

## Introduction



On distant planet Dagobah the ancient Jedi Master, Yoda, has taken a new student under his wing. To join the elite, Luke Skywalker must endure the most rigorous training. Tests of the mind, tests of the body, and tests of the heart must all be passed before he can truly call himself a Jedi.

Welcome to the **DEMO VERSION** of *YODA STORIES*, the second game in LucasArts' Desktop Adventure series! As the player, you are Luke Skywalker. At the start of each game, you must search out Yoda in the swamps of Dagobah, and consult with him. He knows where trouble is brewing, and he will devise a test for you. He will also supply the first item you need to get started. Then it's up to you to explore, trade, and fight your way through exotic terrain to meet Yoda's challenge.

In your adventures you will encounter Imperial stormtroopers and barbaric Sand People, dangerous aliens and deadly droids, and many other strange and bizarre creatures inhabiting the Star Wars Universe. Before you're done, you will learn the mysterious ways of the Force, and may even confront the temptations of the dark side, embodied in the malevolent guise of Darth Vader, Dark Lord of the Sith!

**DEMO NOTE:** In the actual game, Luke's adventures take place in three distinct types of terrain, and there are many endings, but in this demo there's only one -- the destruction of an Imperial arms factory on ice-bound planet Neshtab.



**NOTE:** *Star Wars* takes place in "a galaxy far, far away" filled with items, tools, and valuables unfamiliar to earthbound players. Gradually you will learn which items are tools, which are keys, and which are valuable to some and junk to others. Part of the fun of playing is learning the details of the *Star Wars* Universe.

## Landing on Dagobah



Once you land on Dagobah, the first thing you encounter is likely to be R2-D2, Luke's trusty droid. Bump into the little guy and pick him up! Besides being a loyal companion, Artoo is also a context-sensitive help system! Use him on anything you find confusing, and he'll do his best to explain it. If he doesn't see anything of specific interest, he'll offer some general hints and tips.

Now, you need to find Yoda. The Jedi Master wanders the swamps of his jungle planet, so some searching may be required, but he's never more than a screen or two away.

## **Walking Around**

To move Luke around the Desktop Adventures world, press and hold your **left mouse button**. Luke will walk in the direction of the arrow showing on your pointer. As you hold down the button and move the pointer around the window, Luke will follow.

As you play the game, you will come across many objects you can interact with. To activate floor switches, just stand on top of them. To activate wall-switches and to open unlocked doors, simply bump into them. To walk into a house, hut, cave, etc., move Luke into the opening, and he will enter. To walk into adjacent areas of the game world, move Luke to the edge of the display window and keep walking. Luke will cross into the next area if there is one.

**(TIP:** Sometimes Luke can't cross into a new area, even when one exists. That probably means some unseen obstacle at the destination is in the way. Move along the border and try again. Occasionally, you may find your path blocked by friendly creatures. If you're impatient for them to move out of the way, you can attack them. No true Jedi would ever do such a thing, of course!

## Talking to People



To talk to characters in the game, simply move Luke until he **bumps into them**. If a character has something to say, a **dialogue balloon** will appear. Scroll the text by clicking on the **up & down arrows**. When you have read everything, click on the **dot** to close the balloon.

Try it by walking up to Artoo and bumping into him.

**(TIP:** Pressing **ESC** or **ENTER** will end the dialogue at any time, but be careful: you may not get another chance to read the same information.)

## Picking Up and Using Items



Luke's world is full of useful things. To **pick up** an item, simply **bump into it** as you would a character. The item will start to flash, and your pointer will turn into a hand. **Left-click** on the item, and it will pop into your inventory.

For example: if you have already bumped into Artoo, you may have noticed that he started blinking. Just click on him, and he'll pop into your inventory.

The items you collect can be used to open doors, to activate vehicles, to trade for other items, and so on. To **use** an item, locate its icon in your inventory and **left-click** on it. Your pointer will become that item. Then move your pointer to the spot where you wish to use the item and **left-click** again. If you're using the correct item in the correct location, something will happen. Remember: actions don't work at a distance. You must **stand as close as possible to the location** where you want to use an item to get results.

Try it now with Artoo. Click on him in your inventory. Your cursor becomes the little droid. Now click on your X-wing. Artoo will give a brief description of it.

## Readying and Wielding Weapons



Luke will travel to many hostile environments, and he'll need to defend himself. His lightsaber is always available and will be in his inventory at the start of each game. You can also find other, more powerful weapons. To **ready** a weapon for action, **left-click** on its icon in your inventory. Then either **left-click** on Luke or the **Ready Weapon Display** between the Compass and Health Monitor. To **wield** a weapon, aim Luke in the direction you wish to attack, and **right-click** your mouse or press the **spacebar**. Be careful! Luke can attack in all directions with his lightsaber, but only vertically and horizontally with shooting weapons.

(**TIP:** After you win five games, Luke will receive a more powerful lightsaber.)

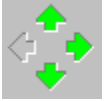


The lightsaber is only effective at short range, but it never runs out of energy. Other weapons have longer ranges, but they gradually lose their power. As you use these weapons, you'll see the **Blue Power Bar** to the left of the **Ready Weapon Display** start to decline. When the current weapon is spent, it will be replaced by another weapon of the same type if one is available in your inventory. Otherwise your lightsaber will be readied automatically.



Thermal detonators are unique. You can use them anywhere in the visible playing area. To "throw" a thermal detonator, left-click on it in your inventory, place it wherever you want to do some serious damage, and left-click again.

## The Compass



The arrow cluster to the left of the Ready Weapon Box is Luke's **Compass**. Luke can travel in the direction of **green** arrows to reach unseen but nearby areas of the game world. If an arrow is **dimmed**, then there is no connecting terrain in that direction.

(**TIP:** Sometimes Luke can't enter a different area even when the correct arrow is green. That probably means some unseen **obstacle** at the destination is in the way. Move along the border and try again.)

## Health



As Luke battles through the game, the creatures and enemies he encounters will inflict damage, and his **Health Monitor** will gradually turn from **green** to **yellow** to **red** and finally to **black**. Green means Luke is in good shape, yellow signals caution, and red means Luke's health is dangerously low. Watch out: when the monitor is all black, the game is over! But don't worry, you can find **first aid kits**, **bacta fluid**, **mushrooms**, and other medicines scattered throughout the galaxy. To heal Luke, left-click on a remedy icon in your inventory, then left-click on Luke or on the **Health Monitor**. There's also a **medical droid** in each spaceport who will restore Luke's health completely whenever he's seriously hurt.

(**TIP:** If your health declines too quickly for comfort, pull down the **Options** menu and adjust the **Combat Difficulty** slider to an easier setting. After you win fifteen games, Yoda will give you a way to survive the first blackout.)



## The Force



As a young Jedi, Luke is attuned to **the Force**, an energy field generated by all living things, binding the galaxy together. The Force is very powerful, but tricky and uncertain.

Luke can “learn” the ways of the Force by seeking out his old friend Obi-wan Kenobi in special places where the Force is strongest. There's always at least one in each world. Once Luke has the Force he can use it to stun enemies, pick up some objects he can't otherwise reach, occasionally push and pull objects at a distance, and sometimes influence weak minds to assist him.

Ready and use the Force as you would a weapon, by aiming at a target and **right-clicking**.

**(TIP:** After you win ten games, Yoda will equip Luke with the Force on Dagobah.)

## Force Factor

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Each time you win a game, no matter how ragged you feel at the end, it's an achievement, so congratulations! In case you're interested in more detail, your score is posted in the victory display. This is Luke's **Force Factor**, and it depends on four elements: how quickly you finished, how many areas of the world you visited, how many puzzles you had to solve to reach the end, and how difficult it was to defeat your adversaries. **Fast** play yields higher scores than slow play. **Large** worlds yield higher scores than small worlds. **Hard** combat yields higher scores than easy. To give you something to shoot for, the maximum possible Force Factor is **1,000**. Reaching the top is like ringing the gong at a carnival -- you can do it, but it's harder than it looks. So, should you succeed in achieving perfection, consider yourself a true Jedi Master!

## Looking at the Terrain Locator



One of the most important things to find at the start of each game is the **Terrain Locator**. It will always be hidden somewhere near the starting Spaceport. Examine it by clicking on the locator icon in your inventory or by pressing **L**.

## Terrain Locator Symbols



The map shows you the entire world Luke is exploring, with his current position marked by a blinking red circle. To return to the game, **left-click** anywhere that doesn't show a special map symbol, or press **L** again, or **right-click** anywhere at all. By using the locator, you can keep track of your progress as well as plan your next move.



As you travel through the game world, the areas you visit will **brighten**. When you arrive in special areas, the map will mark them with special symbols. Below are the symbols you'll see and what they represent:



**The Spaceport** - this is Luke's home base for whichever planet he's on. After talking with Yoda, you'll start your adventure here. Be sure to talk to everyone you encounter. Usually there's a trader nearby, willing to barter some helpful items for junk. You'll also find the medical droid, **2-1B**, who'll be glad to patch you up when you're hurt.



**Puzzles** - you will have to solve several puzzles to finish each game. Their locations are marked by **jigsaw puzzle piece** symbols. Until a puzzle is solved, the symbol is **outlined**. Once a solution is found, the symbol is **highlighted**.



**Blockades** - a blockade is a puzzle that bars your way to some areas of the game world until you find a solution. Each blockade shows on the map as a **solid wall** until you breach it; after that an **opening** appears.



**Gateways** - you'll often see areas on the map that are isolated from the rest of the world. You can't reach them by hiking, but for each one there's a special connection. You must solve a puzzle to activate each gateway. Until you do, its symbol is **outlined**. Once a gateway becomes usable, the symbol is **highlighted**.



**Teleport Stations** - scattered about the map are mystical devices that enable Luke to jump quickly from area to area. Look for stone platforms with strange **glyphs** carved in them. Some of these stations are active the first time you see them, others must be activated by solving puzzles. Once Luke has the **map** in his possession, stepping on a glyph will automatically bring up the map, with all active destinations visible and **highlighted**. Just **left-click** on the symbol for any station, and you're there! If you're lucky, stations will be well-placed to teleport you from one end of the world to the other. Sometimes they're not quite where you'd like them to be. On smaller worlds, there may not be any stations at all.



**The Final Chapter** - this symbol represents the area where the final showdown, whatever that may be, will take place. You may come across it before you actually have what you need to win, so make sure you're ready when you decide to try for the final prize.

## Map Clues

One of the handiest features of the map is its clue system. Once you've discovered an area, go to the map. **Left-click** on any of the special map symbols. A **hint balloon** will appear, telling you what you need to solve that particular puzzle.

## Menu Commands

### File

**New World** - builds a new world with a new story. This command discards the current world.

**Replay Story** - builds a new world but keeps the current ending. Useful if you lose a game and want to try the same story again. This command discards the current world.

**Load World** - loads a previously saved world. This command discards the current world.

**Save World** - saves the current world. Type in the file name and choose a folder to save into. The default is the folder where Yoda Stories is stored.

**Exit** - closes and exits the game.

### Options

**Combat Difficulty** - adjusts the effects of combat. Easier settings weaken Luke's opponents. Harder settings strengthen them. The game defaults to MEDIUM.

**Game Speed** - adjusts how fast Luke and other characters move. On higher settings, action is faster, but may be harder to control. The game defaults to NORMAL.

**World Control** - adjusts world size. Smaller worlds tend to be less complex, but quicker to finish. You must build a new world for a new setting to take effect. The game defaults to MEDIUM.

**Statistics** - displays a small window showing your high score, last score, games won, and games lost.

**Sound On** - toggles sound effects on and off. The game defaults to ON.

**MusicOn** - toggles music on and off. The game defaults to ON.

**Pause** - pauses and unpauses the game.

### Window

**Hide Me!** - this option quickly minimizes Yoda Stories. Handy when you hear your boss approaching.

### Help

**How To Play** - launches this guide.

**Using Help** - brings up general directions on how to use Help files.

**About** - shows information about Yoda Stories.

## **Gameplay**

Walk - **ARROW** keys or **NUMERIC KEYPAD** with **Num Lock OFF**

Diagonal Walk - **HOME, PAGE UP, END, PAGE DOWN**

Push or Pull Item - Hold down the **SHIFT** key and move Luke in the desired direction

Pick Up Flashing Item - **SPACEBAR** or **INSERT** key with **Num Lock OFF**

Attack - **SPACEBAR** or **INSERT** key with **Num Lock OFF**

Toggle Locator Display - **L** key

Toggle Pause - **P** key

## **Dialogue Balloons**

Scroll Up and Down - Up & Down **ARROW** keys

End Dialogue - **ESC** key or **ENTER** key



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