

FOR 2-4 PLAYERS
AGES 6 & UP
MODEL 88-505
885050001IWTI-01

STAR WARS EPISODE I

ELECTRONIC

ESCAPE FROM NABOO™
SKILL AND ACTION GAME

TIGER
ELECTRONICS, LTD.

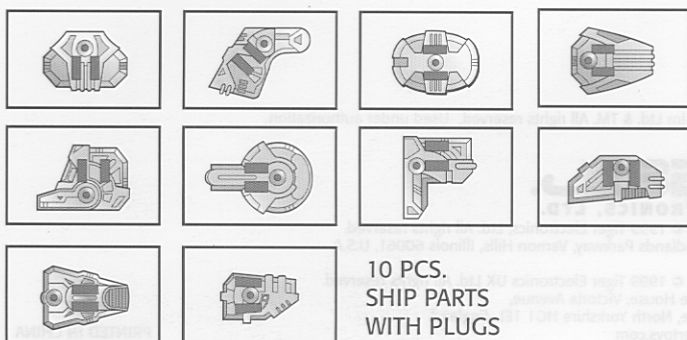
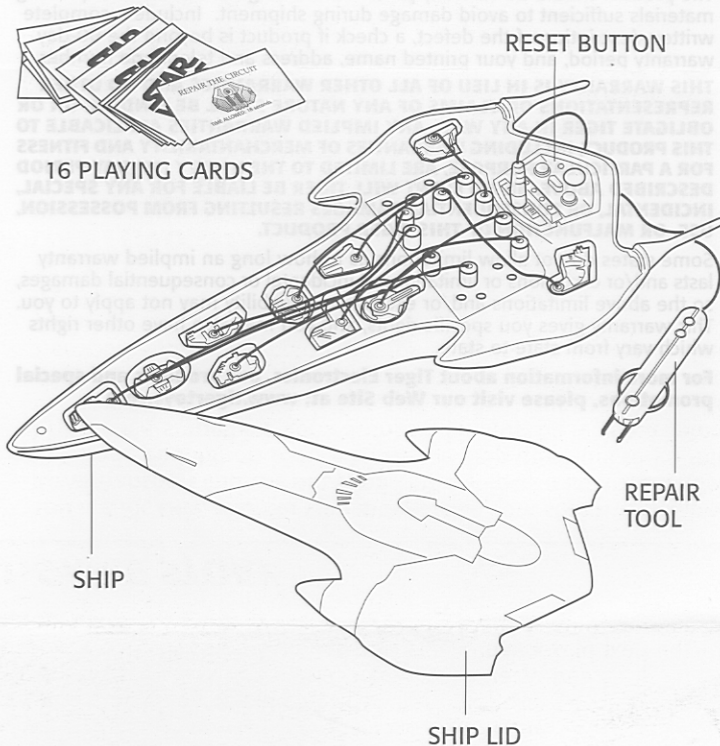
INSTRUCTION

1. GAME STORY

You are Ric Olie, pilot for Queen Amidala. Your ship is the Naboo Royal Transport and you are piloting this ship as it attempts to flee the Trade Federation blockade. As the ship attempts to go into hyperspace, something goes wrong and it must be repaired before the Trade Federation battleships move in and destroy you, your ship and your passengers. Your mission... repair the Naboo Royal Transport and escape before the Trade Federation battleships find you!

2. GETTING STARTED

The game consists of the following parts:

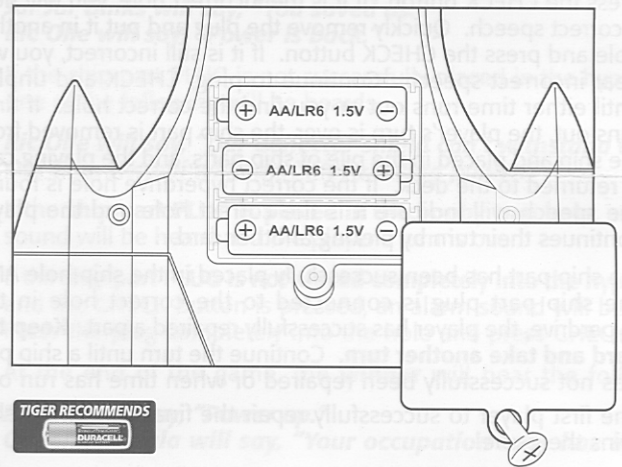


3. BATTERY INSTALLATION

CAUTION: Battery installation and replacement should be done by an adult. This product is not suitable for children under 3 years old as it contains small parts.

To insert the batteries, loosen the screw on the battery compartment cover on the bottom of the ship. Insert 3 "AA" or LR 6 batteries (not included), making sure to align the "+" and "-" signs as shown.

The game will automatically shut off after 3 minutes of inactivity.



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.

4. PLAYING CARDS

There are 16 playing cards in the deck. The cards consist of the following:

REPAIR THE CIRCUIT - These 10 cards tell you which part to insert into the ship and the time allowed to complete the repair.

BONUS CARD - These 2 cards are the only cards you can save for another turn. When you pick this card, your turn is over and it is the next player's turn. This card can only be used once and must be discarded when used. Make certain you save these cards in a safe place. These cards allow you to add additional time to repair a part. For example, if you select a REPAIR THE CIRCUIT card with a time allowed of 18 seconds, use this card to add an additional 6 seconds to your time, making a total of 24 seconds allowed for the repair.

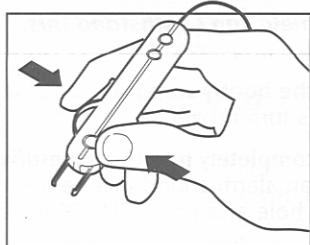
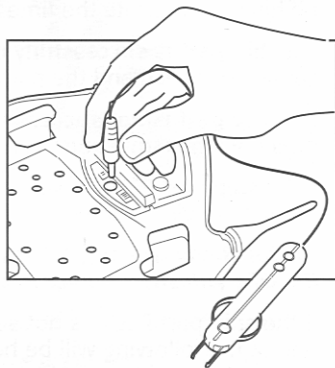
LOSE A TURN - This card prevents you from taking your turn. Your turn is over and it is the next player's turn.

REMOVE 1 REPAIRED PART - If you pick one of these 2 cards, remove 1 repaired part that has already been repaired successfully in the ship and it is the next player's turn. You can remove any part you wish. If there are no parts in the ship, it is the next player's turn.

TAKE ANOTHER TURN - This card allows you to take another turn by picking another card. You must do what the next card directs you to do.

5. REPAIR TOOL

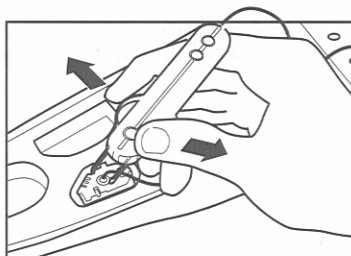
The repair tool must be connected to the ship before play begins. Insert the plug for the repair tool into the repair tool hole on the ship as indicated



The repair tool has 2 claws at the end and a finger grip on each side.

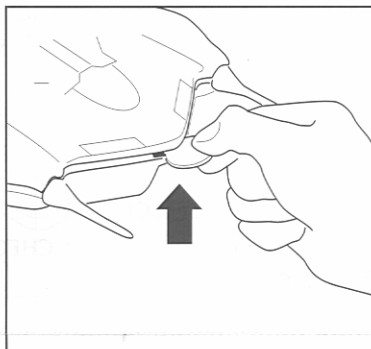
Hold the repair tool with your thumb on the bottom finger grip and your index finger on the top finger grip. Squeeze your thumb and finger together to close the 2 claws at the end of the tool.

To pick up and hold a ship part, insert the 2 claws in the 2 slots at the top of the ship part. Squeeze your thumb and finger together to lift the part and insert it into the ship. Release your thumb and finger once the ship part is snapped into place.



6. GAME SET UP

1. Install new batteries for best results.
2. Place the ship in the middle of the playing area and remove the ship's lid. The lid is used for storage only.
3. Place the 16 playing cards near the ship.
4. Remove all the ship parts with plugs from the ship and spread them out near the playing cards.
5. Insert the plug for the repair tool into the repair tool hole on the ship.
6. Press the RESET button at the first sign of erratic function of the game.



TO OPEN LID, SLIGHTLY INSERT A COIN INTO THE SLOT AT THE BACK OF THE SHIP. TURN THE COIN AND POP OPEN THE LID.

7. SOUND EFFECTS AND SPEECH

When the unit is **turned on**, the following will be heard:

SFX - hyperdrive engine breaking down
Queen Amidala will say, "Our ship was damaged and we are stranded here until we can repair it."

If there are any plugs in the hyperdrive when the unit is turned on, the above SFX and speech will be heard along with an alarm sound. The alarm sound indicates the ship is not ready for play. Remove any remaining parts and plugs and the alarm will stop. The game is now ready to play.

Press the SELECT button to enter the **time allowed**. Each time a light goes on, the SFX will be a quick hyperdrive engine starting sound.

When you press START to begin the **timer**, the "hum" of the hyperdrive engine will be heard until the last 6 seconds. The timer will "tick" for each of the last 6 seconds and then a brief "click" will be heard to indicate the time has run out on the timer.

If a **ship part is successfully placed in the ship hole**, there is NO sound or speech and the player continues with their turn.

If a **ship part is not successfully placed in the ship hole** or time runs out, an alarm sound is heard and the player's turn is over.

If the **ship part PLUG is successfully placed** in the hyperdrive, one of the following will be heard:

Jar Jar Binks will say, "You saved us."

Ric Olie will say, "Power is back."

If the ship part PLUG is not successfully placed in the hyperdrive, one of the following will be heard:

Ric Olie will say, "Our deflector shield can't withstand this."

Obi Wan Kenobi will say, "We're losing power."

If the **ship part PLUG is placed in the booby trap hole**, an alarm sound will be heard and the player's turn is over.

If the **ship part PLUG is not placed completely into the hyperdrive** and the CHECK button is pressed, an alarm sound will be heard. Press the plug completely into the hole and press CHECK again.

At the end of the game, the **winner** will hear the following:

Ric Olie will say, "Power up."

Queen Amidala will say, "Your occupation here has ended!"

6. Using the repair tool, the player must gently place the ship part into the matching hole on the ship and snap it into place. If the ship part the player is trying to repair touches any side of the ship hole, an alarm will sound and the player's turn is over.

7. Any unsuccessfully repaired ship part is removed from the ship and placed back into the pile of ship parts and the playing card is returned to the deck.

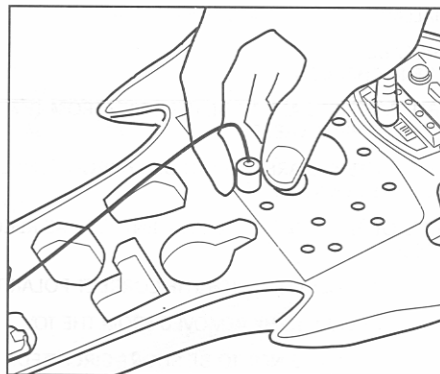
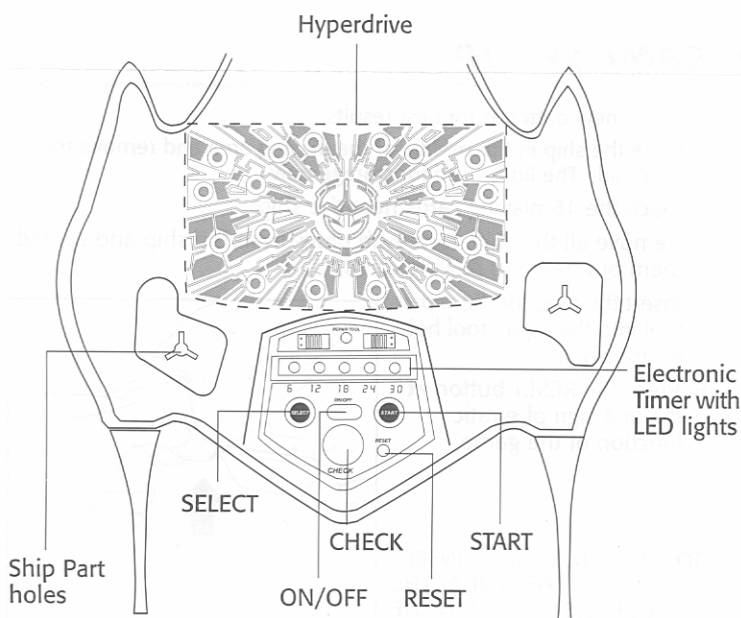
8. If the player successfully places the ship part into the ship hole, there is NO sound. The player continues with their turn and must now find the correct hyperdrive hole to match the ship part. To do this, place the ship part plug in any hole and then press the CHECK button. If it is the incorrect hole, you will hear incorrect speech. Quickly remove the plug and put it in another hole and press the CHECK button. If it is still incorrect, you will hear incorrect speech. Continue to plug, CHECK and unplug until either time runs out or you find the correct hole. If time runs out, the player's turn is over, the ship part is removed from the ship and placed in the pile of ship parts, and the playing card is returned to the deck. If the correct hyperdrive hole is found, the speech will indicate it is the correct hole and the player continues their turn by picking another card.

9. If a ship part has been successfully placed in the ship hole AND the ship part plug is connected to the correct hole in the hyperdrive, the player has successfully repaired a part. **Keep the card and take another turn.** Continue the turn until a ship part has not successfully been repaired or when time has run out.

10. The first player to successfully repair the final part in the ship wins the game!

NOTE: The holes in the hyperdrive are randomly assigned to a ship part each time a new game begins. The location of the correct hole for each ship part will not be in the same location for each game.

8. HOW TO PLAY



Place the ship part plug in any hole in the hyperdrive and then press CHECK to find out if you have successfully repaired a ship part in the hyperdrive.

9. BOOBY TRAP HOLE

In each game, a hole in the hyperdrive is randomly assigned the booby trap. If you put the ship part plug in this hole during a game, an alarm will sound. **YOU MUST REMOVE THE PART** and your turn is over. If the part is not removed, the game will not continue. The booby trap hole will remain in the same position during the active game.

1. Press the ON button to turn on the unit. SFX's and speech will be heard to confirm the unit is working properly.
2. Connect the repair tool into the repair tool hole.
3. Players decide who will play first. Player 1 must pick a card and do what is directed on the card.
4. If the card chosen is a REPAIR THE CIRCUIT card, the player must FIRST enter the amount of time on the timer. **Press the SELECT button once for each 6 seconds on the card.** For example, if the time allowed on the card is 24 seconds, press the SELECT button 4 times. Each time you press the SELECT button, one LED light will go on for each 6 seconds of time. In the example above, there will be 4 LED lights lit on the ship.
5. Another player must press the START button to begin the timer. Player 1 must find the ship part that matches the picture on the playing card.

10. CAUTION/DEFECT OR DAMAGE

If a part of your ELECTRONIC ESCAPE FROM NABOO SKILL AND ACTION 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.

11. 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.\$18.00. 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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