

REFERENCE GUIDE

IBM[®]/TANDY[®]



This guide gives you instructions on starting up and flying *Secret Weapons of the Luftwaffe* on an IBM or Tandy computer. It describes how to:

- load and play *Secret Weapons of the Luftwaffe* from floppy disks
- install the simulation on a hard disk drive
- make use of any expanded memory your computer may have
- use the code wheel
- fly a training mission right away (*Quick Start*)
- save important records on a floppy disk if you're not using a hard drive
- create custom missions

For your convenience, you'll also find a complete list of keyboard controls that you'll use to command all aircraft and weaponry.

Package Contents

Inside the box, you should find the following:

- one manual, with fold-out battle maps
- either 3.5" or 5.25" floppy disks
- one code wheel
- one Reference Guide
- one Registration Card

If you're missing any of these items, contact Lucasfilm Games Product Support at 1-415-721-3333.

The READ.ME file

Important last-minute changes may have been made to the simulation. You'll find these changes described in the READ.ME file. To read it:

1. Insert the disk labeled "Disk 1" in drive A or B.
2. Type **type a:read.me** (**type b:read.me** if you are running the program from drive B) and press **RETURN**.

Game Controllers

You can use a mouse, a joystick, or the keyboard for flying *Secret Weapons of the Luftwaffe*.

LOADING INSTRUCTIONS

Running the Simulation from Floppy Disks

"It is perfectly evident now that the Germans admit that our daylight bombing against their industry is the principal threat, and they are marshaling their strongest and best defenses to cope with it. We may as well frankly admit that it is going to be a bloody battle."

U.S. Army Air Force Brigadier General
Ira Eaker, June 29, 1943

NOTE: Installing the simulation on a hard drive will greatly speed up loading and running times. If you have a hard drive, you should refer to the section below entitled *Installing the Simulation on a Hard Drive*.

To install *Secret Weapons of the Luftwaffe* onto floppy disks, first boot your machine. Then:

1. Make working copies of the original

disks by following the instructions in your DOS manual. DO NOT write protect your working copy of "Disk 1."

2. Insert your copy of "Disk 1" in drive A or B.

3. At the A> or B> prompt, type **install** and press **RETURN**.

4. Select option #2 from the Installation Menu to configure *Secret Weapons of the Luftwaffe* to run on your computer system.

Starting Up from Floppy Disks

To start the simulation once you've configured your working copies of the original disks:

1. Start at the A> or B> prompt, and insert your copy of "Disk 1" in drive A or B.

2. Type **sw** and press **RETURN**.

Installing the Simulation on a Hard Drive

To install *Secret Weapons of the Luftwaffe* on a hard drive, first boot your machine. Then:

1. Insert "Disk 1" in drive A or B.

2. Type **a:** then press **RETURN**. Your computer will respond with the prompt "A>". (If you are running the program from drive B, type **b:** and press **RETURN**. Your computer will respond with the prompt "B>".)

3. Type **install** and press **RETURN**.

4. Follow the on-screen instructions to install and configure *Secret Weapons of the Luftwaffe* to run on your computer system.

NOTE: You can reconfigure *Secret Weapons of the Luftwaffe* at any time by running the Installation Program again. Select option 2 from Installation Menu to make the necessary changes. Your choices will be saved automatically when you exit the Installation Program.

Starting Up from a Hard Drive

To start the simulation once you've installed it on your hard drive:

1. Type the letter of your hard drive prompt, a colon, and press **RETURN**.

2. From your hard drive prompt, type **cd swotl** and press **RETURN**.

3. Type **sw** and press **RETURN**.

Secret Weapons of the Luftwaffe requires a substantial amount of memory to operate. If you are experiencing problems getting the program to run, or are receiving messages which indicate insufficient available memory, we suggest you try starting up your system with a DOS boot disk. Follow these instructions for creating a DOS boot disk.

1. Type **C:** and press **RETURN**.

2. Insert a blank disk in drive A.

3. Type **Format A:/s** and press **RETURN**.

Once the disk is formatted, you will be asked if you wish

"I have... serious doubts... about whether the Americans will ever achieve their objective.... Although it is quite easy to pick off small targets by day when you are not seriously opposed, it is an entirely different matter when you are being harassed all the time by fighters and flak."

Air Chief Marshal Sir Charles Portal, in 1942

to format another disk. Press **N** and **RETURN** to continue without formatting another DOS boot disk.

At the volume label prompt, type **SWOTLBOOT** and press **RETURN**.

You can restart your computer using this DOS boot disk by inserting the disk into your drive and restarting your machine. This disk starts your computer using as little memory as possible, freeing up more RAM to run the program.

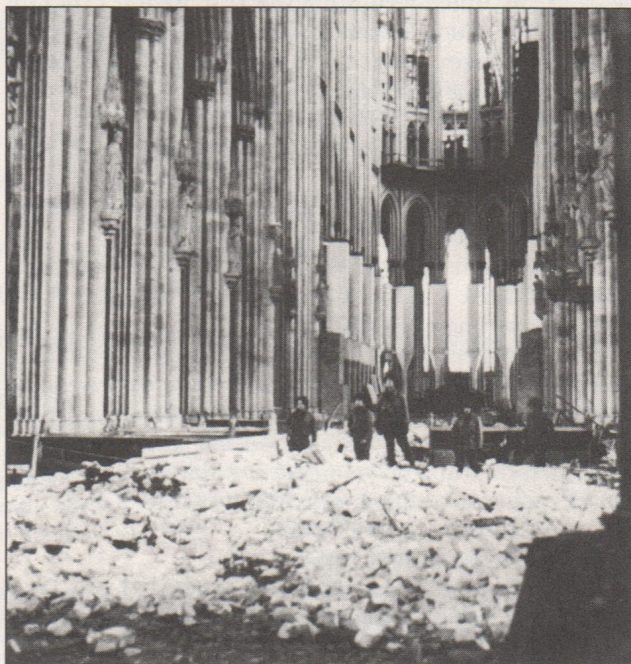
Expanded Memory

If your computer has expanded memory, the simulation will automatically use it. The software that comes with the expanded memory must conform to the Expanded Memory Specification (EMS) 3.2, and a driver must be installed according to the instructions that came with the expanded memory card.

With expanded memory, you'll have faster access to cockpit views, along with more graphic detail. The more available expanded memory, the better the simulation will run. 560K of expanded memory is highly recommended, as the program won't have to search the disk for the views or graphics. If you've loaded any memory-resident programs or allocated memory to disk caches, you may be able to free up additional memory by disabling them.

Expanded memory should not be confused with extended memory. If you're running the simulation on a 386 computer, any extended memory can be converted to expand-

Rubble strewn about inside the cathedral at Cologne. This historic building survived the RAF's famous 1,000-plane raid in 1942, largely, joked RAF airmen, because the bombardiers had used it as an aiming point.



ed memory with a commercially available memory manager program. If you're using a 286, extended memory cannot be converted to expanded memory.

USING THE CODE WHEEL

Inside the *Secret Weapons of the Luftwaffe* box, you'll find a wheel with aircraft silhouettes on the inside, plus "nose art" illustrations around the perimeter. Nearly all of these illustrations graced the noses of various U.S. bombers and fighters during World War II.

After you've started up *Secret Weapons of the Luftwaffe*, you'll see the title sequence. Following this, a screen will appear with a nose art illustration, plus an aircraft silhouette. To use the code wheel:

1. Line up the **red pointer** on the wheel so that it points to the nose art illustration that matches the one displayed on the screen.
2. Find the aircraft silhouette on the wheel that matches the one displayed on the screen.
3. Type the name that appears inside the silhouette on the wheel, then press **RETURN**. If you've typed the correct name, the U.S./German Side selection screen will appear.

QUICK START

If you'd like to take *Secret Weapons of the Luftwaffe* on a quick introductory flight:

1. Start up the simulation by following the *Loading Instructions* above.
2. Select the U.S. side. The Main Menu will appear.
3. Select **FLIGHT SCHOOL** from the Main Menu by clicking on it. A U.S. Aircraft Selection menu will appear.
4. Click on **P-47**. A P-47 Training Flights menu will appear.
5. Click on the first menu selection from the Training Flights menu. You'll now be sent to Flight Briefing, which features a large map of Western Europe, along with a set of commands at the bottom of the screen.
6. Click on **START**.

You'll now find yourself flying a P-47 Thunderbolt in the treacherous skies over Germany. Your fighter won't ever run out of fuel or ammunition, and it can't be damaged. Although there are several Luftwaffe fighters flying around, they won't attack you. To fulfill the objective of your mission, shoot down as many fighters as you can. For more information about piloting a fighter and using its machine guns, see the *Mission Instructions: In-Flight* chapter of the manual.

If you need to temporarily stop the flight, press **Alt-P**. To end your mission, type **Q** at any time. You'll get a post-flight evaluation, and then return to the Main Menu. You may also leave the simulation at any time by pressing **ESC**.

"One of the great 'miracles' of the war was the fact that the long-range [Mustang] fighter escort did appear over Germany at just the saving moment."

**U.S. Army Air Force General
Henry H. "Hap" Arnold**











"A fighter pilot must possess an inner urge to do combat."

**U.S. Army Air Force Colonel
Hubert Zemke**












KEYBOARD REFERENCE

The following keys control the aircraft, view modes, and weaponry in *Secret Weapons of the Luftwaffe*. For a more detailed discussion of these controls, see the *Mission Instructions: In-Flight* chapter of the manual.

Simulation Controls

Keys	Function
	Pauses flight; press any key to continue
	Turns all sounds off and on
	Turns only the engine sound off and on
	Displays version number of simulation
	Changes amount of ground detail, to smooth out your flight if simulation is running slowly
	Turns accelerated time mode on; pressing repeatedly cycles through 2, 4, 8, and 16-times normal speed
	Turns accelerated time mode off
	Toggles between advanced and standard flight control modes
	Selects and calibrates joystick
	Exits the program; returns you to your computer's operating system

Pilot View Controls

		
Left forward 10 o'clock	Forward 12 o'clock	Right forward 2 o'clock
		
Over left wing 9 o'clock	Straight up	Over right wing 3 o'clock
		
Over left shoulder 7 o'clock	Rearview mirror 6 o'clock	Over right shoulder 5 o'clock
	Toggles you between "wing-level" view and 45-degree "high" angle view	
	Scan view (to look completely around without altering your flight path)	

Maneuvering Controls

NOTE: you can also use the arrow keys on your keyboard to maneuver your plane.

Controller

Direction	Function
Forward (away from you)	Pushes the nose of the plane down
Backward (toward you)	Pulls the nose of the plane up
Right	Banks the plane to the right
Left	Banks the plane to the left

Advanced flight mode only

Key Function

/ or F5	Moves rudder hard left
F6	Moves rudder partially left
F7	Moves rudder partially right
* or F8	Moves rudder hard right
F9	Centers rudder in fighters and bombers
. (Period)	Centers rudder in fighters only

Airplane Controls and Equipment

Key Function
















L	Lowers and raises landing gear
F	Cycles through the three settings for your flaps: up, partially down, and down
A	Turns automatic pilot on and off (B-17 only)
T	Cycles through the different fuel tank settings on your aircraft (the status of the active tank will be displayed on the fuel gauges)
D	Releases drop tanks (fighters only)
C	Turns gun camera on and off
V	Sends you to Film Viewing Room to watch your gun camera movie
M	Displays the In-Flight Map
J	Lets you jump from your aircraft and parachute to safety
Q	Ends mission; sends you to post-flight evaluation



A Bf 109 damaged by gunfire from a P-47.





Engine Controls

Key Function

-  Increases throttle for all engines (shift key not needed)
-  Decreases throttle for all engines
-  Decreases the throttle for Engine #1
-   Increases the throttle for Engine #1
-  Decreases the throttle for Engine #2
-   Increases the throttle for Engine #2
-  Decreases the throttle for Engine #3
-   Increases the throttle for Engine #3
-  Decreases the throttle for Engine #4
-   Increases the throttle for Engine #4
-  Displays set of instruments for either the two left-wing engines or the two right-wing engines (B-17 only)

Weapons Controls

Key Function

-  Lets you choose which controller buttons will fire machine guns or cannons
-  Cycles through the different bombload configurations, and arms and selects those bombs which are to be dropped (on a B-17, this key allows you to toggle between dropping only one bomb at a time and automatically dropping them consecutively when you press **RETURN**)
-  Cycles through the different rocket configurations, and arms and selects those rockets which are to be fired
-  Turns automatic shoot mode on and off if you're manning a machine gun position on a bomber





Controller Button

Function

Left controller button or SPACE BAR	Fires primary guns or cannons
Right controller button or CTRL key	Fires secondary guns or cannons
RETURN	Drops armed bombload and/or rockets

Crew Position Controls (B-17 Only)

Key Function

-  Sends you to a gun position (see *Gunner Position Controls* below)
-  (**Period**) Switches you between pilot position and last gun position manned
-  Sends you to bombardier position
-  Sends you to pilot position

Gunner Position Controls (B-17 Only)



Left cheek
gun



Chin turret or
nose gunner



Right cheek
gun



Left waist
gunner



Top turret
gunner



Right waist
gunner



Tail turret or
tail gunner



Ball turret
gunner



Toggles between
pilot and last gun
position manned

Key Function



Switches autofire mode in
machine gun position on and off

Bombardier Controls (B-17 Only)



(up arrow)

Swivels the bombsight
sighting mechanism up



Increases
magnification
of bombsight



Repositions the sighting cross-
hairs of the bombsight nearly
directly below your bomber



Resets magnification
of bombsight to 1x



(down arrow)

Swivels the bombsight
sighting mechanism down



Decreases
magnification
of bombsight

Key Function



Locks on the target, and begins to count down
the number of seconds until your bombload
should be dropped to hit the target



Toggles between dropping only one bomb
at a time and automatically dropping them
consecutively

RETURN Drops bombload

"You drop a load of bombs and, if you're cursed with any imagination at all, you have at least one quick horrid glimpse of a child lying in bed with a whole ton of masonry tumbling down on top of him; or a three-year-old girl waiting for Mutter... Mutter... because she has been burned. Then you have to turn away from the picture if you intend to retain your sanity. And also if you intend to keep on doing the work your nation expects of you."

U.S. Army Air Force
Colonel Curtis LeMay

"In the Reich and in the western theaters of the war the barrels of ten thousand anti-aircraft guns were pointed to the sky. The same guns could have well been employed in Russia against tanks and other ground targets."

German minister of armaments
Albert Speer

SAVING MISSION INFORMATION ON A FLOPPY DISK

If you're running the simulation from floppy disks, and want to save pilot and crew records, Custom Missions, Campaign Missions, Tours of Duty, combat film replays, and other important mission data, you must format a blank floppy disk before you start up the simulation (consult your DOS manual for information on formatting a floppy disk). To save this information, insert the floppy disk and click on **SAVE**.

If you've loaded the simulation on a hard drive, all mission information will automatically be saved in the SWOTL subdirectory.

CREATING CUSTOM MISSIONS WITH THE MISSION BUILDER

With the Mission Builder, you can open up a world of entirely new and unique air combat challenges. It lets you create your own missions and then save them to disk for yourself and others to fly. When you create a mission, you organize the forces of both the Eighth Air Force and the Luftwaffe into flight groups, and create a flight plan for them to follow. (This process is nearly identical to setting up a Campaign Mission.)

NOTE: Before you begin to build your mission, it's a good idea to plan it out on paper. The large Battle Map at the back of the manual is helpful for choosing targets to attack or defend.

The Mission Builder Map

To create a mission, select **CUSTOM MISSIONS** from the Main Menu. You'll then move to the Custom Mission menu, which displays three selections:

CREATE CUSTOM MISSION FLY CUSTOM MISSION EXIT

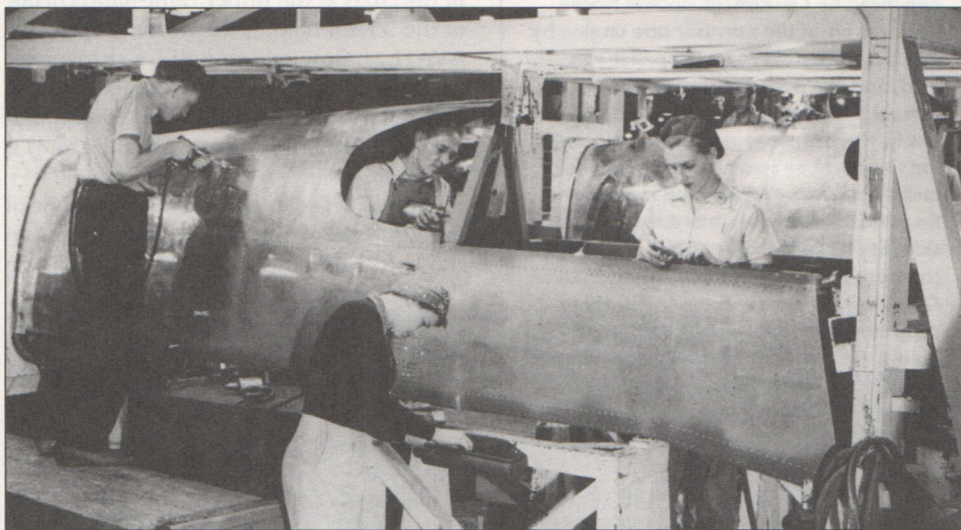
When you choose **CREATE CUSTOM MISSION**, you'll move to a screen with a map of Western Europe in the upper left-hand corner. A menu will appear over the map, and you'll be asked to choose a historical time period between August 1943 and October 1945. The disposition of U.S. and German forces will depend on which time period you choose.

The Mission Builder Map is nearly identical to the Campaign Map that you access during Campaign Missions. To move the map up, down, left, or right, click on the bars to the right and at the bottom of the map, or move the slider box inside the bars. Click on the map with the right controller button to center the map window around that point.

Click on the two zoom boxes to the right of the map to zoom in or zoom out of any section of the map.

Directly below the zoom boxes is the range circle button. Click on this button to display a series of concentric circles that indicate the range in miles from the center of the map. The number in the center of the range circle button indicates how many miles each circle represents from center. This number changes as the map is viewed at different zoom levels. To turn the range circles off, click on the button again.

Like the Campaign Map, the Mission Builder map will display icons representing the locations of ground installations, such as factories, refineries, railroad yards, and Luftwaffe airfields throughout western Europe, plus Eighth Air Force bases in England. If you click on any of these icons, a pop-up window will open, displaying information about



that installation. As you create flight groups and flight plans, they will be represented by icons that will appear on the map (see *Creating Flight Groups and Flight Plans* below).

Below the map, you'll see four buttons:

SAVE Lets you save the current mission that you're building

LOAD Lets you load a mission that you've already built and saved

NEW Cancels all the values for the mission you've been editing, so you can start creating a new mission

EXIT Returns to the Custom Missions menu

Creating Flight Groups and Flight Plans

Just as when you set up a Campaign Mission, you'll need to create one or more flight groups, which are a given number of aircraft that fly together as a unit. Each mission that

Women factory workers assembling a P-51B Mustang. While women made up a large percentage of the U.S. labor force during the war, German leaders deemed women unfit to work in wartime factories, and relied instead on slave laborers, which resulted in a poor quality of workmanship.

Stories about the B-17's legendary ability to withstand incredible battle damage and still return its crews to England abound. On one occasion, a Fortress copiloted by Lieutenant Robert Rosenthal was hit in the number one engine by flak over the Ruhr. The propeller ran wild, and the pilot, unsure of what to do, turned the plane over to Rosenthal. Suddenly, the propeller cut loose, first striking the number two engine's propeller, and then cutting off half the rudder and fin. With two engines out on the same side, little lateral control, and a fuel leak, the bomber fell out of its formation over Germany. The crew threw everything they could out of the B-17, and Rosenthal guided the bomber toward England, some three hundred miles away. Over the English Channel another engine went out, but the Fortress, flying on only one engine at 3,000 feet, still remained airborne. Finally it crossed over into England, and the crew spotted an emergency landing field. Twenty feet over the runway the last engine died, out of fuel. Nevertheless, Rosenthal gingerly glided the B-17 toward the field, where it made a wheels-down landing.

you build can have a maximum of ten flight groups. To create a flight group, click on an airfield icon on the map, then click on **CREATE FLIGHT GROUP**. This will display three new windows. The window on the right, titled **FLIGHT GROUP**, has a list of selections which let you determine the composition of the flight group that will depart from that airfield. These selections are:

PLANE TYPE Cycles through the types of aircraft that may make up this flight group. Each flight group must consist of one type of aircraft, and each mission can involve no more than four different plane types.

OF PLANES Lets you determine how many aircraft will be in this flight group. There must be at least one plane in a flight group before it can fly in your mission. (The number of planes available will be displayed in the chart at the upper right-hand corner of the screen next to the heading **PLANES AVAILABLE**, below which will be shown the number of planes you've assigned to the U.S.A.A.F. and the Luftwaffe.) The maximum number of planes in a flight group is six.

WAVES Cycles through the number of times a wave of aircraft may be vectored to the battle area to reinforce a flight group that has been destroyed in combat. Only intercepting enemy fighters can have multiple waves.

YOU IN FG Lets you determine whether or not you'll fly in this flight group, and choose whether to be a leader or a wingman. **NOTE:** Always remember to place yourself in one of the flight groups you create.

SKILL LEVEL Lets you determine how much experience this flight group will possess.

FORMATION Cycles through the different formations available for this flight group.

CAMOUFLAGE Lets you determine whether the aircraft in this flight group will fly in early-war or late-war camouflage patterns.

ORDERS Cycles through the different mission orders for this flight group. Luftwaffe fighters can intercept either U.S. bombers or fighters, or fly in a bomber escort role, a free-ranging role, or a fighter-bomber role. Eighth Air Force fighters can fly in a bomber escort role, a free-ranging role, or a fighter-bomber role. Eighth Air Force bombers can fly only bombing missions.

NOTE: Click the left controller button to cycle forward through the selections, and click the right controller button to cycle backward.

Once you've created a flight group, you'll need to place a series of navigational points on the Mission Builder Map for this group to follow. This is called a flight plan, and it is a course composed of a starting point (BEGIN), up to four rendezvous points (WAY POINTS 1-4), and an airfield to return to (LAND). During fighter sweeps, fighter patrols, and fighter escort, the flight group repeats the flight plan until it runs low on fuel and returns to base. In bombing missions, the flight group follows the flight plan only once.

To create a flight plan, use the window in the lower middle part of the screen that looks like this:

FLT PLAN	ETA	ALT	ATK
BEGIN			
WAY PT 1			
WAY PT 2			
WAY PT 3			
WAY PT 4			
LAND		DONE	DELETE

To choose the starting point for a flight group's mission, click on **BEGIN**. This word will be highlighted, and the pointer will change to a crosshair (to change the crosshair

P-47 fighter-bombers of the 386th Fighter Group blasted this bridge on the Moselle.

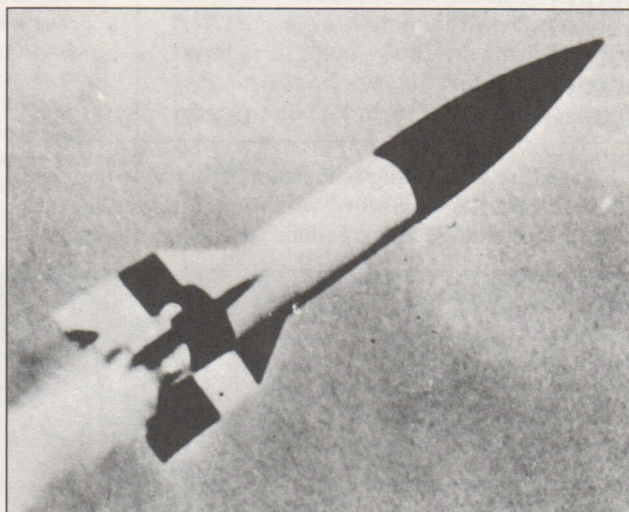


back to a pointer, click on the currently-highlighted Way Point, or click on **DONE**). The airfield icon will be encircled in red, to indicate the operational range of the plane type selected. Click on the location on the map at which you want the flight group to start its mission. A starting point icon will be placed on the Mission Builder Map. To change this starting point, click on a different location on the map.

NOTE: To center the map window around a Way Point icon, use the right controller button to click on that Way Point's name in the window at the bottom of the screen.

Next to FLT PLAN on the chart is a heading labeled ETA. Click on the number below this heading and to the right of BEGIN to set the time at which you want the flight group to begin. The player's flight group determines the start time for the mission; other flight groups can be set to start at the same time or at a later time. (The mission start time will also be displayed in the chart at the upper right-

A V-2 rocket in flight. Though far ahead of its time, this deadly missile was developed too late to turn the course of the war in favor of the Third Reich, and actually hindered Germany's overall war effort by using up valuable resources.



hand corner of the screen next to MONTH and YEAR.) Once you've set the start time, whenever you place a Way Point icon on the map, a number will appear under the ETA heading indicating the flight group's estimated time of arrival at that Way Point. These estimates are based on the cruise speed for each plane type.

The heading labeled ALT indicates the cruising altitude of this flight group, in feet. Click on the number below this heading and to the right of BEGIN to change the starting altitude.

To set the locations of up to four Way Points for the flight group, first click on **WAY PT 1**, then click on the desired location on the map. An icon will appear to show the location of that Way Point. Click on the number in the ALT column to the right of **WAY PT 1** to change the altitude of the flight

group as it reaches Way Point 1. If you want, place icons for Way Points 2, 3, and 4 on the map and set their altitudes. Finally, to assign the flight group to a landing area, click on **LAND**, and then click on the desired airfield.

If you're building a U.S. mission, the flight groups will automatically bomb or strafe a target if you place a Way Point icon on it, and the word YES will appear under ATK (attack) on the chart. Click on **YES** to call off the attack.

To remove one or more of the Way Points after you've created a flight plan, click on the Way Point you'd like to remove, then click on the **DELETE** button.

To choose weaponry for the aircraft in the flight groups and look over all the flight plans you've created, use the window in the lower left-hand corner of the screen:

SET WEAPONS Click on this option to set the armaments for all the aircraft in a flight group. (See *Weapons Load Options* in the *Flight Briefing* section of the *Mission Instructions: Pre-Flight* chapter of the manual for more information about arming aircraft.)

NEXT FLIGHT GROUP Cycles you to the next flight group you've created, and displays its flight plan on the map.

SHOW THIS FLIGHT PLAN Click on this option to continually display the flight plan for the current flight group, even while you're creating flight plans for other flight groups.

SHOW ALL FLIGHT PLANS Click on this option to display all the flight plans for all the flight groups you've created on the map.

CANCEL/DELETE Eliminates the currently selected flight group.

EXIT Click on this option when you've finished creating or modifying the current flight group. This will close the flight group windows and display the original Mission Builder menu.

Once you've set all the variables for the mission, including the flight groups, their flight plans, and the weaponry for all aircraft, click on the **SAVE** button below the Mission Builder Map. This will prompt you to enter a name for the mission. Type the name, then press **RETURN**. The name of the mission will then be displayed in the chart in the upper right-hand corner of the screen.

NOTE: You cannot save a mission if you have not put the player in a flight group, or if you use more than four different types of planes.

Writing a Text Description of Your Mission

If other players are going to be flying a mission you've created, you may want to write a description of that mission, including the mission objective, what kind of enemy opposition they'll encounter, and maybe even a helpful hint or

"Whenever we saw one of our bombers go down, it was very important to count how many parachutes would come out."

**U.S. Army Air Force Pilot
Officer Robert Davila**

two. To do this, use any word processing program of your choice to write a brief mission description, and then save it under the name of your mission, followed by a period, and the letters TXT. For example, if you have a mission titled SWEEP, save the mission description as **SWEEP.TXT**. This text will appear on the Flight Briefing Screen.

NOTE: The lines of text in your mission description should not exceed approximately 40 characters in length. The first line of text in your file will be highlighted and centered for use as a title.

Flying a Custom Mission

To fly a mission you've created and saved, go to the Custom Missions menu by clicking on **EXIT** from the Mission Builder Map, or by clicking on **CUSTOM MISSIONS** from the Main Menu. Then click on **FLY CUSTOM MISSION**. This will send you to a screen with the following selections:

FLY Click on to begin flying a mission after you've selected one from the list (see below).

CANCEL Returns to the Custom Missions menu.

RETRY Use to search a new floppy disk for custom missions if you aren't using a hard drive.

A list of the missions you've created and saved will be displayed on the right-hand side of the screen. (If you're saving your missions on a floppy disk, they won't be displayed until you insert the floppy disk you've saved them on, and click on **RETRY**.) Click on any of these missions to make your selection, then click on **FLY**.

HOW TO REACH LUCASFILM GAMES

- If you want to access our automated hint line, call 1-900-740-JEDI (United States only). The cost is 75¢ per minute. If you're under 18, first get your parent's or guardian's permission.

- If you need technical assistance, call 1-415-721-3333. We're sorry, but no hints can be given on this line.

- If you want to order additional products or a product catalog from Lucasfilm Games, call 1-800-STAR WARS (1-800-782-7927) from the United States. From Canada, call 1-800-828-7927.

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Cover: Me 163 in flight.