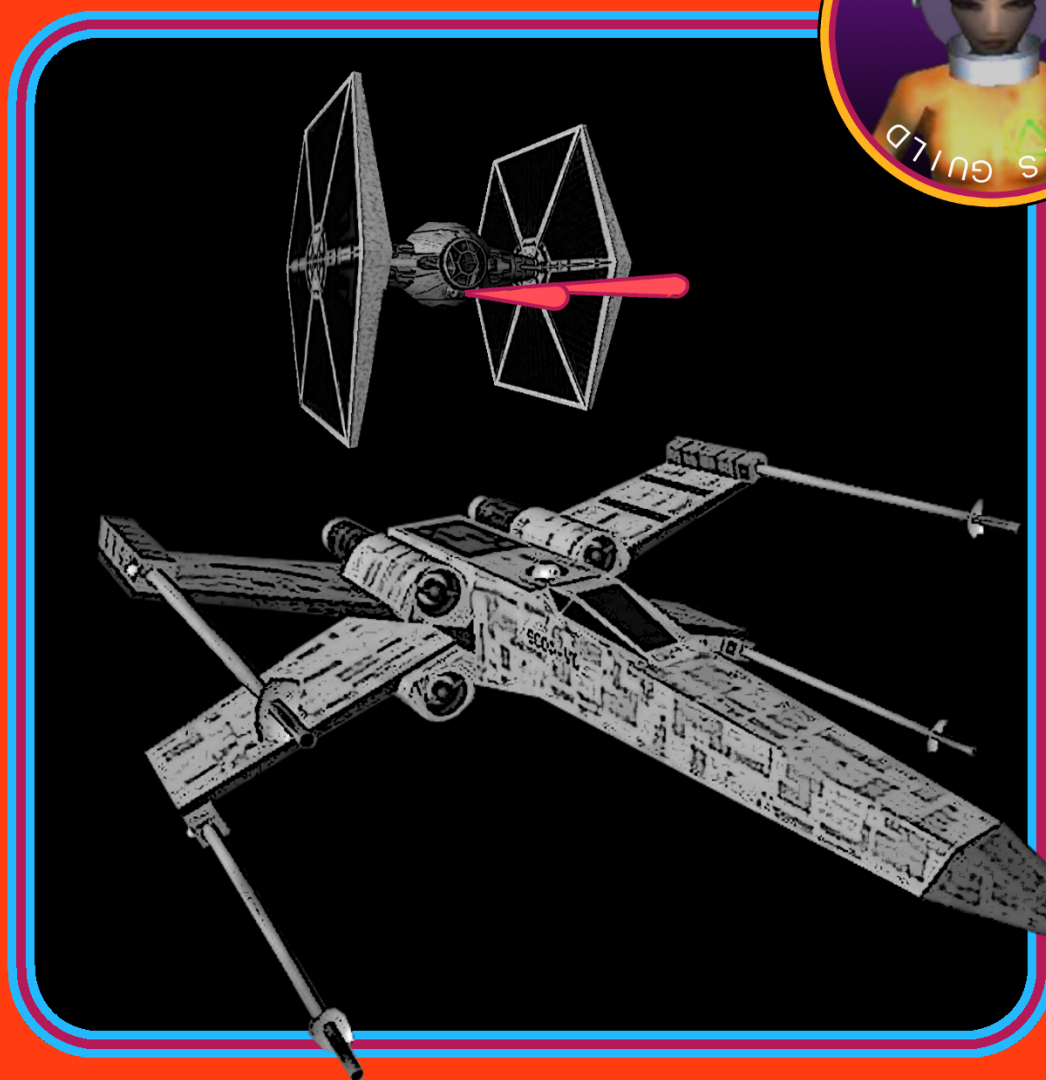


DECLE PRESENTS

*Studio***VISION**

STAR WARS



For use with the **INTELLIVISION®** Master Component
SVM203C **FOR B&W AND COLOR TV VIEWING**

StudioVision - Star Wars

(SVM203 - MPT02 MG-203)

"StudioVision - Star Wars" (MPT02 MG-203 - Star Wars) is an action packed game based on the STAR WARS movie.

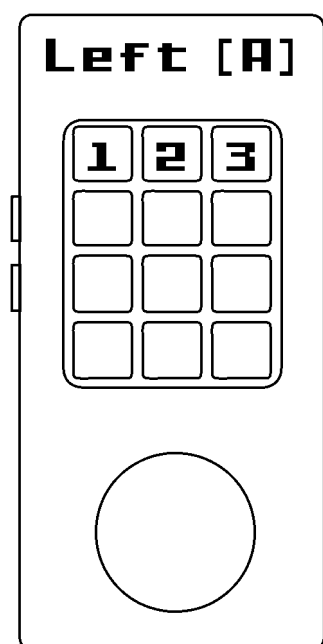
Setup:

Shut down the "Intellivision® Master Component" and insert the "Studio Vision - Space War" cartridge. Switch the power on.



At the title screen you can select with the left controller from following game variants:

- 1 - Single player, easy
- 2 - Two player
- 3 - Single player, hard (pursue only)

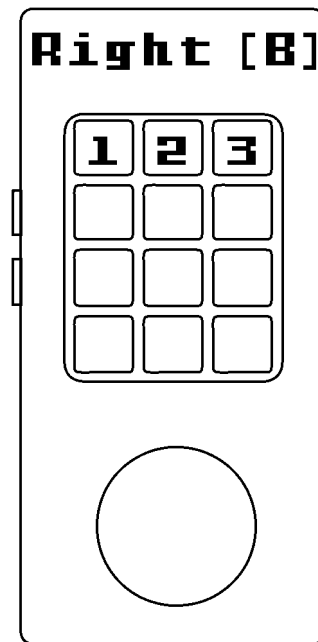
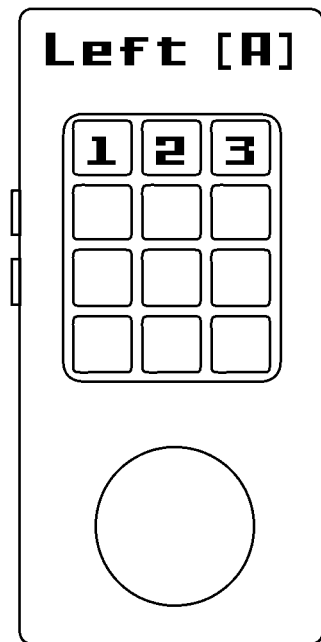


Select using either the left or right controller the desired game speed:

- 1 - Slow
- 2 - Medium
- 3 - Fast

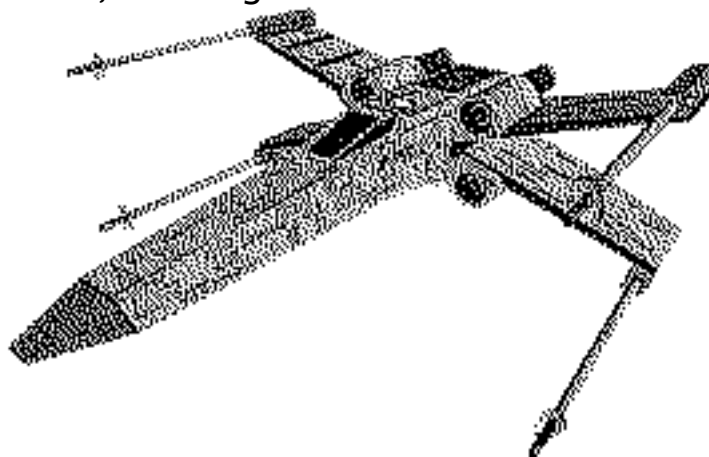
Left controller:
P1 starts as pursuer

Right controller:
P1 starts as chased

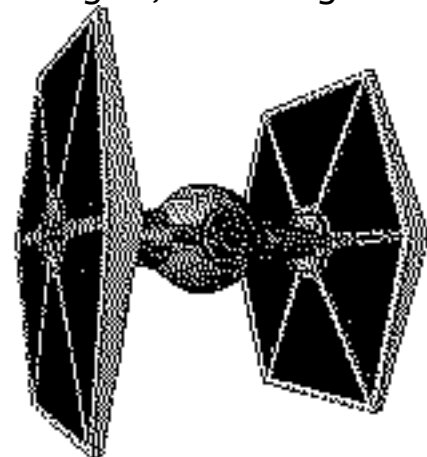


After you entered the game speed the game will start. When you selected the speed with the left controller the game will start the pursue with the X-wing, if you used the right controller, the Tie-fighter is first to pursue the X-wing. However, in a single-player game you can control only the X-wing with the left controller.

Left, X-wing



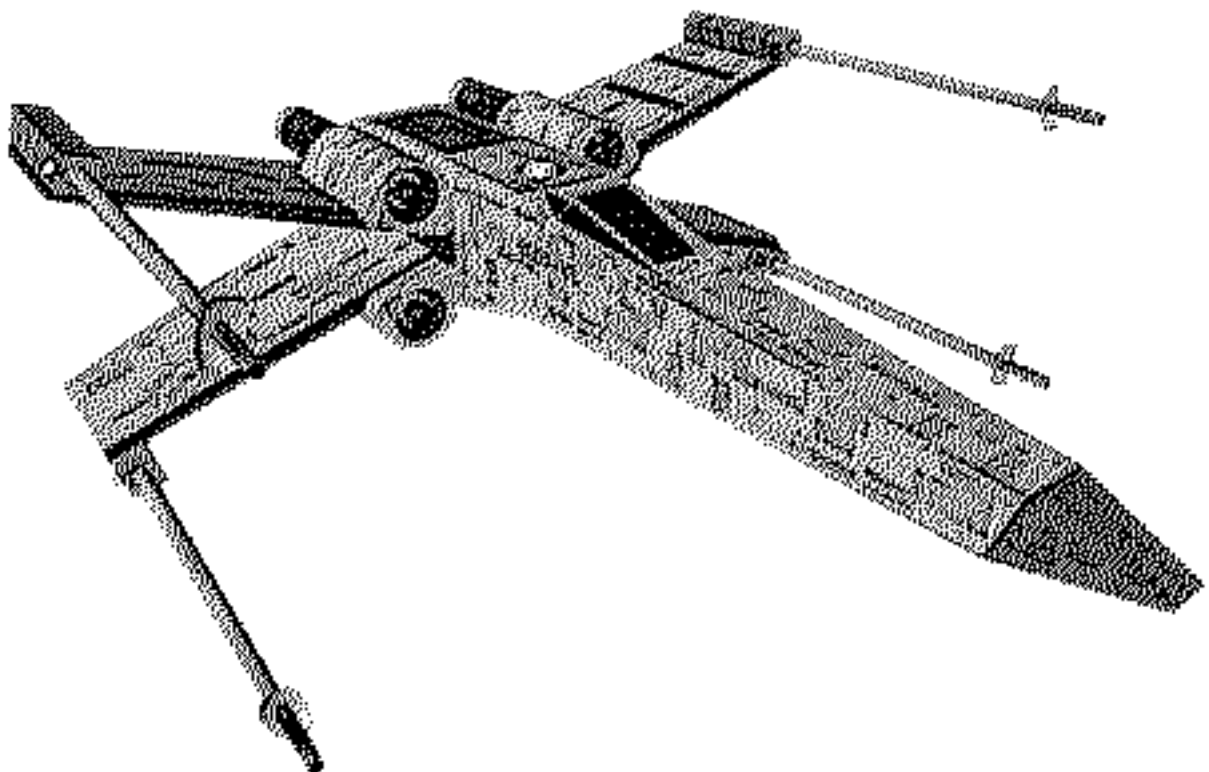
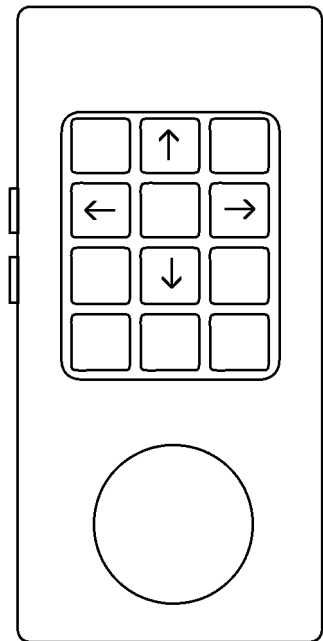
Right, Tie Fighter



Controls:

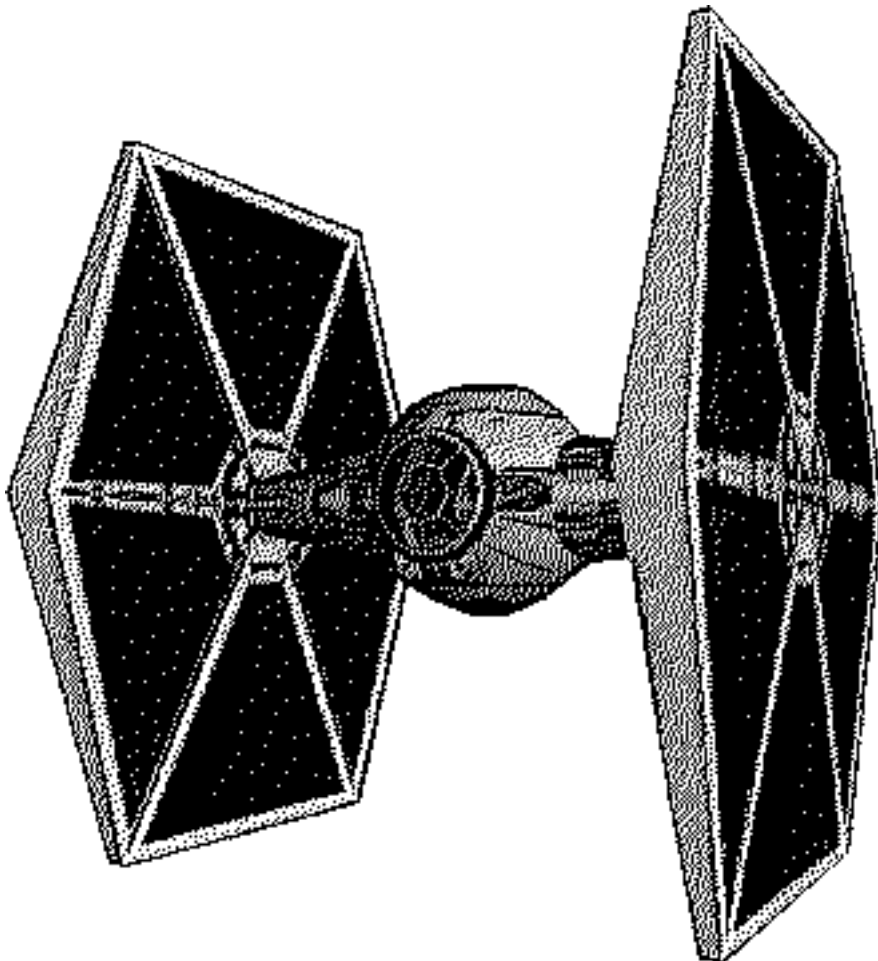
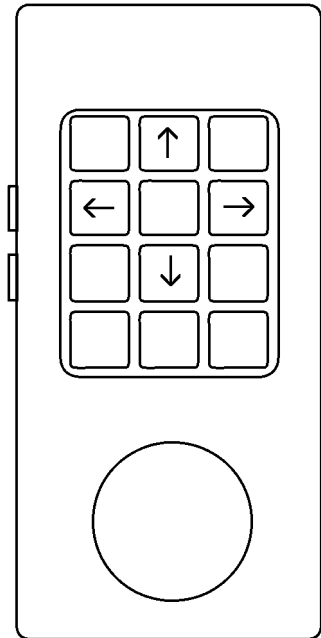
Pursuer:

When pursuing your view is the spaceship's viewscreen. You control the ships movements while the battle computer fires as you spot the target. Press [2], [4], [6], [8] to move your viewscreen's crosshair that it will cover the pursued spaceship.



Chased:

You control the chased ship, your task is to evade the pursuers fire. Press [2], [4], [6], [8] to maneuver your spaceship.



Instructions:

This Game, based on the movie "STAR WARS", provides a display showing the viewscreen of an X-wing or a Tie-Fighter. Each player controls either one spaceship pursuing the other.

In the center of the screen is the viewfinder for automatic weapon fire. Your objective is to position the smaller enemy spaceship entirely in the viewfinder and score a hit.

Of course, you may be pursued by your opponent and then your objective is to steer off the screen.

When you move off the screen, you begin to pursue your opponent.

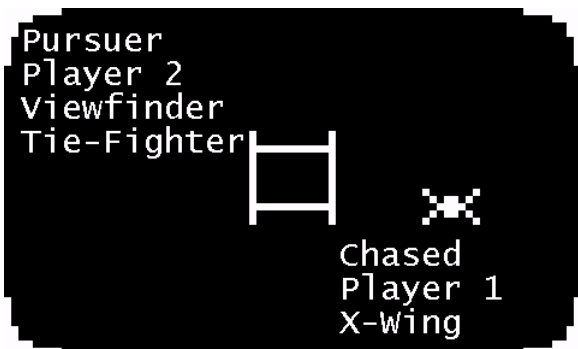
If the enemy is able to escape from the display, he becomes the next pursuer (reversing the play role).

Except in hard game mode, then you will die as soon as the enemy ship moves off the screen (pursues you).

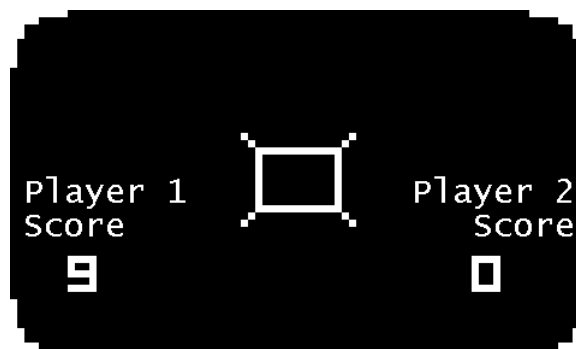
The viewfinder of the pursuer and the spaceship of the chased have different shapes.

Player 1 X-wing pursues

Player 2 Tie-Fighter pursues



Score display:



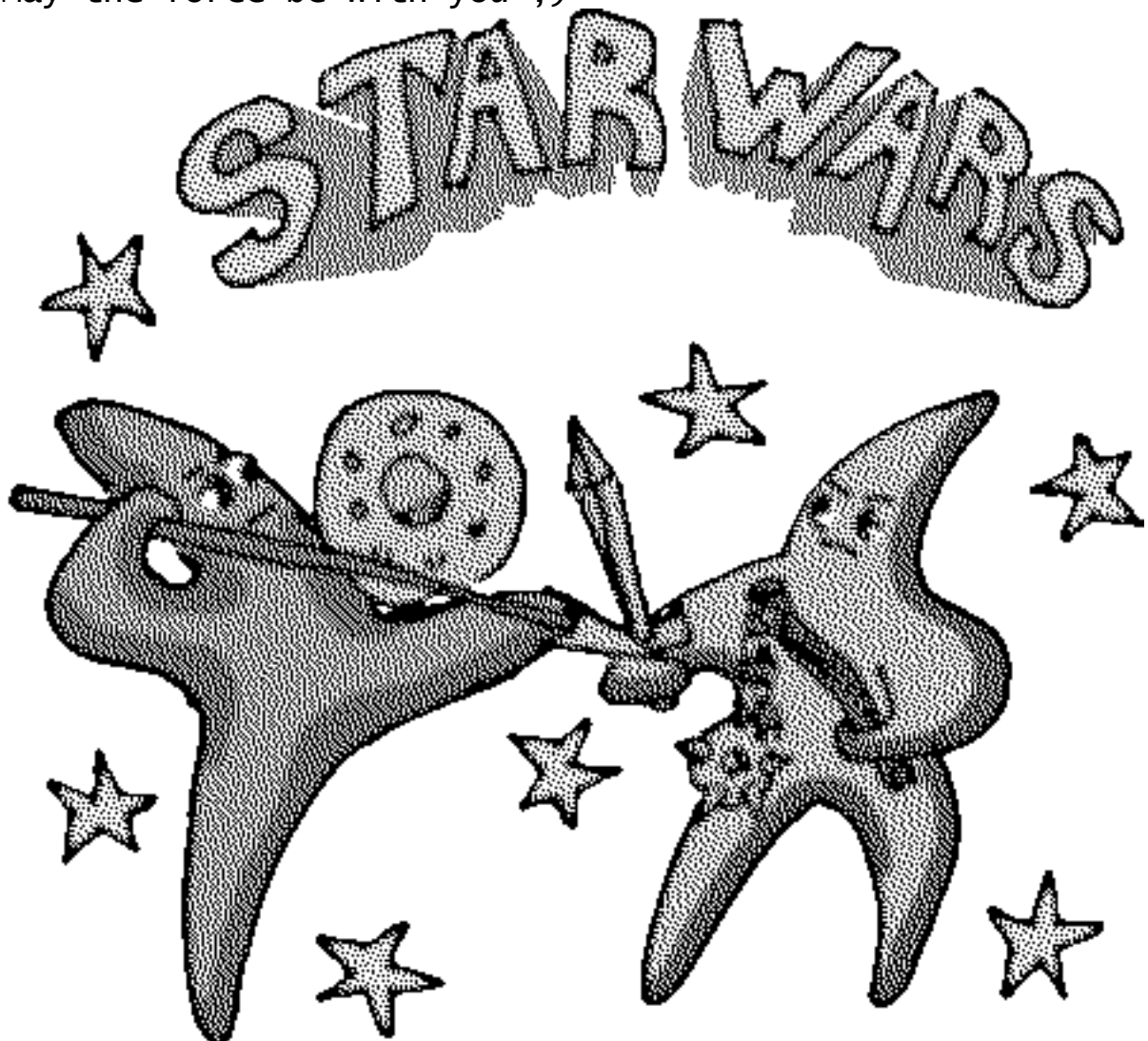
Hint:

You should start with the two-player game first to get a feel for the action and spaceship movement even if you're playing by yourself. Then play the one-player game at slow speed to increase your skill.

Scoring:

The Game ends when one player has destroyed nine spaceships. Scores will be shown each time a spaceship is hit or when a spaceship moves off the screen.

May the force be with you ;)



Approved through the



Portions of this manual are based on the manual for the "MPT-02" cartridge "MG-203 - Star Wars".

Special thanks to; decle, ranger_lennier, TLD1985, toymailman, and Blazing Lazars! for sharing the material & sources to make these manuals possible.

Screenshots was made with JZIntv while playing. "X-wing" and "Tie-Fighter" are screenshots from "Pioneer Space Sim", unauthorized models by Gernot Schrader. Images was processed with GIMP and XnView. Manual and the virtual box front image was created by Gernot Schrader.

This manual was written without any commercial interest and is handed free for "decle presents StudioVision".

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RCA®
Intellivision®
Pioneer Space Sim Developers :)

SVM203C R2 2017/12/29