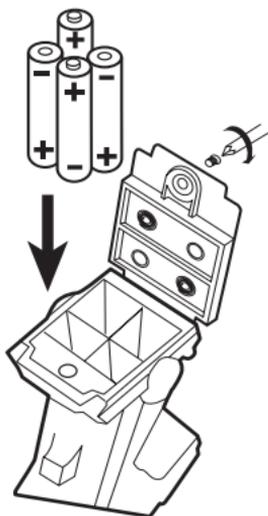
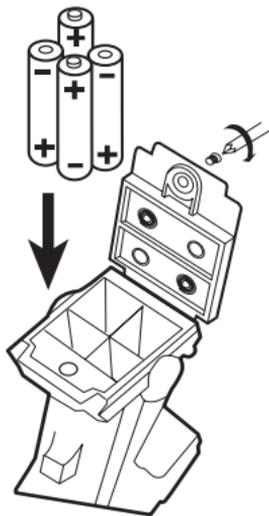


BATTERY INSTALLATION



Droid Fighter



Naboo Starfighter



CAUTION: Battery installation and replacement should be done by an adult. This product is not suitable for children under 3 years old as it contains small parts.

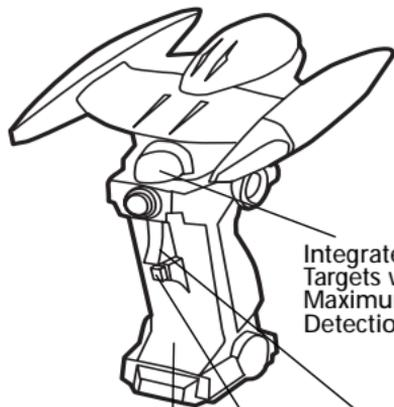
To insert the batteries, loosen the screw on the battery compartment cover. Insert 4 "AA" batteries (not included), making sure to align the "+" and "-" signs as shown.

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
- Replace with new batteries at the first sign of erratic operation

NABOO™ AND DROID™ FIGHTER BATTLE FEATURES

Droid Fighter



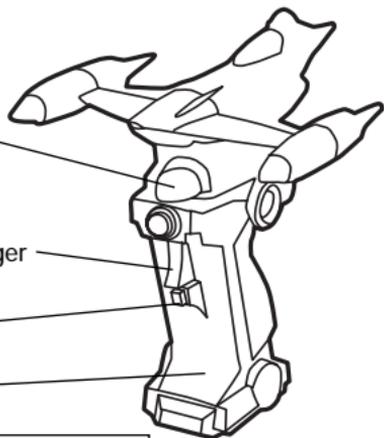
On/Off
button

Integrated
Targets with
Maximum Field
Detection Range

Infra-Red
Blaster Trigger

Defensive
ForceField™
Control

Joystick
Handle



Naboo Starfighter

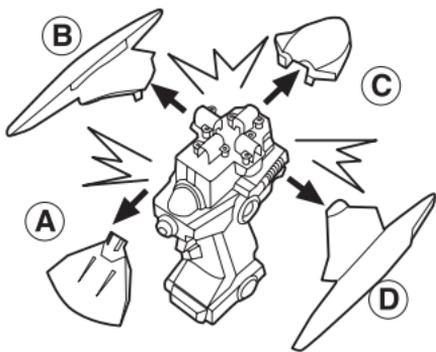
The Naboo and Droid Fighter Battle has been designed with performance and features to ensure exciting action-packed games.

Forcefield™ Control Button: Activating the Forcefield will momentarily protect the ship from being tagged by the enemy. A Forcefield sound effect will be heard while it is on. The Forcefield can be used three times per game.

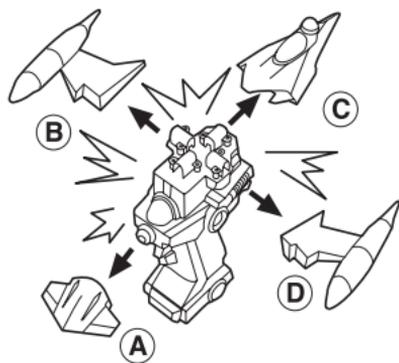
Infra-Red Blaster Trigger: Ships fire invisible infra-red beams to simulate laser blasts.

Joystick Handle: Motion sensor inside the handle activates realistic flying sounds.

On/Off Switch: Slide the switch to the ON position and prepare yourself for fast-paced dogfighting action!



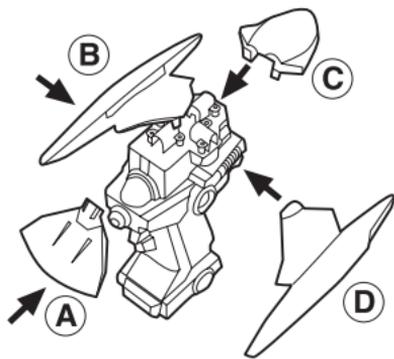
Droid Fighter



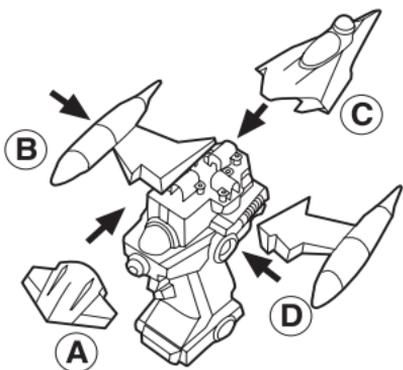
Naboo Starfighter

Exploding Ship: Blast your opponent 10 times and their ship explodes into 4 pieces. You claim space superiority!

SET UP



Droid Fighter



Naboo Starfighter

The Droid Fighter is the green ship that attaches to the joystick handle with the green trigger.

The Naboo Starfighter is the yellow ship that attaches to the joystick handle with the yellow trigger.

1. Hold the joystick handle in an upright position.
2. Slide the ON/OFF switch to the OFF position.
3. Slide part "A" on the top of the joystick handle into the position marked "A". The part must snap into position before proceeding with the next step.

4. Slide part "B" on the top of the joystick handle into the position marked "B". The part must snap into position before proceeding with the next step.
5. Slide part "C" on the top of the joystick handle into the position marked "C". The part must snap into position before proceeding with the next step.
6. Slide part "D" on the top of the joystick handle into the position marked "D". The part must snap into position before proceeding with the next step.

NOTE: If a part does not snap into position correctly, remove the part and slide it into the correct position again. Do not force a part into position – the part must slide smoothly into place.

HOW TO OPERATE

1. Turn ON the ships by sliding the ON/OFF switch to the ON position.
2. The blaster trigger is located in the handle of the joystick.
3. To emit a single invisible infra-red burst, press and release the blaster trigger once.
4. To activate the Forcefield™ feature, press the Forcefield

button. Remember, there are only 3 Forcefields per game.

5. Move the joystick from left to right to hear the ship sounds.
6. Each time you hit your opponent's ship, a sound effect will be heard. Hit their ship 10 times and the ship explodes into 4 parts.

GAME RULES

The object of the game is to blast your opponent 10 times before they blast your ship 10 times.

1. All players must turn their ships on to begin the game. Players should not turn their ship off and back on during the game.
2. Players cannot shield the red dome of the laser sensor with their hand, clothing or any other object.
3. When a player has received 10 hits, their ship will explode into 4 parts and they lose the battle.

NOTE: Once a player has been hit 10 times, the ships must be turned OFF to reassemble the ship parts. To begin a new game, turn ON the ships.

DEFECT OR DAMAGE

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

TIGER ELECTRONICS, LTD. REPAIR DEPT.

980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address, we will do our best to help.

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.\$13 for each Starfighter sent. 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 Repair Department.
1000 N, Butterfield Road, Unit 1023
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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