



STAR WARS

EPISODE I

ELECTRONIC HANDHELD

BATTLE TANK ATTACK GAME



INSTRUCTION

1. THE OCCUPATION

"The time for passive negotiation is over. By order of the Trade Federation Viceroy, a blockade has been established around the planet Naboo. Occupational forces are assembled and the droid army is prepared for invasion."

"We must secure the palace and take the Queen into custody. With the people of Naboo under our control, she will surely sign the treaty that legitimizes our occupation of the planet. We are certain that the Senate will ratify such a treaty...provided no one escapes to reveal our plans."

"Are the landing craft ready? Good! Let the invasion begin!"

2. YOUR MISSION

As a highly skilled Trade Federation tanker, you will be an integral part of the Trade Federation occupational forces. With the heavy fire-power and mobility of our battle tanks, we should quickly overwhelm any resistance. Nothing should interfere with the occupation of Naboo!

Use the 4 directional keys to drive your battle tank. Once all enemies on the screen are destroyed, you will have to move forward to acquire new targets. Continue to move along the battlefield until your mission is complete.

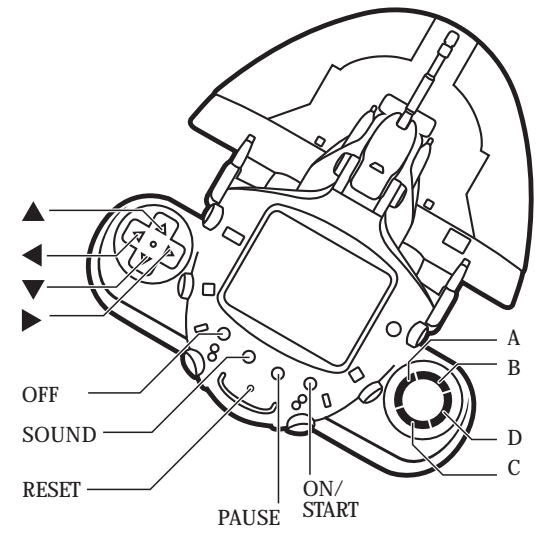
You can rotate the tank's cannon independent of the main hull. This means you can drive in one direction while shooting in another. Use the L and R buttons to swivel the cannon and bring targets into your line of fire.

Your tank comes equipped with laser cannons as well as energy shell launchers. The laser cannons have unlimited firepower. Your energy shell launcher is very powerful and will destroy all enemies on the screen. However it can hold only 3 energy shells at one time. Launch energy shells when there are many enemies surrounding you. When your launcher is empty be on the lookout for more energy shells!

The Federation Battle tank has powerful shield generators that will protect your tank from enemy fire. This enables the battle tank to withstand 10 hits before it is destroyed. Once your tank is destroyed. The game is over.

There are five missions for you to complete. If you can complete all 5 you win the game. If not, the Naboo resistance will be successful and the droid army will be neutralized.

3. FEDERATION BATTLE TANK CONTROLS



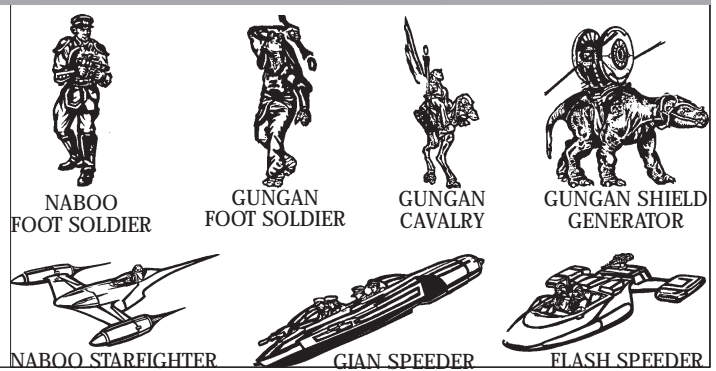
- ON/START – to turn on the unit
– to start each stage
- PAUSE – to pause the game.
- SOUND – to turn the sound off and on.
- OFF – to turn off the unit
- RESET – this resets the game in case of malfunction. This will also erase the high score.
- ▼ – to move the tank down.
- ▲ – to move the tank up.
- ◀ – to move the tank to the left.
- ▶ – to move the tank to the right.
- A (L) – to rotate the tank's main cannon and laser cannons to the left.
- B (ENERGY SHELL LAUNCHER) – to launch a destructive energy shell.
- C (LASER CANNONS) – to shoot the battle tank's laser cannons
- D (R) – to rotate the tank's main cannon and laser cannons to the right.

4. POWER-UPS

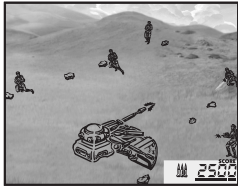
During the battle, power-ups will appear. To acquire a power-up when it appears, aim the laser cannons at it and shoot. They will only appear for a moment so act quickly!

- SHIELD UNIT – this will add 1 more shield unit to your tank.
- ENERGY SHELLS – this will load 3 energy shells into the launcher.
- POINT BONUS – this will add 50 points to your score.
- EXTRA BATTLE TANK – this will give you an extra battle tank. If your first tank is destroyed, you continue with another fully armed, fully restored battle tank.

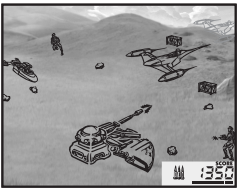
5. ENEMIES



6. GAME STAGES



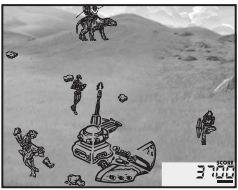
1. The Plains of Naboo
The Naboo defense forces have gathered on the plains and are attempting to destroy our landing craft. You must crush this meager attempt at stopping our inevitable occupation of the planet. Protect the landing zone and destroy all attackers!



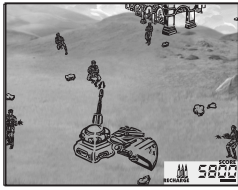
2. Flight of the Starfighters
Naboo starfighters are harassing our landing craft and continuing to strike our orbiting fleet. This must not be allowed to continue. Reconnaissance tells us that there is an active Naboo military spaceport preparing to scramble more fighters. Move in and destroy this spaceport and its defenders. Be especially alert for any launching fighters and be sure to shoot them down before they can escape the surface!



3. Gungan Counterstrike
It seems the Gungan forces have returned from the sea and are preparing to enter the battle. Though their puny weapons pose little threat to our superiority, we must not allow the Naboo defenders hope for rescue! Strike quickly and destroy all attackers!



4. Assault on the Shield Generator
The Gungans are proving to be more of a nuisance than expected. Their force shields are protecting them from our cannon fire. This is unacceptable! Concentrate your fire on the soldiers outside the shield and clear a path for our battle droids. Continue to provide cover fire so our battle droids can penetrate the shield and destroy the generator. Be sure to clear enemies away from the generator so the battle droids can get through. Otherwise they will destroy the droids and protect the shield!



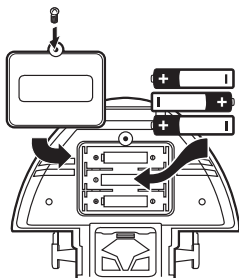
5. The Queen's Palace
Our operation is almost a complete success! The Gungan forces are retreating and the Naboo defenders have been rolled back. We must secure the palace and find the Queen. Destroy all remaining defenders and blast a way into the palace. Our battle droids and destroyer droids will move in and take the Queen!

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 3xAAA OR LR03 batteries or equivalent (Batteries not included) as shown.

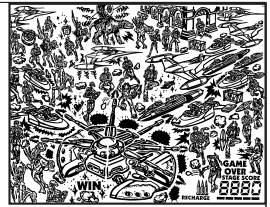


- TO ENSURE PROPER FUNCTION :**
- DO NOT MIX OLD AND NEW BATTERIES.
 - DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
 - BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
 - NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
 - RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING 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.



RESET BUTTON:

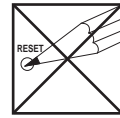
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



8. CAUTION/DEFECT OR DAMAGE



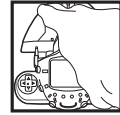
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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 BATTLE TANK 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.

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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