

Super Starwars  
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# SUPER STARWARS

You have just come out of hyperspace only to find that you have landed right in front of a squadron of imperial fighters.

It will take several minutes for the stress fields in your hyperdrive to build sufficiently for another hyperspace jump. Your only hope of survival is to destroy the enemy fighters before they can fire at you.

A total of 32 enemy fighters will fly by you, shooting as they pass. The closer they get to you, the greater the likelihood of your ship being hit by their lasers.

An enemy hit causes your power to diminish by 5 units. Needless to say, should your power dip below zero your ship will be destroyed.

3 modes are available ---

- 1) Auto fire --  
You fire by lining up your gunsight with the enemy.
- 2) Manual fire ---  
Fire by pressing the paddle button. Energy drops at 3 units/sec. while button is pressed.
- 3) Shell attack ---  
You fire a shell and control its movement and acceleration.

The paddles control vertical and horizontal ship movement in modes 1 and 2.

SUPER STARWARS LOADS IN THE FOLLOWING MANNER:

\* 200.6000 R

THE UNIVERSITY OF CHICAGO

PHYSICS DEPARTMENT

