

AGES 5 & UP
 MODEL 88-035
 880350001NWT1-02

STAR WARS EPISODE I

ELECTRONIC
 DROID FIGHTER™ ATTACK
 GAME

TIGER
 ELECTRONICS, LTD.

INSTRUCTION

1. LONG LIVE THE TRADE FEDERATION!

Fly your Droid Fighter and defend your Droid Command Ship against wave after wave of Naboo starfighters! You will also encounter the Queen's Starship, which although it does not fire on you, it will do everything possible to stay out of your line of fire! It is of the highest importance that you defend your Command Ship well – it is the nerve center for the attacking Battle Droids on the surface below you. The attacking Battle Droids are powerful – but cannot think for themselves. They need the Droid Command Ship which you protect to give them their direction and their reason for being.

You are brave, powerful, resourceful. In addition to defending your Command Ship in high space, you must seize opportunities to fly down to air space just above the planet to destroy the Gian and Flash speeders!

Neither the Naboo or the Queen's Starship can be a match for you. The power of the Trade Federation must and will reign supreme! All enemies must be destroyed!

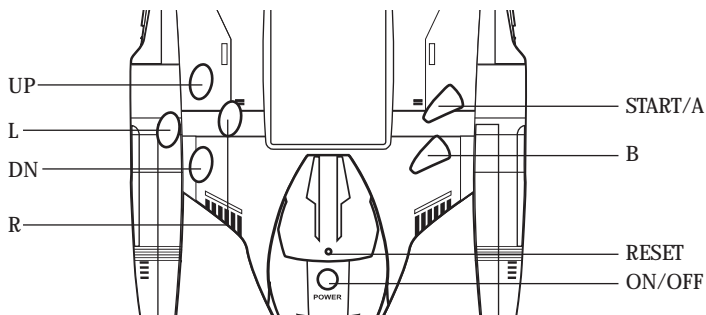


YOUR DROID FIGHTER

2. YOUR MISSION

There are 5 stage missions. The object of the game is to protect your Droid Command Ship through all 5 stages of Naboo air attacks. You must also seize your opportunities to swoop down to the surface and blast away at the Gian and Flash speeders! If you can last through all 5 stage missions, supremacy will be yours! Long live the Trade Federation!

3. YOUR COCKPIT CONTROLS



ON/OFF – to turn on the game.
 – to turn off the game.

UP – to fly upwards in your Droid Starfighter for high space action against the Naboo starfighters and the Queen's starship (although the Queen's starship does not have guns and will not fire on you, it will do everything it can to stay out of your line of fire).

- DN – to fly downwards in your Droid Starfighter for attacks against the Gian and Flash speeders.
- L – to aim your target "sight" (cross hairs) left.
- R – to aim your target "sight" (cross hairs) right.
- START/A – to start the game.
 – to start each stage.
 – to fire aerial torpedoes.
- B – to fire lasers.
 – to toggle the sound during the stage number on the screen (before a new stage start)
- RESET – to reset the unit if your game malfunctions.



LASERS CAN BE LAUNCHED IN HIGH SPACE OR WHEN YOU SWOOP DOWN. HOWEVER, IN HIGH SPACE, TORPEDOES (button START/A) ARE MORE POWERFUL THAN YOUR LASER BLASTS!



WHEN YOU HAVE SWOOPED DOWN, THE RADAR GUIDING YOUR TORPEDOES WILL NOT BE EFFECTIVE – AND ONLY LASERS (button B) CAN BE USED ON THE GIAN AND FLASH SPEEDERS!

4. BRACE YOURSELF FOR ATTACK!

Press the "START/A" button to turn on the unit.

You will see your Command Ship (the Trade Federation Battleship) fly past you. You must defend it with your Honor, and if necessary, with your life.

Press the "START/A" button to begin each of the 5 stages. Naboo Starfighters and the Queen's Starship will begin to appear on screen and you must destroy them as they come into range. If a Naboo Starship is not shot quickly, it will fire and hit your ship!



NABOO STARFIGHTERS IN SIGHT!

The Queen's Starship will not fire on you – but it will do every navigational trick it can think of to stay out of your firing path!



THE QUEEN'S STARSHIP IS AN ELUSIVE FOE!

Use the "UP" and "DN" buttons to fly up and down (UP to fight the Queen's Starship and Naboo starfighters in high space and DOWN to fight in lower air space against the Gian and Flash speeders). You will hear sounds when you switch from deep space to lower air space just above the planet and back again!

Use the "L" and "R" buttons to get enemies into your target "sights" (cross hairs) left and right.

Use the "START/A" (torpedoes) and "B" (laser) buttons to fire once you have an enemy in your sights.



AIM, TARGET, FIRE!

It takes three laser hits or two torpedo hits to knock out the QUEEN'S STARSHIP.

It takes two laser hits or one torpedo hit to knock out a NABOO STARFIGHTER.

It takes two laser hits to knock out a GIAN OR FLASH SPEEDER. (Torpedo hits will not work against the Gian or Flash speeders.)

Please remember that the Queen's Starship does not FIRE on you. But it will do every evasive maneuver it can think of to stay out of your path of fire.

Your ship has a shield meter of 6 segments in the top center of the screen. 4 hits from enemy fire and 2 segments in the shield meter is lost. Once all segments are gone, the ship is lost and the game is over.

When you run out of shield units, you will be unable to defend your Command Ship. You will then see the Command Ship explode, followed by the words "GAME OVER" appearing on screen.

In the top right is the score. Points are awarded for each enemy that is destroyed and each stage that is cleared.

Once a stage is cleared, the game shows the next stage number. Press button "START/A" to begin the next stage (new wave of assault against you).





Occasionally, you will see a fellow Droid Starship. You must avoid hitting it or you will lose points!

Points are also awarded for each shield segment left after a stage is complete.

After each stage, your ship's shields are restored to full.

5. POINTS FOR YOUR SALVATION

You will score points for your prowess. You will lose points for your indiscretions.

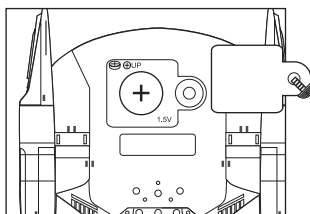
	POINTS
NABOO STARFIGHTERS 	20
QUEEN'S STARSHIP 	50
GIAN AND FLASH SPEEDERS 	20
SHIELD UNITS LEFT	10 PER UNIT LEFT AT END OF STAGE
A FELLOW DROID STARFIGHTER 	-50 IF YOU HIT YOUR OWN FELLOW SHIP BY MISTAKE.

6. INSERTING THE BATTERIES

To insert the battery, 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 1xG13A or LR44 battery or equivalent (battery included) as shown.

TO ENSURE PROPER FUNCTION :

- 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:

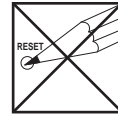
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



7. CAUTION/DEFECT OR DAMAGE



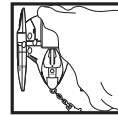
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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 DROID FIGHTER ATTACK 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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