

AGES 7 & UP
MODEL 88-502
885020001NWT1-02

STAR WARS

EPISODE I

ELECTRONIC HANDHELD

LIGHTSABER™ DUEL GAME

TIGER ELECTRONICS, LTD.

INSTRUCTION

PLEASE NOTE:

This product is an electronic game. Accordingly, use this game only in the manner described in the instructions and not to hit or strike any other object or surface. It should be swung only using small to moderate levels of force. It is not necessary, and could cause damage to the game or injury to persons or property, to swing the toy with excessive force. When playing this game, make sure that your play area is free of obstructions and well away from other people.

1. IN YOUR HANDS, IS THE GREATEST WEAPON FOR PEACE

In your hands is an authentic Jedi lightsaber. It gives you the power of the Force. The power of the Force is so incredible that when you use the lightsaber, it will affect the action on the screen in front of you! You will sometimes play as Obi-Wan Kenobi. You will sometimes play as Qui-Gon Jinn. You will always play against Darth Maul.

Feel the power of the Force! Let it flow freely. Use its strength as your own to defend yourself against Darth Maul. Block his attacks. Then launch your own strikes against him. You must defeat him in order to stop the awful spread of the Trade Federation that is usurping freedom wherever it can extend its hideous strength! Whenever you are hit by Darth Maul, you will actually FEEL your lightsaber VIBRATE from the blow!



MOVE THE LIGHTSABER SIDEWAYS LEFT AND RIGHT TO BLOCK DARTH MAUL'S ATTACKS!



MOVE THE LIGHTSABER FORWARD AND BACK TO ATTACK HIM BACK!



WHEN YOU'RE HIT BY DARTH MAUL, YOU'LL FEEL THE VIBRATION OF HIS BLOW!

2. 3 GAME MODES

There are 3 game modes.

Mode 1: You play as Obi-Wan vs. Darth Maul in a 1 on 1 battle.



OBI-WAN VS. DARTH MAUL

Mode 2: Qui-Gon vs. Darth Maul in a 1 on 1 battle.



QUI-GON VS. DARTH MAUL

Mode 3: Obi-Wan and Qui-Gon vs. Darth Maul in a 2 on 1 battle.

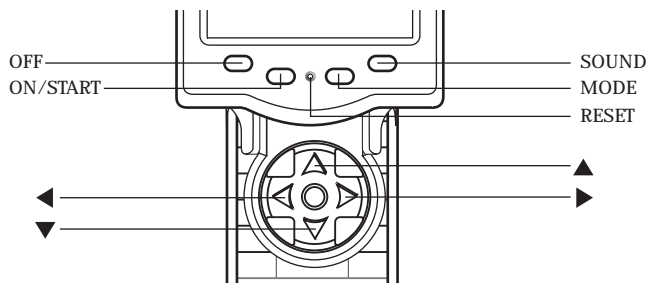


BOTH OBI-WAN...



...AND QUI-GON VS. DARTH MAUL

3. HARNESSING THE POWER OF THE LIGHTSABER



- ON/START – to turn your lightsaber on.
– to start the game in whichever of the 3 game modes you choose (default game is game 1).
- SOUND MODE – to control sound on/off.
– to toggle between the three game modes.
- OFF – to turn off the lightsaber. (The unit also shuts off automatically after 3 minutes of no action.)
- ▲ – to move up.
– tap on this button TWICE to JUMP UP.
- ▼ – to move down.
– tap on this button TWICE to switch from fighter to fighter in game mode 3.
- ◀ – to face left.
- ▶ – to face right.
– tap on this button REPEATEDLY for player to move forward FASTER.
- RESET – press the reset button to reset your lightsaber if a game malfunctions.

In addition to your control buttons, you will move forward across the game screen automatically. When you encounter Darth Maul, it's time to use your lightsaber!

SWINGING THE LIGHTSABER

Actually swing the lightsaber to control the power of the Force!

PLEASE NOTE: BE CAREFUL WHEN YOU SWING THE LIGHTSABER! YOU DO NOT HAVE TO SWING VERY HARD AND YOU SHOULD NEVER SWING IT NEAR ANYONE ELSE! YOU DON'T WANT TO ACCIDENTALLY HIT ANYONE WITH IT! SWINGING HARD DOESN'T AFFECT THE ON-SCREEN ACTION ANY DIFFERENTLY THAN SWINGING LIGHTLY. LET THE POWER OF THE FORCE FLOW THROUGH YOU – HARD SWINGS ARE NOT NECESSARY.

You can swing your lightsaber in four directions:

To attack: Swing your lightsaber FORWARD and BACKWARD and your lightsaber on screen will swing FORWARD AND BACKWARD, too!

To block Darth Maul's attacks: Swing your lightsaber sideways LEFT and RIGHT and your lightsaber on screen will also swing LEFT and RIGHT, too!

In game 1, you always play as Obi-Wan. In game 2, you always play as Qui-Gon. But in game mode 3, you actually play as BOTH Jedi! To switch Jedi fighters between Obi-Wan and Qui-Gon in game mode 3, press the "v" button TWICE to complete the switch!

4. THE POWERS OF RIGHT AND JUSTICE

Depending on which Jedi you control, you possess different strengths:



OBI-WAN

Obi-Wan is younger, faster, and less disciplined than Qui-Gon. He is a better attacker but not as strong a defender as Qui-Gon.



QUI-GON

Qui-Gon is older, more experienced, slower but wiser and more disciplined than Obi-Wan. Qui-Gon is the mentor and Obi-Wan is the student. So while Qui-Gon can not attack with the power of Obi-Wan, he can use his experience to outmaneuver Darth Maul. While under attack from Darth Maul, Qui-Gon can also defend himself better than Obi-Wan can.

5. HOW TO PLAY

Press the ON/START button to turn on the unit. The maximum score attained is displayed.

Press the ON/START button a second time and MODE appears on screen. Use the MODE button to choose the mode of your choice (1, 2, or 3).

When you have selected the mode you want, press the ON/START button again to begin play in your selected mode!

You will great sound effects and speech from the new Star Wars film as you play!"

In game 1, your fighter is Obi-Wan.



BATTLE AS OBI-WAN.

In game 2, your fighter is Qui-Gon.



BATTLE AS QUI-GON.

In game 3, you fight as BOTH Obi-Wan and Qui-Gon! BOTH Obi-Wan and Qui-Gon attack Darth Maul at the same time. But you only control one of the Jedi at a time – and the computer will control the other Jedi for you.



BATTLE AS BOTH OBI-WAN AND QUI-GON. BOTH BATTLE DARTH MAUL AT THE SAME TIME, BUT YOU ONLY CONTROL ONE JEDI AT A TIME. THE COMPUTER CONTROLS THE OTHER JEDI FOR YOU!

There are icons of both OBI-WAN and QUI-GON in the upper part of the screen. Whichever Jedi icon is FLASHING, is the fighter you control. Press the "▼" button TWICE to change from one Jedi to the other!

Just below the LCD screen is a 4-way directional button, which allows you to move UP and DOWN the LCD screen and to turn LEFT and RIGHT. You will also move forward automatically.

Tapping on the UP button TWICE will allow you to JUMP.

Tapping on the RIGHT button repeatedly will move you forward FASTER.

Tapping on the DOWN button TWICE in game mode 3 will allow you to switch which Jedi you control. (The computer will control the Jedi you don't control as you fight against Darth Maul in this mode 2 on 1!

Use the lightsaber to parry (defend and reflect) the attacks of Darth Maul and to launch your own attacks on Darth Maul. To control the lightsaber, just SWING it in any of the four directions! (No button presses necessary!) REMEMBER, TO SWING LIGHTLY – AND BE CAREFUL NOT TO SWING IT WHEN YOU ARE STANDING CLOSE TO ANYONE ELSE.

As with real lightsabers, it's good to know that lightsabers do not shoot lasers. Instead lightsabers glow with the power of the Force. So the lightsaber is like having a glowing sword. There is no shooting.

When you see Obi-Wan and Qui-Gon on screen, you will notice their sword glowing only from one end of the lightsaber. However, Darth Maul has a TWO-SIDED lightsaber – so his sword has a glowing blade at BOTH ENDS of his lightsaber, allowing him to defend himself against attacks from TWO SIDES AT ONCE. This is especially important in game 3, where you attack Darth Maul two-on-one!

When you see Darth Maul moving across the screen and raising his lightsaber to attack you, use your directional buttons to either dodge out of the way if there's time, or if you can't get out of the way, by actually moving the lightsaber to PARRY (defend against) Darth Maul's attack.



REMEMBER, MOVE THE LIGHTSABER LEFT AND RIGHT TO PARRY...

You also use the 4-way directional button to move your own fighter into attacking position against Darth Maul – and actually move the lightsaber to ATTACK against DARTH MAUL.



...AND MOVE UP AND DOWN TO ATTACK DARTH MAUL BACK!



WHEN YOU'RE HIT BY DARTH MAUL, YOUR LIGHTSABER WILL VIBRATE. YOU WILL FEEL THE IMPACT!

There are two ENERGY BARS on screen at all times.

One energy bar represents your Jedi (either Obi-Wan or Qui-Gon in games 1 and 2) and the other energy bar is for Darth Maul.

In game 3, you fight as both Jedi, but your two Jedi share the SAME energy bar. The second energy bar is still for Darth Maul in game 3.

In each of the 3 game modes, you must survive 5 stages of play in order to WIN the game! You begin each game with 3 lives. Your 3 lives must last you through all 5 stages of play. You lose energy whenever you are hit. When your energy bar is reduced to zero, you lose a life. If you ever lose all 3 lives, it's a GAME OVER!

As you complete each stage, press the ON/START button to begin each new stage. After a GAME OVER, use the ON/START button to start a new game. In a new game, you have to make your game mode selection first.

May the Force be with you!

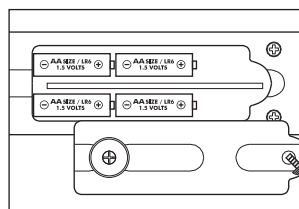
6. SCORING

10 points each time you successfully parry (reflect Darth Maul's attacks)
20 points each time you land a successful attack on Darth Maul.

7. 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 4 Alkaline "AA" batteries, LR6 or equivalent making sure to align "+" and "-" as shown.



TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD (CARBON ZINC) 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:

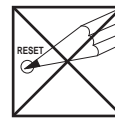
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



8. CAUTION/DEFECT OR DAMAGE



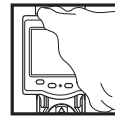
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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 HANDHELD LIGHTSABER DUEL 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.\$16.00. 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.

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