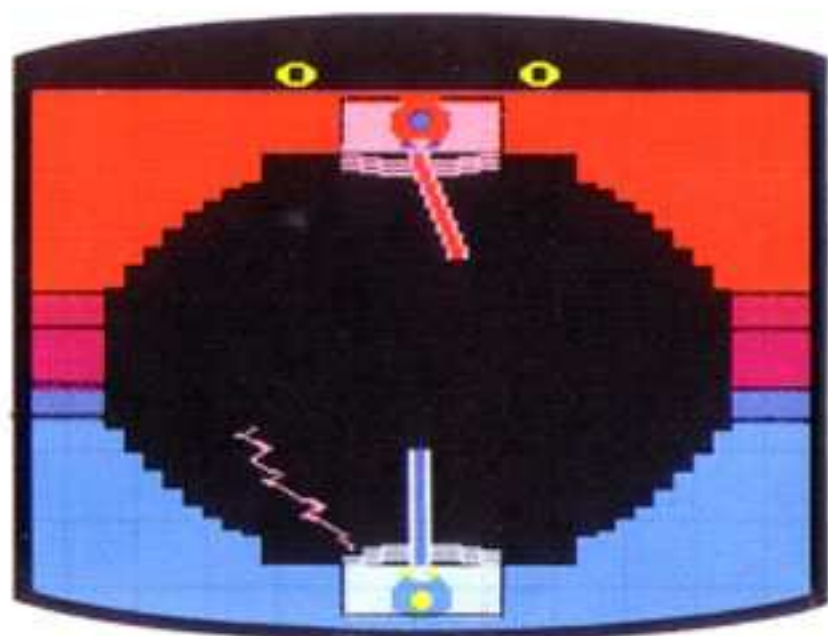
As you play, the energy in the SEEKER builds and builds and builds... until it reaches the highest level. When this happens, the SEEKER goes wild! It'll zoom around the arena, rapidly shooting multi-colored laser bolts at both



JEDI KNIGHTS. There is no offensive play (firing) at this time, only defense (moving LIGHTSABERS for protection). If the SEEKER sends a bolt through a KNIGHT'S FORCE FIELD, the other KNIGHT scores a point.

Game Numbers 7 and 8 have the invisible SEEKER. You won't know where the SEEKER is until you fire a laser bolt. But then your opponent will also know where it is, too. The invisible SEEKER also becomes a "wild" SEEKER—

the ultimate challenge to the skill of the JEDI KNIGHTS.



END OF GAME

Each time a laser bolt gets through your opponent's FORCE FIELD, you score a point and end that match. The action of the game will stop briefly, then resume with the JEDI KNIGHTS facing each other from a different side. Players begin again with a new FORCE FIELD in front of them.

The game ends when one JEDI KNIGHT has scored three points (won three matches). At that time, the action will stop and the STAR WARS theme will play.

To Play Again: Press the GAME RESET button to play again at the same game number. To play at another game number, use the GAME SELECT switch, then press GAME RESET.

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED; AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

SCORING

The score is displayed at the top of the screen throughout the game. You score a point every time a laser bolt gets through your opponent's FORCE FIELD:

GAME SELECTION BOX

Game Numbers

one- player	two- player
1	2
3	4
5	6
7	8

Game Levels

The "slow" SEEKER
The "medium" SEEKER
The "fast" SEEKER
The invisible SEEKER
(medium speed)

If you should have any difficulty operating or playing STAR WARS JEDI ARENA, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297

All other states 1-800-225-0540
(not available in Alaska,
Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon. - Fri. (excluding holidays)

If you are unable to reach us via the Answer Service Line or if you have any questions or comments about STAR WARS JEDI ARENA, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.

JOIN THE OFFICIAL STAR WARS™ FAN CLUB!

and receive

- A beautiful "RETURN OF THE JEDI" Membership kit.
- A subscription to "BANTHA TRACKS," the club's official newsletter.
- Participate in special club-sponsored contests.
- Purchase genuine collector's items.
- Utilize the question and answer service.
- Become an official Star Wars pen pal.

Please mail this application form along with \$6.00, (\$7.00 Canadian, \$8.00 Foreign—U.S. currency only) to:

Official STAR WARS Fan Club
P.O. Box 2202 Dept. PB
San Rafael, CA 94912 U.S.A.

Name _____ Age _____
(please print)

Address _____

City _____ State _____

Country _____ Zip/Postal Code _____

Please send checks or money orders—NO CASH. Allow 4-8 weeks for delivery of membership kit. BANTHA TRACKS is published during the months of February, May, August, and November.