

**TIGER** ELECTRONICS  
INC.®

Ages 5 and up  
Model : 88-090  
8809001IWTIE-02

**STAR  
WAR**

**DEATH STAR  
ESCAPE**

## INSTRUCTIONS

### YOUR CHALLENGES:

The Death Star comes heavily armed with six different challenges for up to six players. The object is to turn the Death Star so that the correct name or number is in the TOP POSITION. A sensor inside the unit can tell if you make the correct move as you twist and turn the Death Star.

When you rotate the Death Star to a correct name or number, you will hear a positive response from the Death Star -- and you continue your sequence. But if you make a mistake and rotate to an incorrect name or number, you will hear a negative tone -- and must start the sequence over again. When you are eliminated from play, you will hear the Emperor's sinister laugh mocking you!

### CHALLENGE 1

The object of this game is to test both your speed and your patience. You must repeat a sequence of names as quickly as possible within the time limit.

### CHALLENGE 2

This game (for 2-6 players) will call out a sequence of names, then randomly call on a player to repeat that sequence of names. If you cannot remember the names, you are out of the game.

### CHALLENGE 3

This game is for one player only. The computer will secretly pick a 5-code sequence of names. If you can determine this sequence in 60 seconds or less, you advance to the next round. Each round the sequence gets longer. How far can you go?

### CHALLENGE 4

For 2-6 challengers. The game begins by calling out a name. The first player must rotate the Death Star to this name, then rotate to another name which will be added to the sequence. He then hands the Death Star to the next player who must complete the new sequence, add another name, and pass it on...

### CHALLENGE 5

For 1-6 challengers. One round only. You must react to verbal commands of NAMES from your Rebel commander at ever-increasing speeds. The better you play, the more names the Commander will give you to memorize and repeat!

### CHALLENGE 6

For 1-6 challengers. One round only. Like Challenge 5, only combinations of NAMES and NUMBERS will be intermixed to make the verbal commands more intricate and difficult to remember and repeat.

### ACTIVATE THE DEATH STAR:

Use the ON/START/OFF button to:

- to turn on the power.
- to start each player's turn.
- to confirm your name (challenge 2).
- to turn off the unit. Hold the button down until the narrator says, "This battle is done," then release.

(The unit also shuts off automatically after 3 minutes to save batteries.)

Press the ON/START/OFF button to activate the Death Star! You will hear authentic STAR WARS sound effects followed by the voice of your Rebel commander saying, "IF YOU'RE READY TO BE TESTED BY THE DEATH STAR, SELECT YOUR CHALLENGE!"

(You can also press the START button quickly to skip the speech and go directly to the challenge selection.)

### SELECT CHALLENGE

Now rotate the Death Star so that the number of your challenge (game) choice is in the TOP POSITION. So if you want to choose game 1, rotate the Death Star so that the "1" is in the top position. Hold the Death Star in this position, and press the START button to confirm your choice.

The Rebel Commander will then confirm your challenge and ask for selection of players. He'll say, "CHALLENGE ONE. HOW MANY CHALLENGERS?"

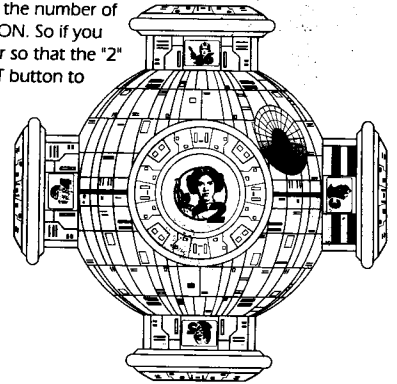
### SELECT NUMBER OF CHALLENGERS (Players):

Then rotate the Death Star again so that the number of challengers (players) is in the TOP POSITION. So if you want 2 challengers, rotate the Death Star so that the "2" is in the top position and press the START button to confirm your choice.

The Rebel commander will confirm the number of challengers. He'll say, "TWO CHALLENGERS! GOOD!"

Now press the START button to begin your challenge. Good luck -- and May the Force be with you!

As a Jedi warrior, heed the following advice on the ways the Force:



### CHALLENGE 1

You will have 30 seconds to complete each round. In round 1, you have a 3 name sequence to repeat as often as you can. Your Rebel Commander will give you the first name of the sequence, for example, "START ON LUKE!" Then he will tell you the other two names of the sequence, for example, 3CPO and HAN and tell you to "START!" Then challenger 1 must rotate the Death Star, starting on LUKE, then stopping on 3CPO, and then stopping on HAN, and then rotating the unit back to LUKE to continue the sequence. The trick to this game is to go as fast as you can, without going so fast that the game cannot register your moves-- you must wait for the narrator to confirm your move before moving to the next name! You score 1 point for each full sequence you complete.

Then after 30 seconds, it will be the next challenger's turn in round 1. He/she will press the START button and will have 30 seconds to repeat a different three name sequence as many times as he/she can!

If you can complete the name sequence in the first round, another name will be added in the next round. So for round 2, it's a 4 name sequence to do -- and in round 3, it's a 5 name sequence to memorize and repeat as many times as possible!

The cumulative scores are given at the end of each round. After all players have completed the third and final round, the Rebel Commander will make a final report for each challenger.

### CHALLENGE 2

After Challenge 2 has been selected, the Rebel Commander will say, "I MUST NOW KNOW WHO THE CHALLENGERS ARE. CHALLENGER ONE, IDENTIFY YOURSELF!"

Challenger 1 must then take the Death Star, select a character (for example, LUKE), and then press the START button to confirm. The Commander will say, "CHALLENGER ONE -- LUKE. CHALLENGER TWO, IDENTIFY YOURSELF?"

Challenger 2 will then take the Death Star, select his character, and press the START button to confirm.

In this way, all challengers will be "named" -- by taking the Death Star, rotating the Death Star to their own character name, and then pressing the START to confirm their identity.

Then the Rebel Commander will call out a 3-number sequence and randomly pick a player to remember and repeat that sequence!

After all challengers have had a turn, then all players that have survived will be tested in the same random way again -- except this time with a 4 name sequence at a FASTER SPEED. All challengers that survive are then tested on a 5 name sequence even FASTER! Play continues at faster and faster rates with increasing numbers added to the routine until only one challenger remains! The Commander will then declare the winner, saying, "\_\_\_\_\_, YOU HAVE SURVIVED AND DESTROYED THE DEATH STAR. YOU WIN!"

### CHALLENGE 3

This is a 1-player game only. When you choose Challenge 3, the game automatically advances to game start!

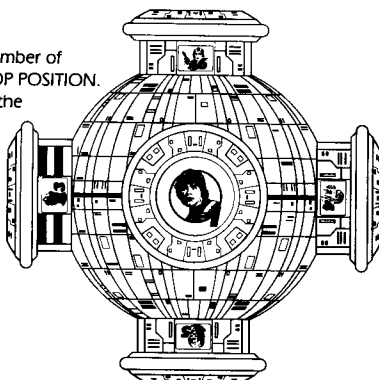
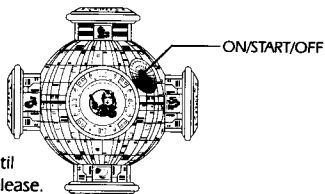
Your objective is to blow up the Death Star in 60 seconds. You will hear the Rebel Commander say, "CHALLENGER ONE, TO BLOW UP THE DEATH STAR YOU MUST FIND THE FIVE NAME CODE! YOU HAVE 60 SECONDS TO DESTROY THE DEATH STAR! MAY THE FORCE BE WITH YOU!" Then the Commander will say, "BEGIN WITH \_\_\_\_\_", telling you the first name of the sequence, and you have sixty seconds to solve a 5 NAME CODE.

Start rotating the Death Star, trying to break the 5 name code! It's all trial and error! If you immediately rotate to the next correct name of the code, the Rebel Commander will say that name out loud! If you rotate to an incorrect number, you'll hear a negative tone -- and will have to start over from the first number. If you can "break the code" by finding all 5 names consecutively, you will hear the Death Star explode and then will have the opportunity to play again -- this time with a 6 name code to crack! If you can solve the 6 name code within 60 seconds, you will once again blow up the Death Star and then have the opportunity to try and crack a 7 name code! Keep playing until you fail.

The Death Star remembers how many sequences you have completed. When you go back and play the game some more in the future, the Death Star remembers your "high game". Let's say you complete a 7 name sequence as your high score. You go back and are working your way up. You complete a 5 name sequence for the second time, this time instead of exploding the Death Star, the Commander will say, "YOU BROKE THE CODE IN \_\_\_\_ SECONDS!"

But whenever you achieve a new high score, say for example, an eight name sequence, you will blow up the Death Star, and you will hear the explosion and the Commander saying, "YOU DESTROYED THE DEATH STAR IN \_\_\_\_ SECONDS. THE FORCE WAS WITH YOU!"

Whenever you fail to solve the code correctly within 60 seconds, the challenge is over. You will hear a laughing voice and will be given credit for the parts of the code you did complete.



#### CHALLENGE 4

Players will be passing the Death Star among themselves -- adding an additional number or name to the sequence each time they pick up the Death Star!

The Rebel Commander will say, "CHALLENGER ONE, START ON (LEIA)." Challenger 1 will rotate to LEIA and then rotate to another name or number, for example, CHEWBACCA. The Commander will announce challenger one's choice. The Commander will say "CHEWBACCA".

After the Commander says, "CHEWBACCA", the Commander will then say, "CHALLENGER TWO, START ON LEIA!". Then challenger 2 must start on LEIA, then rotate to CHEWBACCA, and then add his own link to the chain, which the next challenger must then remember. Each time, after you complete the sequence, add another link and pass the Death Star to the next player!

If a player "misses" by incorrectly memorizing the chain, that player is out of the game. When you are eliminated from play, you will hear the mocking laughter and must wait for another game to test your skill. The last challenger left in the game, wins the challenge!

#### CHALLENGE 5

Each player must keep pace with the Rebel Commander's verbal commands. The commander will call out NAMES, and you must quickly rotate to that name. If you do not respond quickly enough, you are out.

The player who lasts the longest wins.

The game moves faster and faster as more names are added! When you miss, you are mocked by the haunting laughter and your turn is over.

#### CHALLENGE 6

Like challenge 5, except there are both NAMES and NUMBERS verbal commands for players to memorize and repeat.

#### SCORING SUMMARY:

##### Challenge 1:

You score 1 point each time you complete a sequence. Cumulative scores are given at the end of each round. At the end of 3 rounds, the Commander reports all scores.

##### Challenge 2:

Game is completed by having one challenger left.

##### Challenge 3:

You are given 1 point for each part of the code you solve. The Commander will also tell you how many seconds it took you to break the code. When you fail, you are given partial credit -- you are still given points for the parts of the code you solved, even though you did not solve the entire code.

##### Challenge 4:

Cumulative scoring given for each name in the sequence completed. 1 point given for each name completed.

##### Challenge 5:

Cumulative scoring given for each name in the sequence completed. 1 point given for each name completed.

##### Challenge 6:

Cumulative scoring given for each name or number in the sequence completed. 1 point given for each name or number completed.

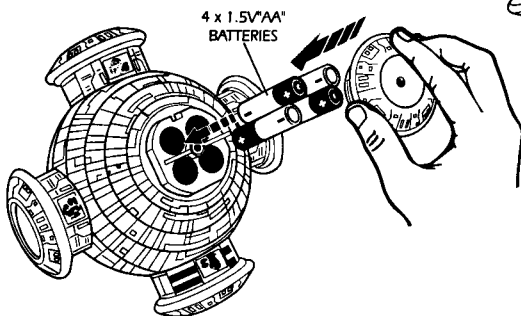
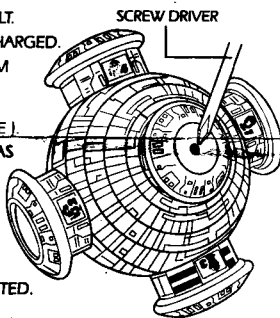
Note: If you press the START button within 5 seconds of the end of a game, the unit will repeat the scores from the last game. Otherwise, the game resets after the scores are given and you can play again.

#### INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, press and push battery cover, press and push battery cover upward.) Insert 4 "AA" / LR6 batteries or equivalent (not included), making sure to align "+" and "-" 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.



#### DEFECT OR DAMAGE

If a part of your 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 ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

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

#### 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (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, Inc.

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, Inc. 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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