

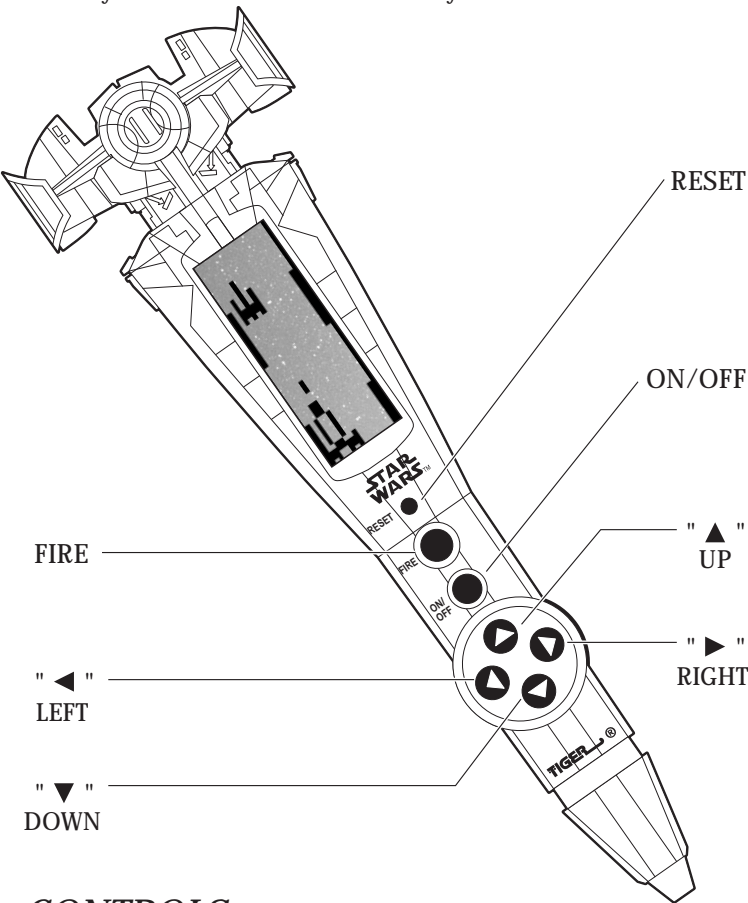
# STAR WARS EPISODE I

ELECTRONIC  
SITH INFILTRATOR  
PEN GAME

TIGER  
ELECTRONICS, LTD.

## INSTRUCTION

Cruise through space or speed across land in Darth Maul's chosen vehicles of war! Though the Trade Federation has successfully isolated the Naboo from outside help, the Queen and those accursed Jedi may yet foil the plans of the Sith. With nothing left to chance, you must man the controls of Darth Maul's Sith Interceptor and Sith Speeder destroying any force that remains to oppose the mighty Trade Federation. The future of the Sith infiltration rests on your shoulders. Do not fail your Master!



## CONTROLS

- ON/OFF - Press this to turn ON your game.
- ON/OFF - Press this to turn OFF your game.
- "▲" - Move up.
- "▲" - Play a sound effect when the unit is turned OFF.
- "▼" - Move down.
- "◀" - Move left
- "◀" - Play a sound effect when the unit is turned OFF.
- "▶" - Move right.
- "▶" - Play a sound effect when the unit is turned OFF.
- ATTACK - Fire at enemies and asteroids.

## STARTING A NEW GAME

When you turn on the unit you will see the game introduction followed by the title screen. The options of GAME START and DIFFICULTY then appear. Use the LEFT/RIGHT buttons to choose an option and press the ATTACK button to select

**GAME START** - Choosing this will send you right into battle. You begin the game in level 1, your first mission. Use the directional buttons to control the Sith Infiltrator and the Sith Speeder. Avoid asteroids and enemy fire. Seek out and destroy any Naboo forces you find!

**DIFFICULTY** - This can be set to Easy, Medium, or Hard. Use the LEFT/RIGHT buttons to choose a difficulty level and press the ATTACK button to select.

**THE SITH INFILTRATOR** - Pilot the Infiltrator in the space missions. It has a sophisticated tracking system that allows it to easily locate targets. The powerful ion drive system gives the Infiltrator all the speed it needs to close in any target it finds. Multiple laser cannons give it the punch for total destruction!

**THE SITH SPEEDER** - The Sith Speeder has an immensely powerful repulsorlift engine making it capable of astonishing speed and maneuverability. The speeder is Darth Maul's preferred means of transportation since it allows him to swoop down on his foes and quickly dispatch them.

**LEVEL 1** - Queen Amadalla is trying to escape the planet and seek help from the Supreme Chancellor on Coruscant. Her Royal starship has entered an asteroid field in hopes that you will be destroyed by the asteroids and not be able to follow her. You must chase her and shoot her ship down before she can escape. Though her ship has no weapons, her skilled pilots will make it difficult for you to follow. You will have to shoot the ship 50 times to destroy it.

**LEVEL 2-3** - Naboo Royal Starfighters are attempting to penetrate the Trade Federation blockade. Though they have little chance, they stand between you and the planet's surface, your new destination. You will have to destroy 30 Naboo fighters on each level to advance. There are also some stray asteroids floating around space so blast them out of your way to reveal the Naboo Royal Starfleet.

**LEVEL 4-6** - Your next missions take place on the planet's surface. It is time to leave the Sith Infiltrator and pilot the Sith speeder. Flash and Gian speeders are harassing Trade Federation forces and you are called to attack. On levels 4 and 5 you will have to destroy 35 speeders to advance. On level 6 you will have to destroy 40.

**LEVEL 7** - The battle on the planet's surface is now under control and the Trade Federation occupation can begin. It's time to return to space in the Sith Infiltrator and destroy the remains of the Naboo Royal Starfleet. A stubborn squadron of 40 Naboo Royal Starfighters is still holding out. Destroy them and future of the Sith is assured!

**SCORING** - You will receive 15 points for each ship destroyed and 5 points for each asteroid destroyed.

## HINTS FOR VICTORY

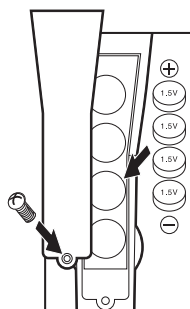
- 1 - Keep moving- A moving target is harder to hint than a stationary one.
- 2 - Stick and move- You've got to shoot then get out the way if you want to stay alive.
- 3 - Defense- The asteroids act as blockades for enemy shots and can be destroyed by your lasers. Learn to use them to avoid damage.
- 4 - Destroy as many asteroids as you can to make your score skyrocket.
- 5 - Visit our main website at [www.Tigertoys.com](http://www.Tigertoys.com) for info on the rest of our fun toys.

## BONUS SFX

Press the UP, LEFT, or RIGHT buttons to hear three sounds from the game when it is turned off.

## 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 4x1.5V LR44 or G13A button cells or equivalent (Battery included) as shown.



**WARNING:**  
CHOKING HAZARD-SMALL PARTS  
NOT FOR CHILDREN UNDER 3 YEARS

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.

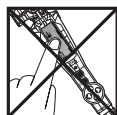
## CAUTION/DEFECT OR DAMAGE



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 Electronics Sith Infiltrator Pen 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.

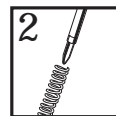
Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

## REPLACEMENT INK CARTRIDGES:

Included with you Electronic Sith Infiltrator Pen Game is an ink cartridge to use as a replacement. This replacement cartridge is attached.



1 Unscrew the black rubber piece which includes the pen mechanism from the pen.



2 Unscrew the refill cap from the mechanism and remove the empty ink cartridge.



3 Replace with ink cartridge refill (included on the instruction sheet) and screw the refill cap back on the pen mechanism.



4 Screw the pen mechanism and the pen back together.

## 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: [www.tigertoys.com](http://www.tigertoys.com)

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