

AGES 5 & UP
 MODEL 88-033
 880330001NWT1-02

STAR WARS

EPISODE I

ELECTRONIC

GIAN SPEEDER™ CHASE

GAME

TIGER
 ELECTRONICS, LTD.

INSTRUCTION

1. GIAN SPEEDER CHASE!

In 5 stages of battle on the planet of Naboo your adventure begins as either Qui-Gon or Obi Wan. The Jedi must fight off multitudes of Battle and Destroyer droids. Armed with only your trusty lightsaber, attack the army droids, then pilot a Gian speeder across the planet destroying Battle droids on STAPs that stand in your way of victory.

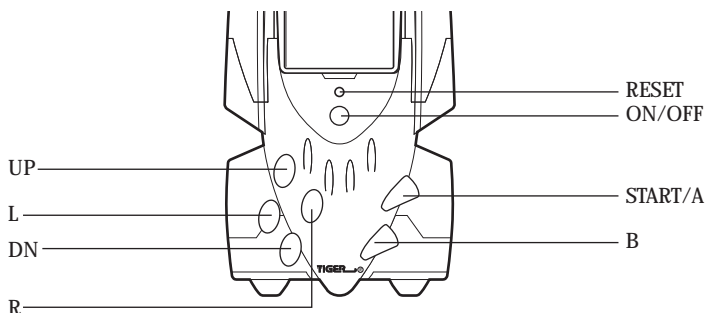


YOUR GIAN SPEEDER.

2. YOUR MISSION

There are 5 stage missions. The object of the game is to fight off Battle droids, Destroyer droids and pilot the Gian speeder past attacking Battle droids on STAPs. There are two modes of play. The first mode is a side scrolling lightsaber fight in stages 1, 3 and 5. In these stages, the Jedi will stand his ground as droids attack from the left and right side of the player. The second mode is a top down view in stages 2 and 4. In the Gian speeder stages, you must pilot the Gian speeder firing at any Battle droids on STAPs that are attacking you.

3. YOUR CONTROLS



- ON/OFF – to turn on the game.
– to turn off the game.
- UP – to jump up in the air in stages 1, 3 and 5.
– to jump attack simultaneously pressing the “START/A” button in stages 1, 3 and 5.
- DN – to duck down and grab the extra health in stages 1, 3 and 5.
- L – to move the Gian speeder to the left in stages 2 and 4.
– to turn the Jedi to the left in stages 1, 3 and 5.
– to swing your lightsaber to the left simultaneously pressing the “START/A” button in stages 1, 3 and 5.
- R – to move the Gian speeder to the right in stages 2 and 4.
– to turn the Jedi to the right in stages 1, 3 and 5.
– to swing your lightsaber to the right simultaneously pressing the “START/A” button in stages 1, 3 and 5.

- START/A – to start the game and each stage.
– to select your Jedi.
– to swing the lightsaber simultaneously pressing a direction button in stages 1, 3, and 5.
– to block incoming droid blaster attacks in stages 1, 3 and 5. First turn the direction the attack is coming from and then press the “START/A” button.
– to fire the Gian speeders two side-mounted blasters in stages 2 and 4.
- B – to turn the sound On/Off.
- RESET – to reset the unit if your game malfunctions.



DEFEND AGAINST INCOMING ATTACKS FROM THE ARMY OF DROIDS THREATENING YOU.



FIRE AND MOVE THE GIAN SPEEDER LEFT AND RIGHT TO DODGE AND ATTACK INCOMING DROIDS ON STAPS.

4. BRACE YOURSELF FOR ATTACK!

Press the ON/OFF button to turn on the unit.

When the game is first powered on you will see a small head shot of Qui-Gon and Obi Wan in the upper left-hand corner of the screen. By pressing Left and Right on the direction pad you can highlight which Jedi you want to start your adventure with. Press the “START/A” button to confirm your selection and start the game.

Press the “START/A” button to begin each of the 5 stages. The Jedi will appear in the center of the screen on stage 1, 3 and 5. In the upper left-hand corner your Jedi will have a life bar meter, which is made up of six sections. Each time you take a hit from a droid you lose one section of our life bar meter. If you lose all six, you will lose a life. You start out with one Jedi on screen and two in reserve. If you lose all three the game is over and you fail the mission. The life bar meter also represents your health in the Gian speeder, in stages 2 and 4. However, in stages 1, 3 and 5, extra health will randomly appear next to the Jedi’s feet. The extra health is a heart icon, grab it and gain extra health to your life bar meter, press Down on the direction pad.

Just above your life bar meter is the stage timer. Each stage in the game is timed based, when the timer reaches zero, you complete the stage you were fighting on.



EACH TIME YOU GET HIT YOU LOSE A BAR FROM YOUR LIFE BAR METER!



THE STAGE WILL BE COMPLETED WHEN THE STAGE TIMER REACHES ZERO!

Use the “UP”, “DN”, “L” and “R” buttons to move both the Jedi and Gian speeder around the screen avoiding various attacks from droids.

Use the “START/A” button to attack with your lightsaber and fire the two side-mounted blasters on the Gian speeder.



WHEN INCOMING DROIDS ATTACK, FIRE THE TWO SIDE-MOUNTED BLASTERS ON THE GIAN SPEEDERS.

5. ATTACKING DROIDS IN STAGES 1, 3 AND 5!

All the enemies in the game will be Battle droids or Destroyer droids. They will attack two ways from the left side and two ways from the right side. A Jedi must know how to defend and counter attack to destroy them.

BATTLE DROID RIGHT SIDE ATTACKS

All Battle droids will first appear at the top of the screen and charge towards you. When they attack from the right side, you must simultaneously press Right on the direction pad and press the "START/A" button to swing the lightsaber and attack them.

To block the Battle droids blaster attack, press the "START/A" button as soon as the droid fires at you. This will block the incoming attack preventing any damage to your life bar meter. Note: you must be facing towards the droid to block and counter attack.

DESTROYER DROID RIGHT SIDE ATTACK

All Destroyer droids will first appear at the top of the screen and charge towards you. When they attack from the right side, you must press Up on the direction pad to jump up in the air and then press the "START/A" button to swing the lightsaber and attack them. You can only destroy the Destroyer droid from an air attack. You can not defeat them from a standing attack.

To block the Destroyer droids blaster attack, press the "START/A" button as soon as the droid fires at you. This will block the incoming attack preventing any damage to your life bar meter. Note: you must be facing toward the droid to block and counter attack.

BATTLE DROID LEFT SIDE ATTACKS

All Battle droids will first appear at the top of the screen and charge towards you. When they attack from the left side, you must first press Left on the direction pad to face them, next press Up to jump up in the air and then press the "START/A" button to swing the lightsaber and attack them. You can only destroy the Battle droid from an air attack. You can not defeat them from a standing attack.

To block the Battle droids blaster attack, press the "START/A" button as soon as the droid fires at you. This will block the incoming attack preventing any damage to your life bar meter. Note: you must be facing towards the droid to block and counter attack.

DESTROYER DROID LEFT SIDE ATTACK

All Destroyer droids will first appear at the top of the screen and charge towards you. When they attack from the left side, you must simultaneously press left on the direction pad and press the "START/A" button to swing the lightsaber and attack them.

To block the Destroyer droids blaster attack, press the "START/A" button as soon as the droid fires at you. This will block the incoming attack preventing any damage to your life bar meter. Note: you must be facing towards the droid to block and counter attack.

6. MISSION STAGES

There are five stages in the game. In stages 1, 3, and 5 you play as the Jedi taking out Battle droids and Destroyer droids with your lightsaber. On stages 2 and 4 you must maneuver the Gian speeder past and against Battle droids on STAPs. Each level is timed based and when the timer reaches zero you complete the stage you are on.

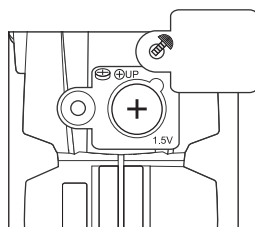
The fate of the universe and the safety of the Queen is in your hands. With your lightsaber and piloting the Gian speeder you must be quick and resourceful to stop the army of droids that stand in your way of victory. As a Jedi you have the skills and technique to complete your adventure, but if you show fear you could fail your mission or end up on the dark side. May the force be with you!

7. 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 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:

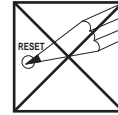
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



8. CAUTION/DEFECT OR DAMAGE



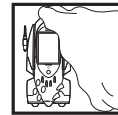
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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 GIAN SPEEDER CHASE 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.

9. 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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