GAME BOY ADVANCE

AGB-BSWE-USA

STAR WARS®
FLIGHT OF THE FALCON™



THQ®

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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A NEW HOPE

"She may not look like much, but she's got it where it counts, kid."
— Han Solo

Welcome to the control center for the fastest ship in the galaxy. In ***Star Wars®: Flight of the Falcon™***, relive thrilling moments in *Millenium Falcon* and Rebel history, leading missions to thwart the Empire from Hoth to Endor and beyond. The fate of the *Millenium Falcon*, and the universe, rests in the palm of your hand.

GETTING STARTED

Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on. Insert the Game Pak of ***Star Wars®: Flight of the Falcon™*** into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1. When the Title Screen appears, press START to proceed to the Main Menu.

CONTROLS

The following is a list of the controls used in ***Star Wars®: Flight of the Falcon™***:

Button	Action
START	Pause / Activate Options Menu
A Button	Fire
B Button	Fire Secondary Weapon
L Button	Slow Down
R Button	Time Limited Speed Boost
Control Pad	Movement

MAIN MENU



After the Title Screen appears, press START to go to the Game Select screen. Once at the Game Select screen, select New Game if playing for the first time, Password to enter codes that will unlock previously completed missions, or Options to adjust sound levels and see the game credits. Use the Control Pad to scroll between the different selections. Confirm a selection by pressing the A Button. Cancel a selection or go back to a previous screen by pressing the B Button.

New Game

The New Game screen will take you to the beginning of ***Star Wars®:*** *Flight of the Falcon's™* missions.

Options

On this screen, you can adjust the FX or Music volume level or reverse the Up and Down controls on your Control Pad for a "Pilot Setting." Use the Control Pad to move to your selection and then press the A Button to confirm it. If you are adjusting the Music or FX volume, use the Control Pad to change the sound level. Press the A Button again to accept the settings.

Password

On this screen, enter the password given to you at the completion of an episode to start at the beginning of that episode. Use the Control Pad to navigate through the onscreen keyboard. Press the A Button to select the letters you need.

Note: Starting further in the game will not continue your previous score. Instead, it starts a new game from your chosen start point with a score of zero.

High Score Exporting and Reset

To enter the high score options screen, press SELECT while viewing the high score table. This option screen allows you to enter a High Score password to integrate into your own scores. There are three options.

Import This option imports a new High Score table into your game. Warning! This completely overwrites your own scores.

Export This option allows the player to export a friend's High Score password into your own High Score table. The new High Score password will be generated at the bottom of the High Score chart.

Reset This resets all of the High Scores. Warning! This deletes your current High Score chart.

Number of Missiles
(secondary weapon)

Score



Lives

Shields

Mission Objective Counter (For a timer, it counts down. For a hit level, it reduces as you destroy the number of targets you have hit.)

A SIMPLE RUN

"Hokey religions and ancient weapons are no match for a good blaster at your side." – Han Solo

It looks like a hunk of junk, has more modifications than a rebuilt droid from the space mines, does point five past lightspeed, and can do the Kessel run in just under ten parsecs. It's the *Millennium Falcon*, Corellian freighter and smuggling ship – and the best hope for an oppressed galaxy.



Episode IV-1: Approaching the Tatooine System

Lately, life has not been kind. Forced to dump your contraband after the Empire boarded your ship, you are called back to the desert planet of Tatooine by your employer, Jabba

the Hut. Unfortunately, the Empire is waiting with a few squads of TIE fighters ready to teach smugglers like you a lesson.

Episode IV-2: Mos Eisley Spaceport, Tatooine

Han Solo has agreed to transport Luke and Obi-Wan, but on the way from the cantina their landspeeder is attacked by Imperial stormtroopers. You must quickly evade the Imperial Guard that will be taking pot shots at you, so you can sell your landspeeder in time to get to the *Millennium Falcon* before take off.



10 STAR WARS: FLIGHT OF THE FALCON

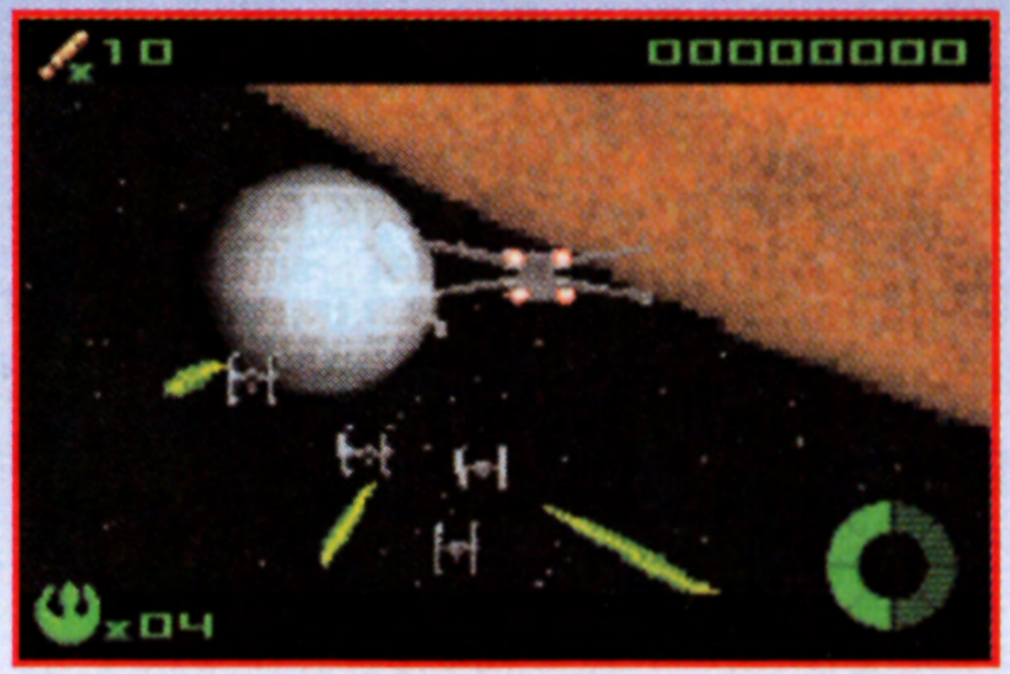
Episode IV-3: Dune Sea, Tatooine

With the 'cargo' now on board the *Millennium Falcon*, blast out of Mos Eisley and out over the Dune Sea where you must fly low in order to avoid the sensors of the Star Destroyers waiting in orbit. Destroy the Imperial probe droids so that the Star Destroyers are not alerted to your position.



Episode IV-4: Death Star Approach

Over the moons of Yavin, pilot an X-wing against the Empire's forces as they fire at you in an effort to protect the Death Star. Try to use the Star Destroyers as cover as you avoid the TIE fighters' fire.



Episode IV–5: Death Star Attack, Battle Station Surface



As the X-wings get closer to the Death Star's only weak point, the fighting grows more intense. Use your X-wing to eliminate turrets and deflector towers so that assault on the Death Star's exhaust port can commence. But remember to be careful of those TIE fighters!

Episode IV–6: The Exhaust Port, Death Star Trench



This is it – the final run towards the only weakness of the Death Star – its exhaust port. By flying through the narrow channel, avoiding obstructions, blasting gun turrets, and battling the TIE fighters, the rebels may actually have a chance!

THE EMPIRE'S REVENGE

"Sir, the possibility of successfully navigating an asteroid field is approximately 3,720 to 1!" – C-3PO

"Never tell me the odds!" – Han Solo

The Death Star may be gone but the Empire is as dangerous as ever. After destroying the rebel base on Hoth, their next target is the elusive *Millennium Falcon*.

Episode V-1: Hoth Asteroid Field

The *Millenium Falcon's* hyperdrive has failed! Outduel and outmaneuver the TIE fighters and bombers out to destroy you as you try to escape the Empire's clutches.



Episode V-2: Cloud City, Bespin
The *Millennium Falcon* now pursues the ruthless Boba Fett. Racing through the city's towers and buildings, try to take out *Slave I's* shields so you can access its onboard computer to find out where Boba Fett is taking his cargo, the carbonite-frozen Han Solo.



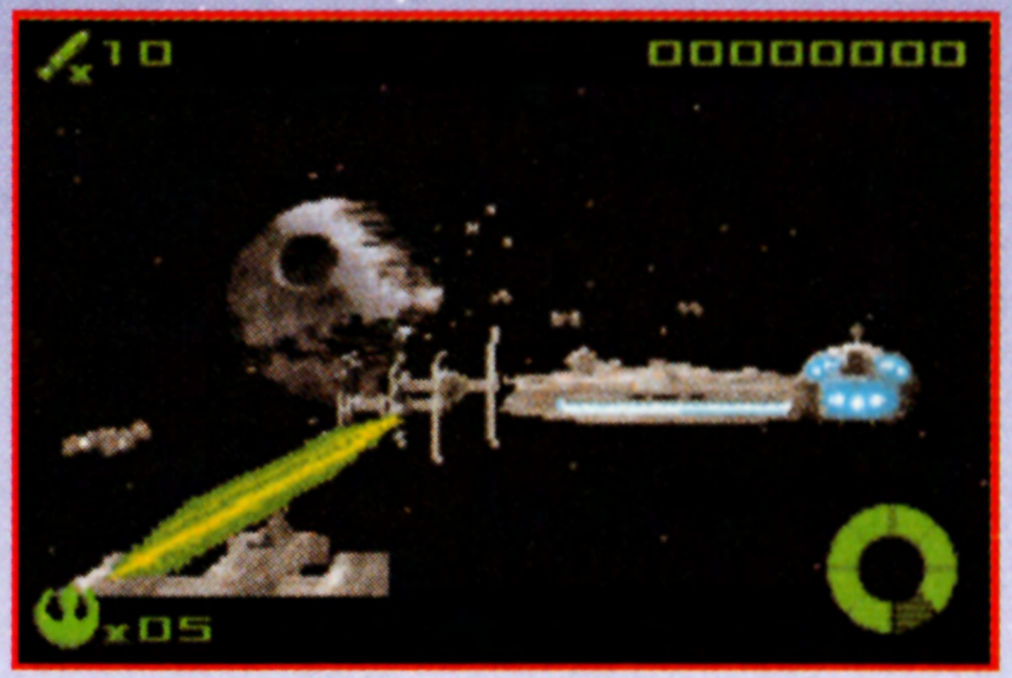
Episode V-3: Escape the Executor
With the planet Bespin below you, you must escape Vader's grasp and evade his massive Super Star Destroyer, the *Executor*. Flying low across the length of the gigantic starship, avoid turret fire and waves of TIE fighters while taking out energy barriers blocking your path.

BATTLE OF ENDOR

With their base of operations gone, the Rebel Alliance plans for a final offensive against the Empire – an offensive that will result in freedom for the galaxy or the end of the Rebels forever.

Episode VI-1: Battle of Endor

The Rebel fleet has discovered that the Death Star's energy shield is still up and that they have run into a trap. Defend Rebel cruisers from multiple waves of TIE fighters and Star Destroyers.



Episode VI-2: Endor, the Forest Moon
In the forests of Endor, Imperial scout troopers have been alerted to your presence. Use a speederbike to chase them down and prevent them from calling for help and ruining your mission to destroy the shield generator. Take care to avoid attacking AT-STs as you hurtle through the trees.

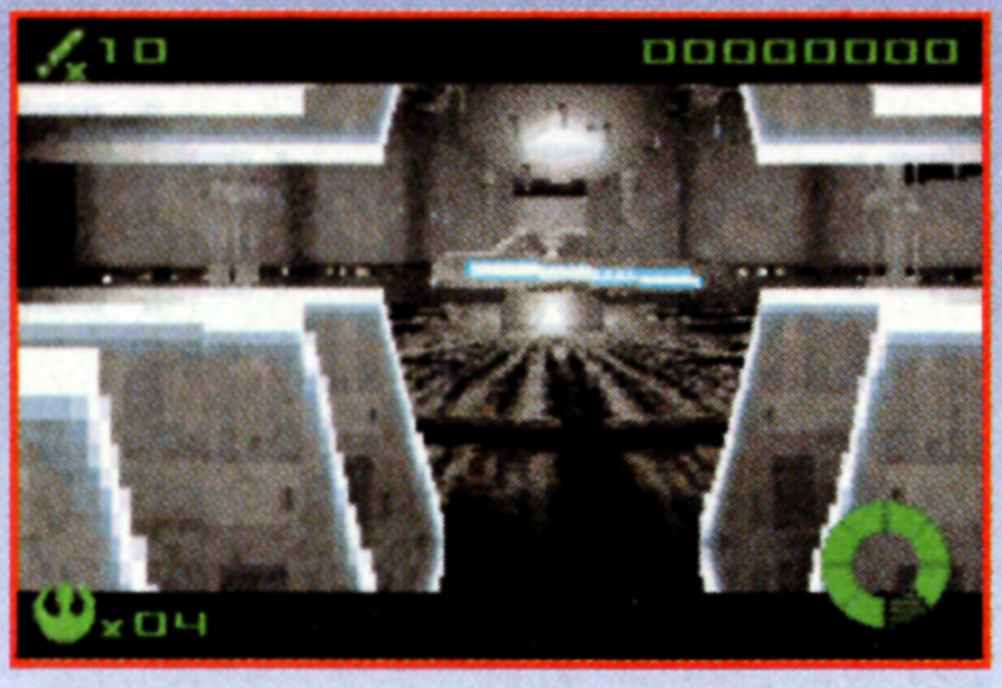


Episode VI-3: Death Star II Surface
With the shield generator on Endor destroyed, the assault on the Death Star can begin. Help disable the battle station's turrets and deflector towers so that an attack can be launched on the Death Star's reactor. Watch out for enemy fighters and escaping shuttles!



Episode VI-4: Reactor Core Access Tunnels, Inside the Death Star

The *Millenium Falcon* has managed to punch through the Death Star's defenses. Now, race through winding tunnels to destroy the reactor core. Destroy it or the Rebel Alliance is finished!



PICKUPS



Partial Powerup

This will give you a partial health increase.



Full Powerup

This will increase you to full health.



Single Missile Upgrade

This will add one missile to your weapons store.



Multiple Missile Upgrade

This will add 3 missiles to your weapons store.



Extra Life Token

The Extra Life Token gives you an extra life.

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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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