

# STAR WARS™ EPISODE I

ELECTRONIC HANDHELD

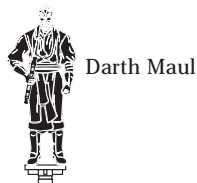
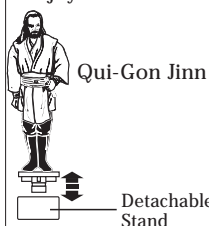
## JEDI™ HUNT GAME



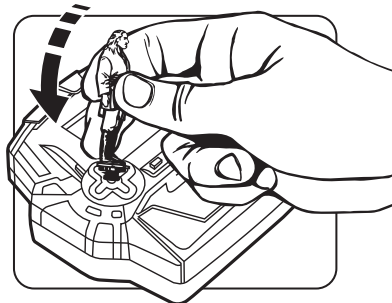
### INSTRUCTION

#### 1. YOUR JOYSTICKS

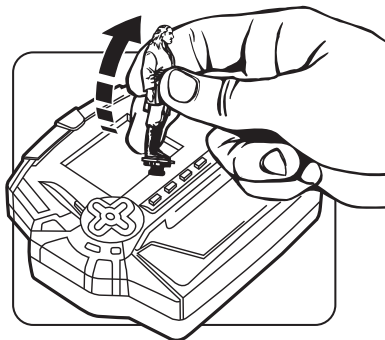
As a faithful servant of the Trade Federation, you have been bestowed two joysticks.



You can only use one joystick at a time. Attach the joystick of your choice onto the four-way directional control pad as shown in the illustration.



Detach the joystick as shown in the illustration.



When not in use as objects of destruction against the enemies of our beloved Trade Federation, store your joysticks in the storage compartment at the front of the game!

If tragedy befalls you and you lose both joysticks - fear not. You can still operate your 4-way directional pad without a joystick. Just use your fingers on the buttons. Your fingers remain a primitive but effective way to operate your keypad!

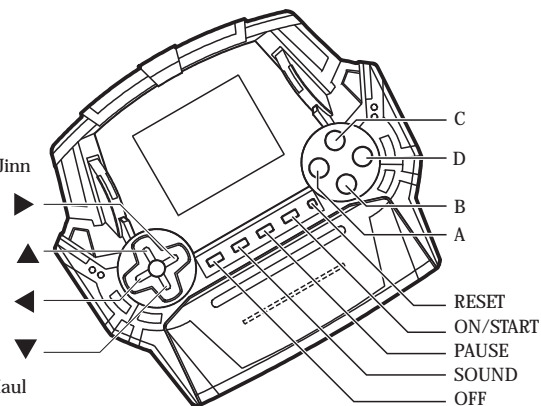
#### 2. YOU ARE DARTH MAUL, OUR PROTECTOR

Regardless of which joystick you use, you always play as our protector, Darth Maul. You must seek, find, and destroy Qui-Gon Jinn, Obi-Wan Kenobi and the Gungan and Naboo infidel soldiers that dare to rise up against us!

#### 3. YOUR CHALLENGE

There are 5 levels of your mission. You win the game by obliterating our enemies in all 5 stages. If you ever lose all your life, it is GAME OVER and you disgrace the Trade Federation.

#### 4. YOUR CONTROLS

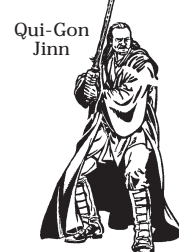


- OFF – to turn off the unit. The unit also shuts off after three minutes of no action.
- SOUND – to toggle sound: On or Off.
- PAUSE – to pause the game during play.
- ON/START – to start the game.  
– to start each stage.
- ▼ – to duck.
- ▲ – to jump.
- ▶ – to move right.
- ◀ – to move left.
- A (ATTACK) – to swing your lightsaber.
- B (BLOCK) – to block. (Your lightsaber becomes the double lightsaber. On screen, you hold it vertically so nothing can get past it and hurt you.)
- C (MIND CONTROL) – makes the enemy freeze in fear. It can only be used when the meter is full. It cannot be used on the 2 Jedi (Obi-Wan and Qui-Gon).
- D (CHOKE) – makes the enemies choke to death. It can only be used when the meter is full. It cannot be used on the 2 Jedi (Obi-Wan and Qui-Gon).
- RESET – resets the game in case of malfunction. This will also erase the high score.

#### 5. HOW TO PLAY

The time has come to hunt down Obi-Wan Kenobi and Qui-Gon Jinn! On screen, you will walk from left to right and fight anyone who gets in your way.

You will face four different types of enemies:



You have two bars on screen:

**Health Bar** – This will consist of 4 blocks. Each time you are hit, you will lose 1 block. When all 4 blocks are gone, you will lose a life. If you lose 3 lives, it's Game Over!

**Force Meter** – This will also consist of 4 bars. It will gradually rise throughout the game. Whenever it is full, you can use your mind control powers to freeze your enemies in fear or choke them to death. These powers cannot be used on the 2 Jedi (Qui-Gon and Obi-Wan).

When enemies fight you, they will try to get up close and attack. You will have to destroy all enemies on every level if you are going to win.

Be particularly aware of Obi-Wan Kenobi in the final stage! You must defeat him in order to WIN the game!

You will WIN the game when you defeat Qui-Gon and Obi-Wan in this final 5th stage.



QUI-GON MUST BE DEFEATED!



OBI-WAN EMERGES AFTER YOU DEFEAT QUI-GON IN THE FINAL STAGE!

Turn on the power and press START to begin your mission!

**LEVEL 1** – In this level, you will fight the Naboo soldier. It will take two hits to defeat a Naboo soldier.

**LEVEL 2** – In this level, you will fight Qui-Gon Jinn. This battle will last much longer than the fight with the Naboo soldiers. After losing the battle, Qui-Gon will run off screen so he can return in the last level.

**LEVEL 3** – In this level, you will fight the Gungan soldiers. It will take two hits to defeat a Gungan soldier.

**LEVEL 4** – In this level, you will fight the Naboo and Gungan soldiers. It will take two hits to defeat a Naboo or Gungan soldier.

**LEVEL 5** – In this level, you will fight Qui-Gon Jinn followed by Obi-Wan Kenobi. This battle will last much longer than all previous fights. You will have to hit Qui-Gon Jinn 30 times to defeat him. After Qui-Gon is defeated, Obi-Wan will come out to attack you. It will take 40 hits to defeat Obi-Wan. After both Jedi are defeated the game is over. You are victorious!

## 6. SCORING

**LEVEL 1**  
20 points for each Naboo soldier you defeat.  
200 point bonus for surviving this level.

**LEVEL 2**  
20 points each time you hit Qui-Gon Jinn in level 2.  
There will be a 200-point bonus for defeating Qui-Gon in this level.

**LEVEL 3**  
For each Gungan soldier defeated in level 3, you will receive 20 points.  
There will be a 200-point bonus for surviving this level.

**LEVEL 4**  
For each Naboo or Gungan soldier defeated, the player will receive 20 points.  
There will be a 200-point bonus for surviving this level.

**LEVEL 5**  
You will receive 20 points each time you hit Qui-Gon.  
You will receive 20 points each time you hit Obi-Wan.  
There will be a 200-point bonus for defeating Qui-Gon and an additional 200 points for defeating Obi-Wan Kenobi.

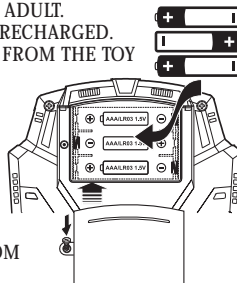
## 6. INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 3xAAA OR LR03 batteries or equivalent (Batteries not included) as shown.



TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



**RESET BUTTON:**

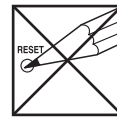
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



## 7. CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace battery at the first sign of erratic operation.

If a part of your ELECTRONIC HANDHELD JEDI HUNT GAME is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronics, Ltd. Repair Center  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

## 8. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$6.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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