	• 1 Pole Connector	• 1 Lightsaber Handle
	• 1 Support Base Hub	• 2 Lightsaber Beam Parts
ole Pieces	• 5 Support Legs	•12 Foam Discs

C-size Batteries Required. (not included)

MBLY

HTSABER

atteries in Lightsaber Handle: Loosen the screws on the battery
ient on the lightsaber handle and remove the door. Insert 2 C-size
(we recommend alkaline), making sure to align the + and - with the
in the plastic. Replace the door and tighten the screws.

ON: To Avoid Battery Leakage

to insert the batteries correctly and always follow the game
ery manufacturers' instructions.
iix old and new batteries, or alkaline, standard (carbon-
rechargeable (nickel-cadmium) batteries.
remove weak or dead batteries from the product.

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tsaber parts together: Screw the upper section of the lightsaber beam
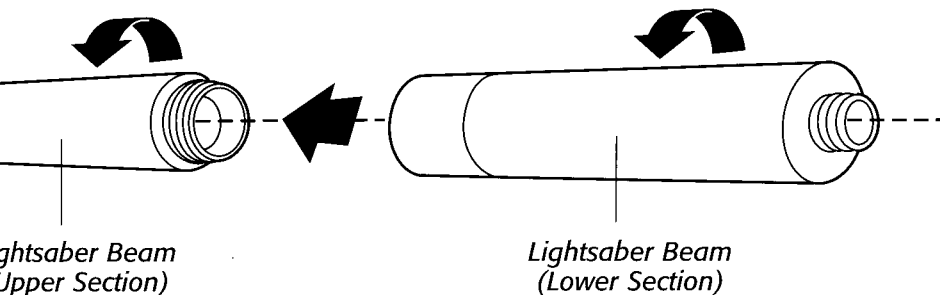ower section. Then screw the entire beam into the saber handle.
re 1.

H DROID

le the Droid's Support Stand: First slide the 5 legs into position on the
. Each leg should rest flat on the floor. Now join the 2 pole pieces
using the connector, and insert one end of the assembled pole into the
ile on the hub. **See Figure 2.**

atteries in Droid: Loosen the screw on the battery compartment door
ive the door. Insert 4 AA-size batteries (we recommend alkaline), making
lign the + and - with the markings in the plastic. Replace the door and
ie screw. As soon as the batteries are installed, the droid starts its
mode. **Turn the droid off** before you mount it on its pole by pressing
JFF button.

nna & Place Droid on Stand: Set the antenna onto its peg on the
iw locate the hole in the bottom of the droid and set the droid on the
iole. The droid should sit securely and evenly on the pole. **See Figure 2.**

E 1: Lightsaber Assembly

ightsaber Beam
Jpper Section)

Lightsaber Beam
(Lower Section)

CONTENTS:
- 1 Antenna
- 1 Sith Droid
- 2 Support Pole Pieces
- 1 Pole Connector
- 1 Support Base Hub
- 5 Support Legs
- 1 Lightsaber Handle
- 2 Lightsaber Beam Parts
- 12 Foam Discs

4 AA-size & 2 C-size Batteries Required. (not included)

ASSEMBLY

YOUR LIGHTSABER

1. Install Batteries in Lightsaber Handle: Loosen the screws on the battery compartment on the lightsaber handle and remove the door. Insert 2 C-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screws.

CAUTION: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

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2. Put Lightsaber parts together: Screw the upper section of the lightsaber beam into the lower section. Then screw the entire beam into the saber handle.
See Figure 1.

YOUR SITH DROID

1. Assemble the Droid's Support Stand: First slide the 5 legs into position on the base hub. Each leg should rest flat on the floor. Now join the 2 pole pieces together using the connector, and insert one end of the assembled pole into the center hole on the hub. ***See Figure 2.***

2. Install Batteries in Droid: Loosen the screw on the battery compartment door and remove the door. Insert 4 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw. As soon as the batteries are installed, the droid starts its warm-up mode. ***Turn the droid off*** before you mount it on its pole by pressing the ON/OFF button.

3. Fit Antenna & Place Droid on Stand: Set the antenna onto its peg on the droid. Now locate the hole in the bottom of the droid and set the droid on the support pole. The droid should sit securely and evenly on the pole. ***See Figure 2.***
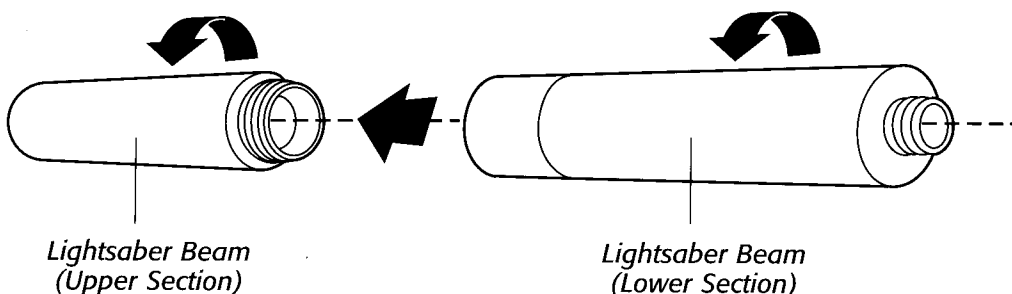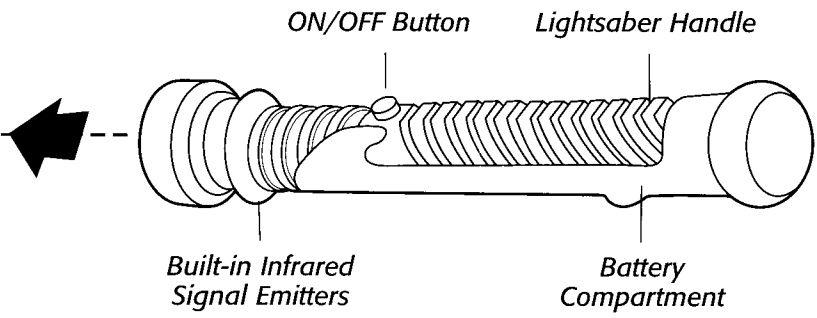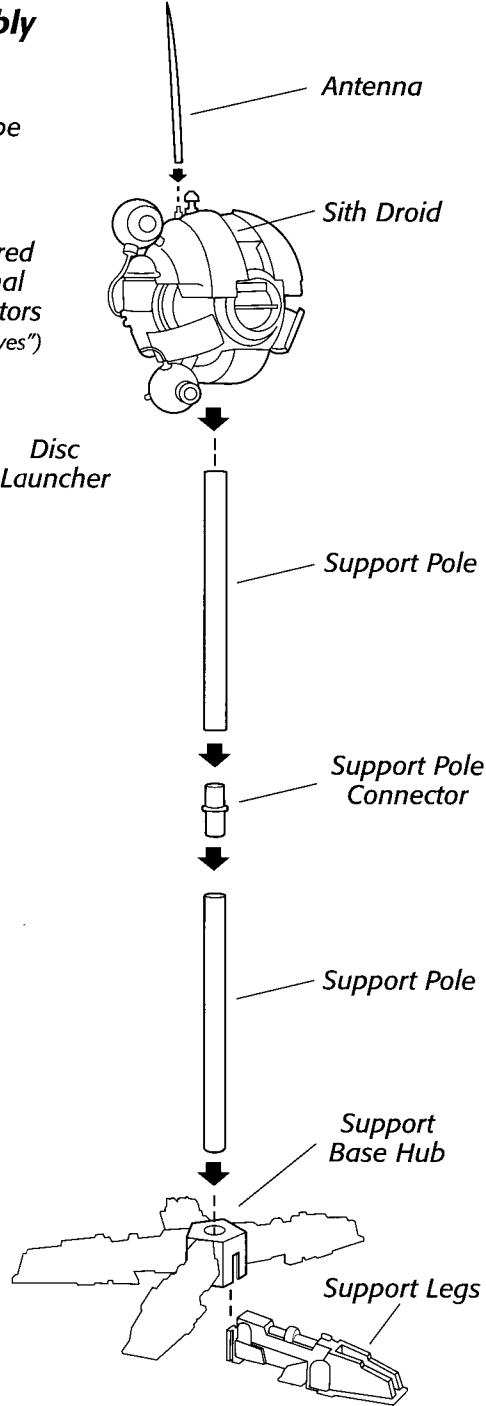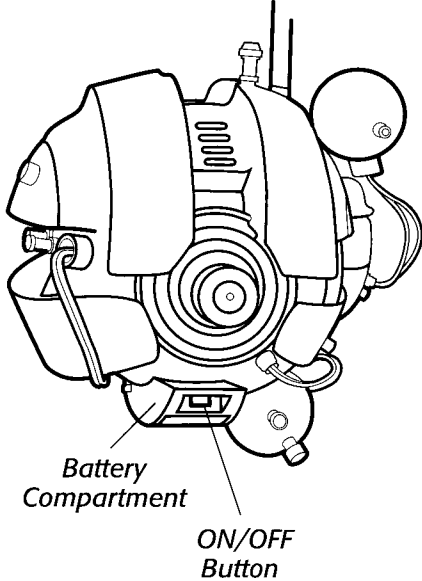
FIGURE 1: Lightsaber Assembly

Lightsaber Beam
(Upper Section)

Lightsaber Beam
(Lower Section)

FIGURE 2: Sith Droid Assembly

Antenna

Disc Supply Tube

(Turn knob to open tube)

Sith Droid

Infrared Signal Detectors (the "Eyes")

Disc Launcher

Support Pole

Speaker

Support Pole Connector

Support Pole

Support Base Hub

Battery Compartment

ON/OFF Button

Support Legs

ON/OFF Button   Lightsaber Handle

Built-in Infrared Signal Emitters

Battery Compartment
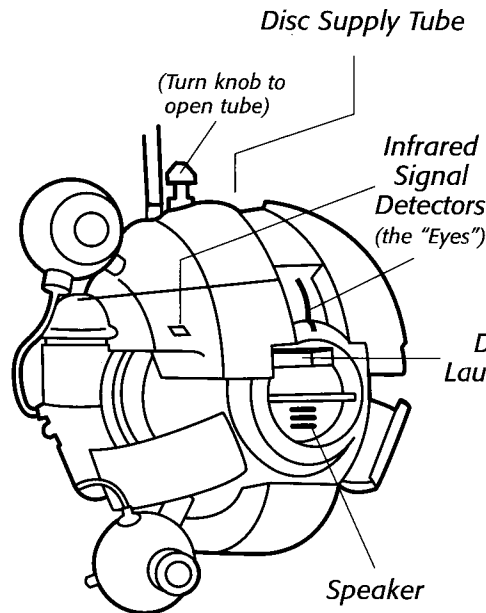
You're Ready To Fend Off The Sith Droid Attack!

OBJECT

Darth Maul has sent forth his spying Sith probe droids to locate Qui-Gon Jinn and Obi-Wan Kenobi. If the droid finds them and its message discs get back to Darth Maul, it will be the end of the Jedi heroes. But you can save them! Use your lightsaber to block the droid's communication discs so they never reach the Sith Lord.

Win the best of 3 rounds, consisting of 12 discs each, and victory is yours! The Jedi are saved!

LEVELS

This game has 2 levels of play, Apprentice and Master. The game rules are the same for both levels.

At the Apprentice level, the droid sounds **at least 3** warning beeps before it fires a disc. At the Master level, it gives you **at least 2** beeps before it fires. To play at the Master level, push the droid's ON Button twice when you start a new game.

SETUP

- Load discs: Place the droid in an open area. Turn the knob and slide open the hatch on the droid's disc supply tube and load all 12 discs. Randomly mix in the blue and green discs. Close the hatch.

- Press the ON button in the back of the droid to turn it on. (Press twice for Master level play.) The Sith Droid will "come alive," continuously scanning the area for you and your lightsaber!

- Now measure 2-1/2 lightsaber lengths (approximately 8 feet) from the droid. This is the minimum distance you must be from the droid at all times during the game. The maximum distance is 4 saber lengths (or about 12 feet) from the droid.

- **Note:** The Sith Droid automatically shuts off after about 2-1/2 minutes if it can't find your signal. To start playing again, press the ON button. Your saber is always OFF unless you press **and hold** down the ON button to activate it. If you release the button, it will shut off momentarily.

- **Note:** A room with many large windows or mirrored walls will cause the droid's Infrared Tracker to pick up reflections and not home in on the player! If you encounter difficulties, try moving it to another location.

How To Play

- **On Guard!** When you're ready to begin a round of battle, grip your lightsaber's handle with both hands and press and hold down the ON button with one of your thumbs. This activates the saber's Infrared Signal Emitter, which the Sith Droid will soon pick up! Continue to hold down the ON button until the droid has launched all 12 of its discs and the round is over.

  See Figure 3. If your thumbs need a rest during a game, just let go of the ON button for a few seconds. (The photo on the box shows you the proper Jedi stance when you wield your saber.)

FIGURE 3

ON/OFF Button

Infrared Signal Emitter