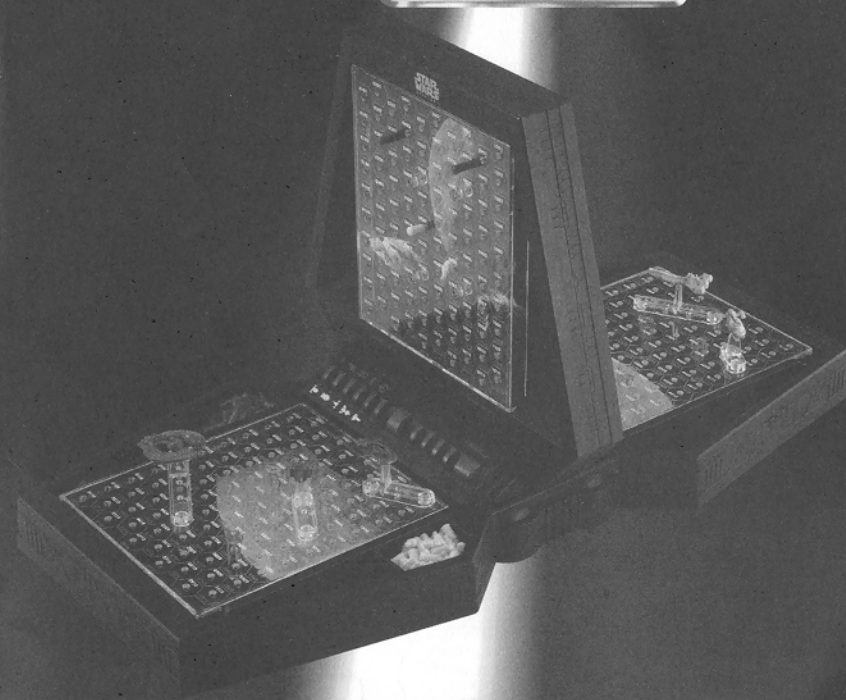


MODEL 88-507  
AGES 5 & UP  
885070001IWT1-02

# STAR WARS™ EPISODE I

ELECTRONIC

EPISODE I  
GALACTIC BATTLE  
STRATEGY GAME



© Lucasfilm Ltd. & TM. All rights reserved.  
Used under authorization.

**TIGER**  
ELECTRONICS, LTD.

® , TM, & © 1999 Tiger Electronics, Ltd. All rights reserved.  
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

® , TM, & © 1999 Tiger Electronics UK Ltd. All rights reserved.  
Belvedere House, Victoria Avenue,  
Harrogate, North Yorkshire HG 1 EL, England.

[www.tigertoys.com](http://www.tigertoys.com)

PRINTED IN CHINA

**TIGER**  
ELECTRONICS, LTD.

**INSTRUCTION**

# 1. INTRODUCTION

The evil Trade Federation has set up a blockade around the planet of Naboo. They aren't letting any ships come or go. The people of Naboo have decided to send their fleet into battle and fight off the Trade Federation. You can either choose to lead the people of Naboo to liberate their planet or command the Trade Federation and take over the planet. Pick your side, climb in your ship, and head into battle.

The fate of the galaxy rests in your hands.

3

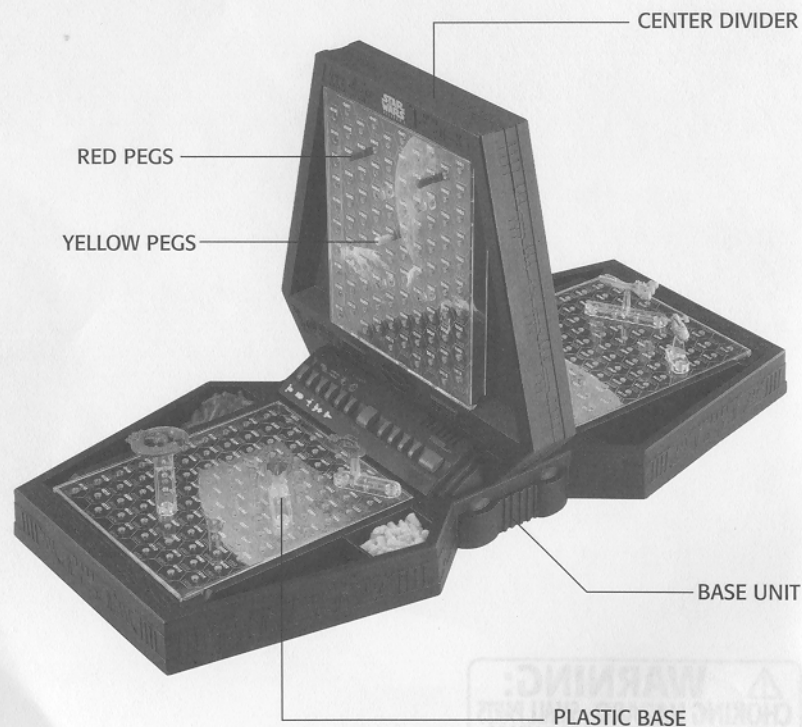


## 2. GETTING STARTED

Your Episode I: Galactic Battle unit should contain:

- Base unit
- Center divider
- 168 yellow pegs
- 84 red pegs
- 20 clear plastic bases
- Naboo Fleet: 3 Flash Speeders, 2 Gian Speeders, 2 Naboo Fighters, 2 Republic Cruisers, and 1 Royal Starship
- Trade Federation Fleet: 3 Staps, 2 Battle Tanks, 2 Landing Ships, 2 Droid Fighters, and 1 Trade Federation Battleship

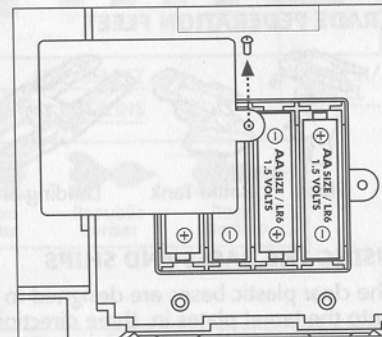
This instruction Manual, including STANDARD FLEET DEPLOYMENTS



Unscrew the battery door to install/ replace batteries. Turn the base unit over and remove the battery cover. Insert 4 AA/LR6 batteries (not included) into the game unit, making sure to align "+" and "-" as shown. Replace the battery cover.

### 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 recharged (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.

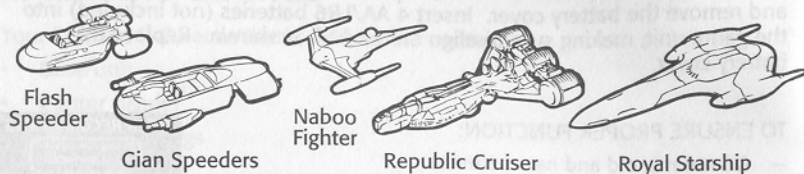


Now place the center divider onto the base unit. The center divider is keyed so that it will only fit one way.

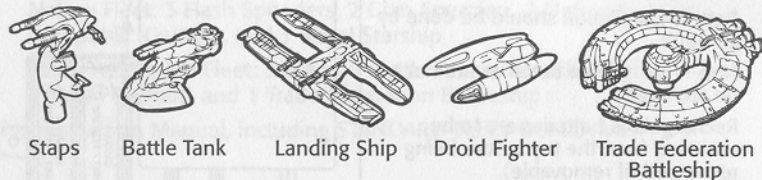
Carefully open the plastic bags containing the pegs, bases, and ships. Divide up the pegs and place them in the compartments on the base unit. Make sure that both players have a fair number of black and red pegs.

Next, separate the ships. Put all the Naboo ships on the Naboo side and all the Trade Federation ships on the Trade Federation side. (Extra storage space is available beneath the plastic target plate on the base unit.) Keep the clear bases to one side.

## NABOO FLEET

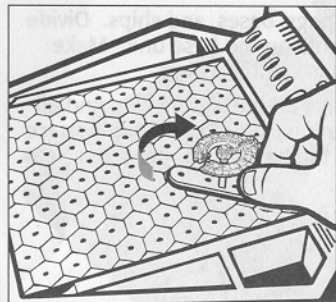
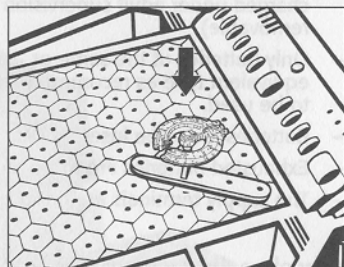


## TRADE FEDERATION FLEET

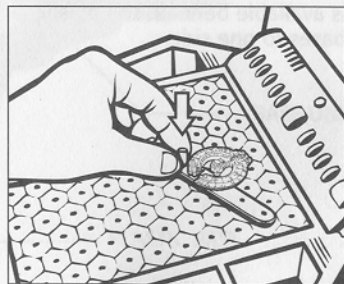


## USING THE BASES AND SHIPS

The clear plastic bases are designed to fit onto the target plates in three directions. Simply plug the bases into the on the targeting plate in a straight line (or use the Standard Fleet Deployments found in the back of this manual for placement). Once the base is in place, you can put the ships on the vertical support. (There is a hole on the bottom of each ship that will fit onto the peg at the top of each base.

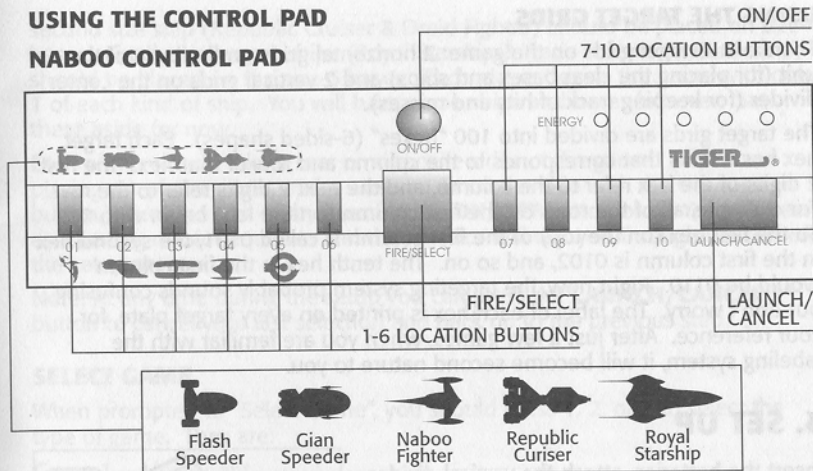


Notice that the ships are free to move on the bases. During play, you can turn the ships to one side in order to reach the peg holes on the top of each base.



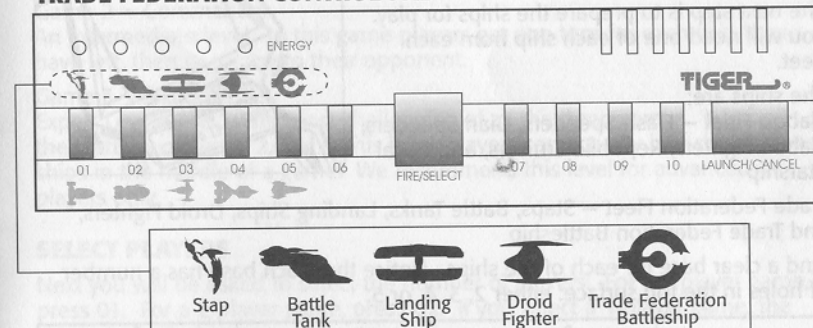
## USING THE CONTROL PAD

### NABOO CONTROL PAD



Enlarged icons for reference

### TRADE FEDERATION CONTROL PAD



Enlarged icons for reference

The control pads on the base of the unit include:

- ON/OFF** — To turn the unit on or off. The unit features an energy-saving mode and will automatically shut off if no keys are pressed for 5 minutes.
- FIRE/SELECT** — To fire weapons and confirm selections.
- LAUNCH/CANCEL** — To cancel a selection and to launch reinforcements (in game 3 only).
- 10 LOCATOR BUTTONS** (Labeled 01-10) — To select target locations and to enter numbered choices. Also use these buttons (in game 3 only) to select new ships for launching.

## USING THE TARGET GRIDS

There are 4 target grids on the game: 2 horizontal grids on the base of the unit (for placing the clear bases and ships) and 2 vertical grids on the center divider (for keeping track of hits and misses).

The target grids are divided into 100 "hexes" (6-sided shapes). Each target hex has a label that corresponds to the column and row of that hex. The first 2 digits of the hex refer to the column, and the next 2 digits refer to the row. For example, all of the rows on the first column (on the left) begin with 01. So the first hex (on the top) of the first column is called 0101, the second hex in the first column is 0102, and so on. The tenth hex in the first column would be 0110. Right now, the targeting system probably sounds confusing but don't worry. The label of each hex is printed on every target plate, for your reference. After just a few games, when you are familiar with the labeling system, it will become second nature to you.

## 3. SET UP

Insert the batteries, attach the vertical divider to the base unit, and divide up the pegs, clear bases, and ships as explained previously.

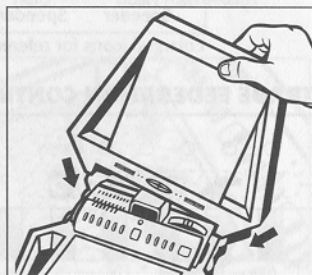
The next step is to prepare the ships for play. You will need one of each ship from each fleet.





The ships are:

Naboo Fleet – Flash Speeders, Gian Speeders, Naboo Fighters, Republic Cruisers, and Royal Starship

Trade Federation Fleet – Staps, Battle Tanks, Landing Ships, Droid Fighters, and Trade Federation Battleship

Find a clear base for each of the ships. Notice that each base has a number of holes in the top surface: either 2, 3, 4, or 5.



 size-2 base	 size-3 base	 size-4 base	 size-5 base
Flash Speeder Stap	Gian Speeder Naboo Fighter Battle Tank Landing Ship	Republic Cruiser Droid Fighter	Royal Starship Trade Federation Battleship

These holes correspond to the size of the ship: the bigger the size, the bigger base you will need. The smallest ships (Flash Speeder & Stap) are placed on a clear size-2 base. The next sized ships (Gian Speeder, Naboo Fighter, Battle Tank, and Landing ship) should each be placed on a size-3 clear base. The

second size ship (Republic Cruiser & Droid Fighter) should be placed on size-4 bases. Finally the largest ships (Royal Starship & Trade federation Battleship) should be placed on the size-5 bases. Each player begins the game with only 1 of each kind of ship. You will have some ships and bases left over. Set these aside for now.

Each player should take a seat on opposite sides of the game. (If you are playing a 1-player game, make sure you sit on the side with the **ON/OFF** button.) Turn the unit on by pressing the **ON/OFF** button once. You will hear an opening music sequence and the narrator will talk you through the rest of the setup process.

Note: At any time during the setup you can press the **LAUNCH/CANCEL** button to cancel your last selection and back up to the previous step.

## SELECT GAME

When prompted to "Select Game", you should press 1, 2, or 3 to select the type of game. They are:

Game 1 – Lieutenant

This is the beginner's level. In this game, players take turns, one at a time. We recommend that you begin at this level.

Game 2 – Commander

An intermediate level. In this game players get one turn for each ship they have left, then pass play to their opponent.

Game 3 – Admiral

Expert Level - This is the most challenging of all the three games. It has all the features of Game 2, but in this level, players can actually launch additional ships in the middle of a game! We recommend this level for advanced players only.

## SELECT PLAYERS

Next you will be asked to select the number of players. For a 1-player game, press 01. For a 2-player game, press 02. If you select a 1-player game, the computer will play as your opponent.

## CHOOSE YOUR ALLEGIANCE

Decide which fleet you would like to command. If you wish to be the Naboo commander, press 01. If you wish to lead the Trade Federation, press 02. Your opponent will automatically play the other side.

In a 1-player game, you can play as the Trade Federation, but you will sit on the Naboo side of the unit. Only this control pad is active in a 1-player game.

## SELECT FLEET LOCATION

The next step is to place your ships on the board, then enter their locations into the computer. You can choose either **STANDARD FLEET DEPLOYMENT** or **MANUAL FLEET DEPLOYMENT**.

To choose a **STANDARD FLEET DEPLOYMENT**, flip to the back of this instruction booklet. There you will see 100 pre-programmed set-up patterns for your fleet. Choose one of these patterns for your fleet, then place your ships on the grid as shown. Pay close attention to the code number shown for the pattern you choose. When the narrator prompts you to "Select Ship Locations", you should enter the code number and press **FIRE/SELECT** to lock in your location.

An option for experienced players only is **MANUAL FLEET DEPLOYMENT**. To choose manual deployment, when the narrator prompts you to "Select Ship Locations", you should immediately press the **FIRE/SELECT** button. This will put you in **MANUAL FLEET DEPLOYMENT** mode.

The narrator will now prompt you to enter the exact location of each of your ships. Starting with your smallest ship (either Flash Speeder or Stap) the narrator will ask you to "Select Location 1". Use the keypad to enter the location on one end-point of the ship and press **FIRE/SELECT** to confirm your location. The narrator will now ask you to "Select Location 2". Use the keypad to enter the other end-point of your ship and press **FIRE/SELECT** to confirm your selection. Your selection is now locked in and the narrator will respond "Ready". Repeat this process for each ship. Make sure you do not try to position any ships off the unit, or across any hexes already occupied by another ship, or your selection will be cancelled.

It is possible for one player to choose **STANDARD FLEET DEPLOYMENT** and the other player to choose **MANUAL FLEET DEPLOYMENT**.

If you are playing a 1-player game, don't worry about setting up the computer's side. The computer will randomly place it's ships on the board, and keep track of it's fleet during the game. There is no need to place ships on the opposite side.

## 4. TIME FOR BATTLE

After you have finished the setup process, you will hear an alarm sound. Now the computer decides which player goes first. If the Naboo Fleet goes first, you will hear Yoda. If the Trade Federation goes first, you will hear Darth Maul. Now the battle begins!

The object of the game is to destroy all of your opponent's ships. In order to destroy an enemy ship, you must find and shoot each location of that ship. If you destroy all of your opponent's ships before they destroy all of yours, you win the game.

### ATTACK

When it is your turn, the narrator will prompt you to "Select Target, Fire". You must now try to guess the location of your opponent's ships, and destroy them. Pick a target hex and use the keypad to enter its coordinates, then press **FIRE!**

One of your ships will fire their weapon at the target hex. You will hear the sound of the weapon firing. If you hear the attack followed by silence, you know that you missed. Take one of the black pegs and place it on the vertical target plate as a reminder.

However, if you hear your weapon firing, followed by an explosion, you will know that you have a **HIT!** The narrator will tell you exactly which ship you hit. Place a red peg in the vertical plate to mark that spot. Your opponent may place a red peg into the base of the target ship as a reminder that it has been hit.

Once you have located your opponent's ship, you should try to hit the remaining locations on that ship. Remember that each ship lies in a straight line, and fire at the surrounding hexes to find the remaining points of the target. We call this strategy Identify, Isolate, and Incinerate.

## 5. LAUNCHING REINFORCEMENTS

This is an option that is available in **GAME 3 ONLY** and is the only recommended for experienced players. This option allows you to gain reinforcements during the battle.

If your fleet is intact, you will not gain any reinforcements. However, if you start to lose, you will begin to slowly build up energy that you can use to launch reinforcements. Watch the red energy meter above your control pad. As energy builds, the energy meter will light up. To send out the smallest ship (size-2) you must have 2 energy. To send out size-3 ship, you must have 3 energy, size-4 ship requires 4 energy, and size-5 ship requires 5 energy.

You can store up energy if you wish to save up for a bigger ship, but you can never store more than 5 energy. Also, when you send out reinforcements, you lose **ALL** your energy. So, even if you have 5 energy, if you send out 1 size-2 ship, you will lose all 5 energy. Watch your energy carefully!

To launch reinforcements on your turn, press the **LAUNCH** button. The energy meter will flash, showing you the exactly how much energy you have available. Next, select the ship you wish to send out. The buttons 01-05 are labeled with your ships, so use these buttons to make your selection. If you do not have enough energy for the ship you choose, you will hear an error beep and your launch will be cancelled.

However if you have enough energy to launch reinforcements, the narrator will ask you to "Select Location 1". Use the keypad to select one end point of the new ship, and press **FIRE/SELECT** to confirm. The narrator will then ask you to "Select Location 2" and you repeat the process to select the other end point of the ship. (This process is identical to **MANUAL FLEET LOCATION**). Make sure when you add your new ship to the board that you do not try to add it to a location already occupied by another ship, or your reinforcements will be cancelled.

## 6. STRATEGY TIPS

### GAME 1: LIEUTENANT

This is the easiest game, so you have time to experiment with various strategies. Since you only get to fire once per turn, there is no advantage or disadvantage to firing at many different targets. Take your time and play this level several times before you move on to the next level.

### GAME 2: COMMANDER

This is the intermediate game. In this game, you get to fire once each turn for every ship you have left. So, if you have 5 ships remaining, you get to fire 5 times before your opponent takes his turn. In this game, unlike in Game 1, it is important to destroy your opponent's ships as quickly as possible. Once you find a ship, zero in on it quickly and finish him off. You should spend a great deal of time mastering this level before you move on to Game 3.

### GAME 3: ADMIRAL

This undoubtedly the most difficult level, recommended only for very experienced players. In this game, you can actually LAUNCH REINFORCEMENTS in the middle of the game! This makes it very difficult to keep track of your opponent's ships. You will need to play many times to perfect your strategy. Should you eliminate your opponent quickly and systematically? Or should you try to cripple his ships one by one, then crush them all in one swift stroke?

## 7. THE FATE OF YOUR FLEET RESTS IN YOUR HANDS

To win the game, you must destroy all of your opponent's ships before they destroy yours. When the game is over, you will hear 3 loud explosions signaling the defeat of the losing army, followed by a short victory phrase said by the leader of the winning army.

## 8. DEFECT AND DAMAGE

If a part of your EPISODE I: GALACTIC BATTLE 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:

Hasbro Promotions and Direct  
P.O. Box 693,  
Pawtucket, RI 02862-0693

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.\$26.00. 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:

Hasbro Promotions and Direct  
P.O. Box 693  
Pawtucket, RI 02862-0693

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.

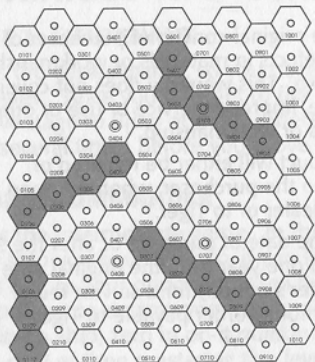
**THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE 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.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

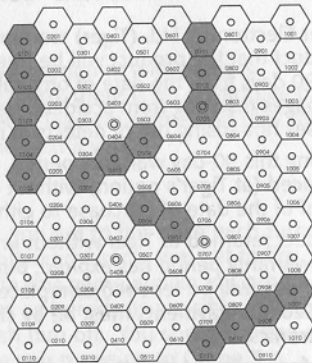
**For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: [www.tigertoys.com](http://www.tigertoys.com)**

# STANDARD FLEET DEPLOYMENTS

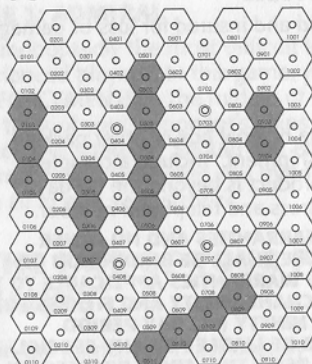
1-1



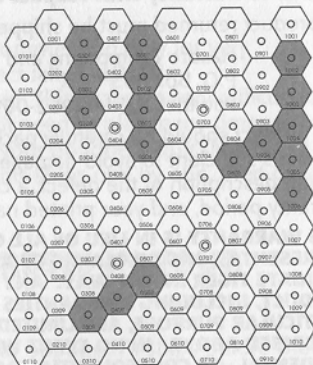
1-2



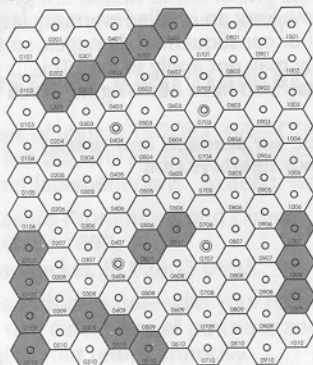
1-3



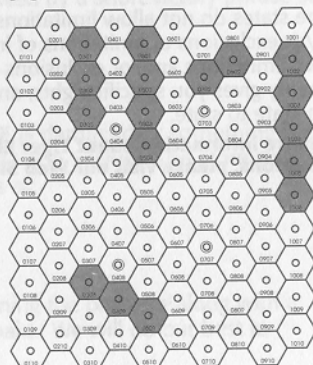
1-4



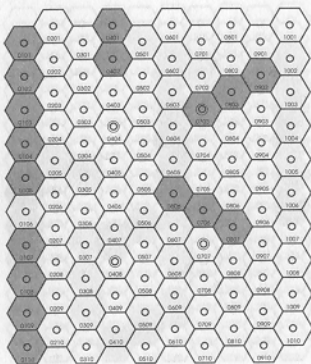
1-5



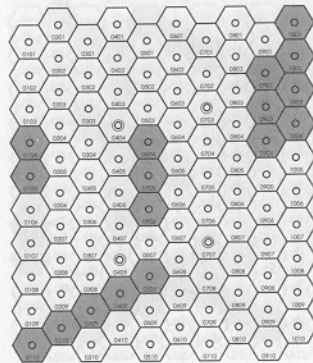
1-6



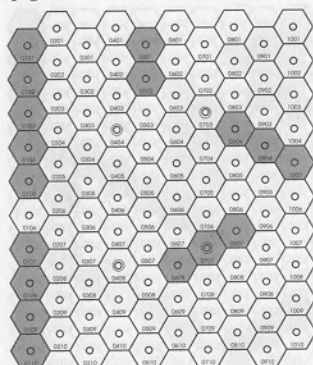
1-7



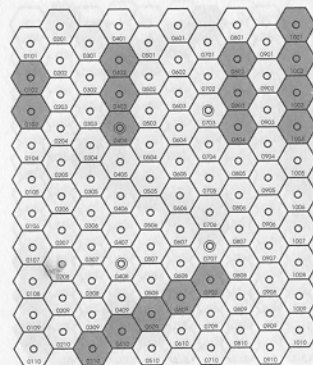
1-8



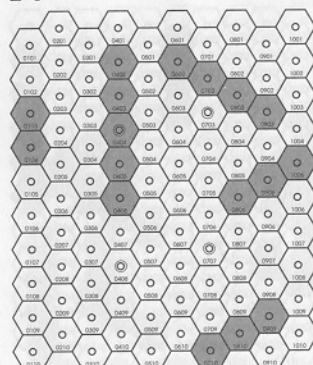
1-9



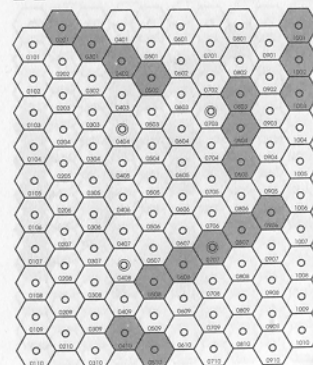
1-10



2-1

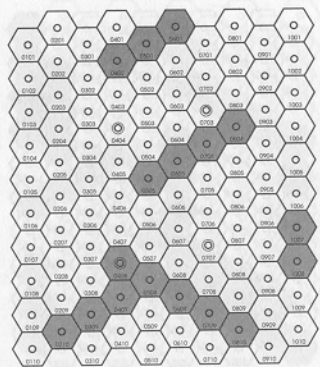


2-2

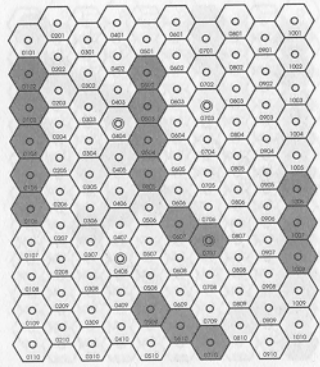




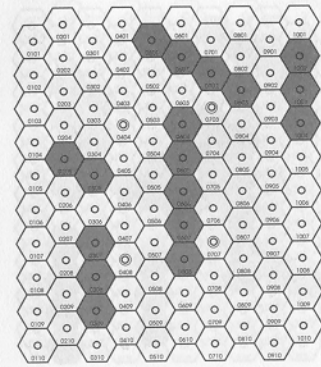
2-3



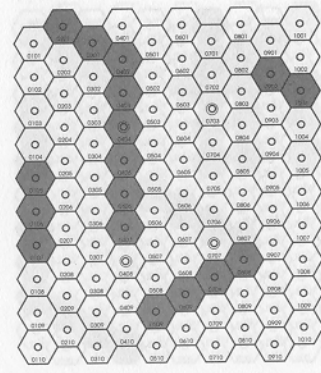
2-4



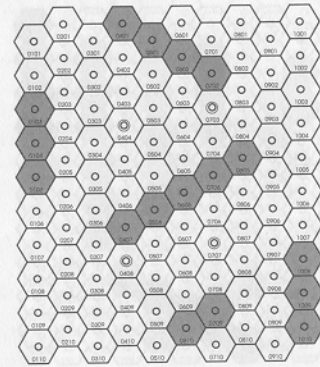
2-9



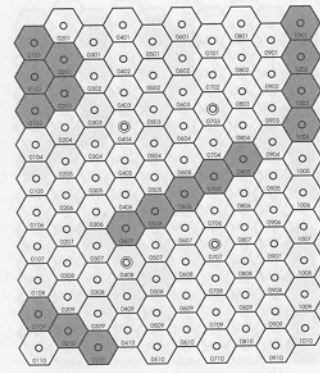
2-10



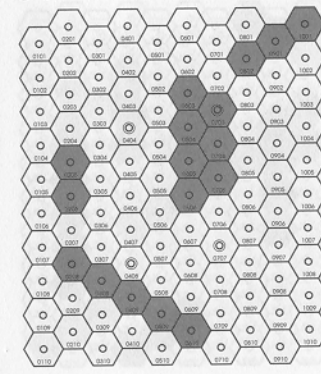
2-5



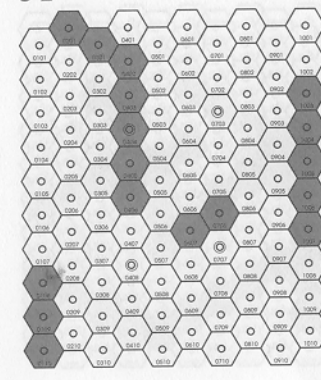
2-6



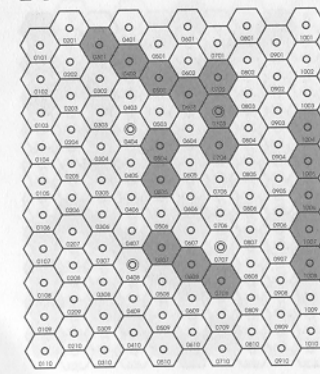
3-1



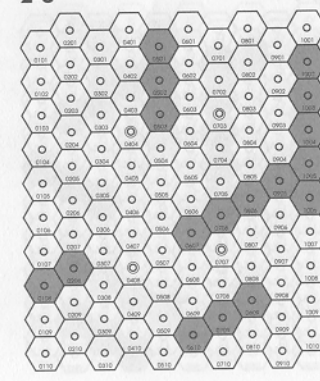
3-2



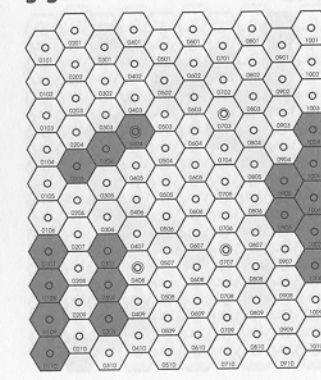
2-7



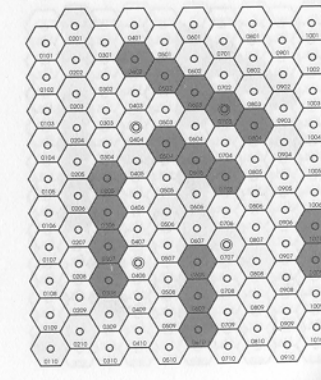
2-8



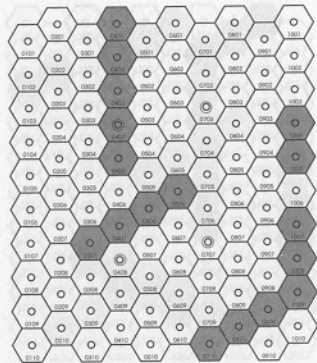
3-3



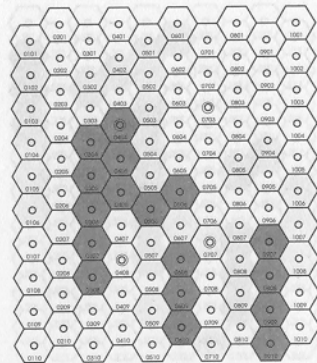
3-4



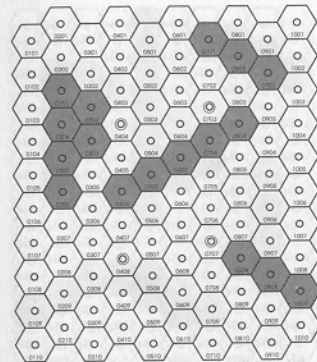
3-5



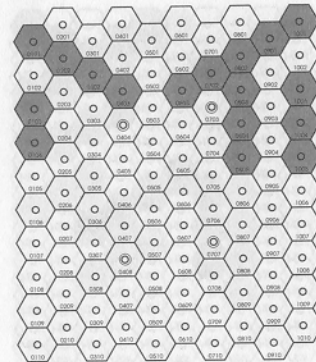
3-6



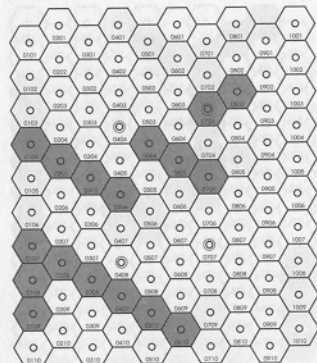
4-1



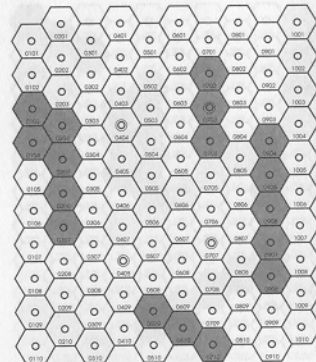
4-2



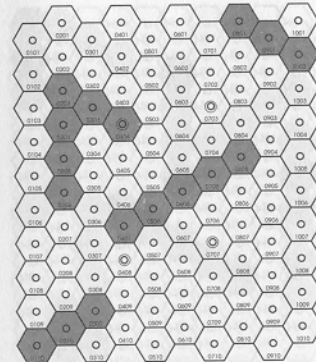
3-7



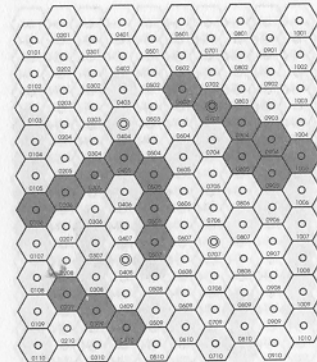
3-8



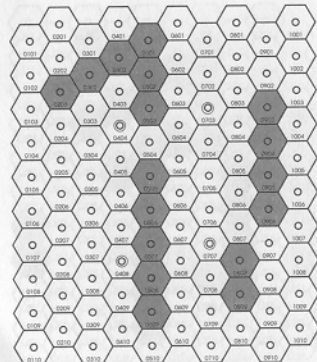
4-3



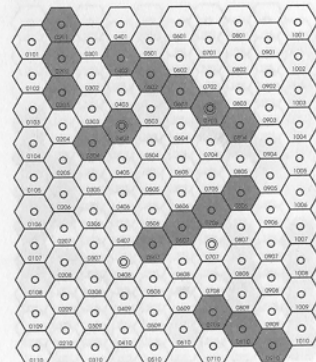
4-4



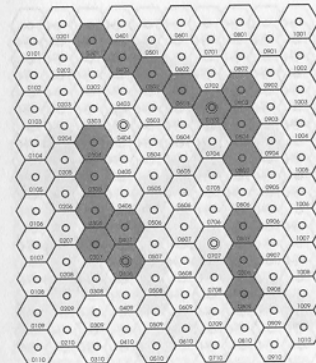
3-9



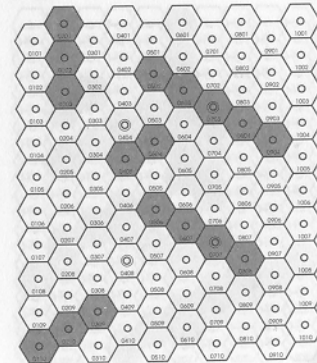
3-10



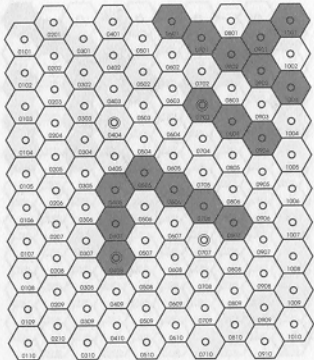
4-5



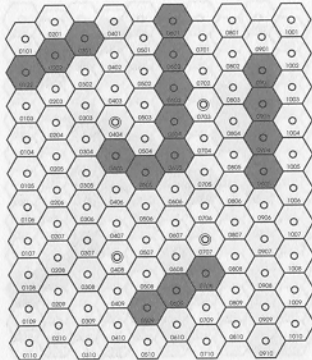
4-6



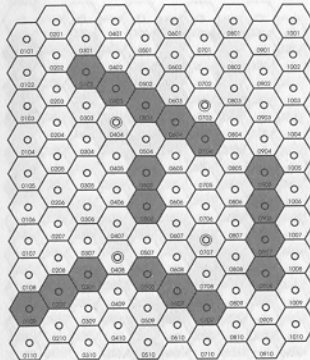
4-7



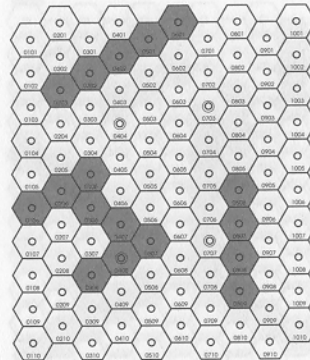
4-8



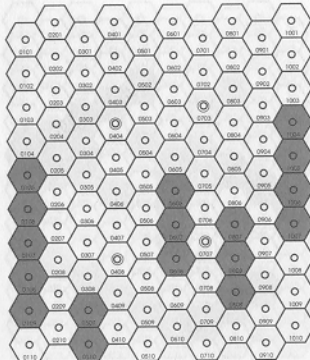
5-3



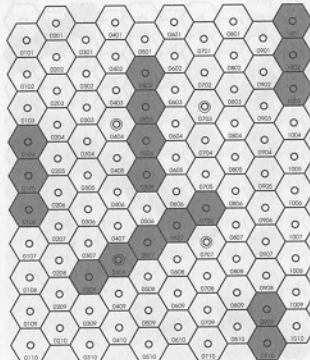
5-4



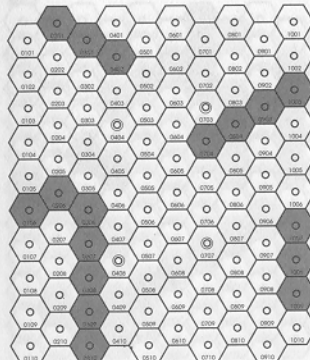
4-9



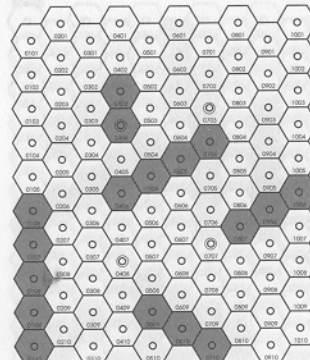
4-10



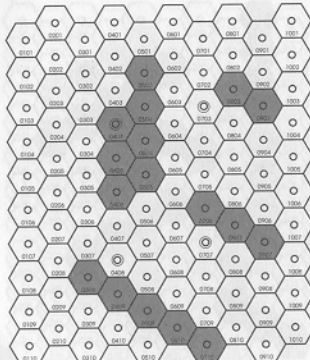
5-5



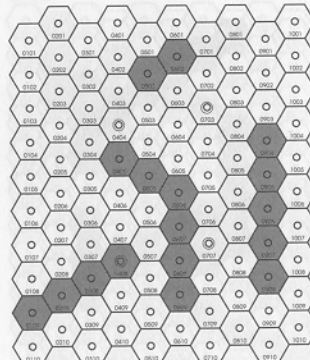
5-6



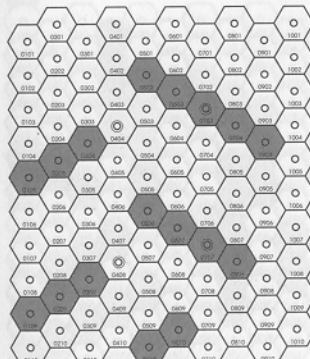
5-1



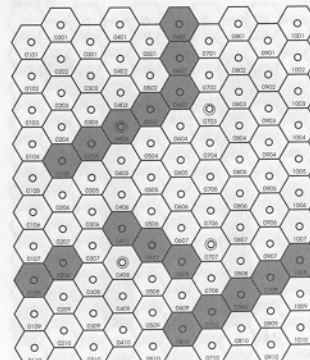
5-2



5-7

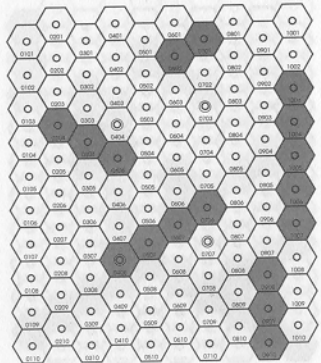


5-8

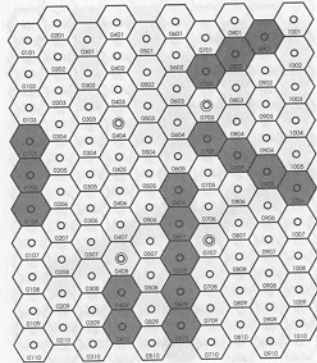




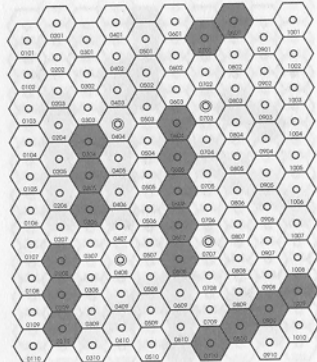
7-1



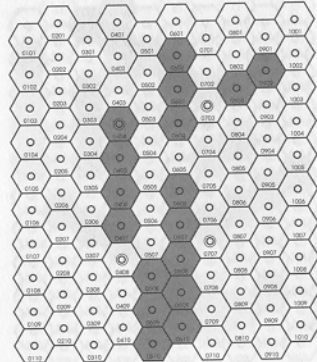
7-2



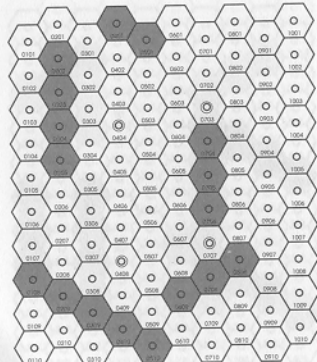
7-3



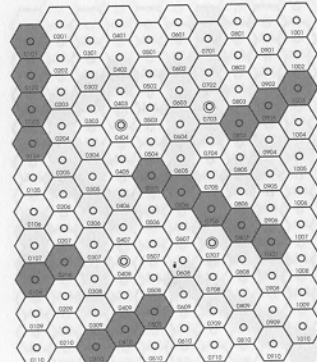
7-4



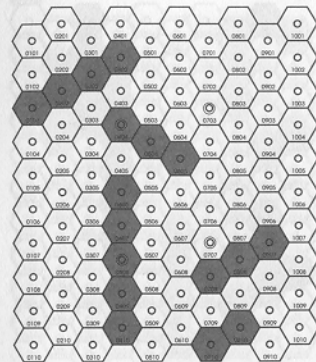
7-5



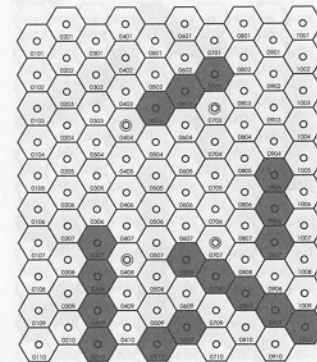
7-6



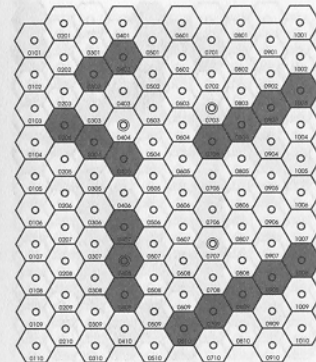
7-7



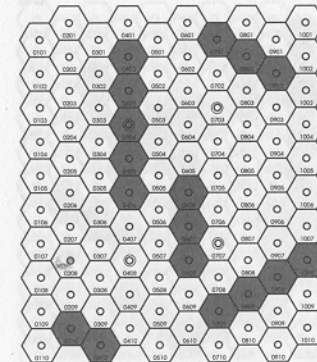
7-8



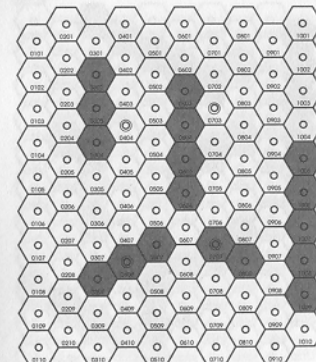
7-9



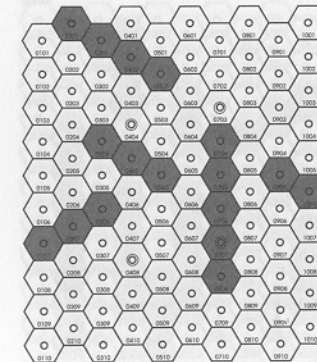
7-10



8-1

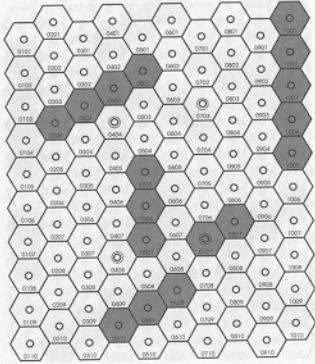


8-2

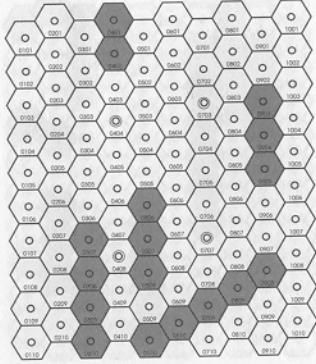




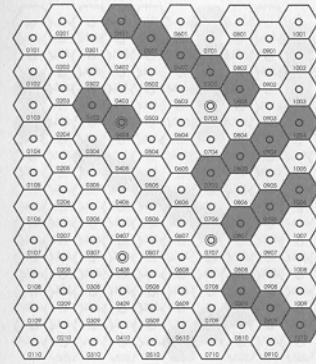
9-5



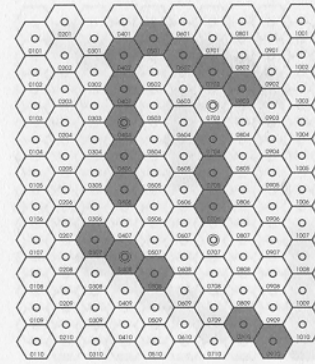
9-6



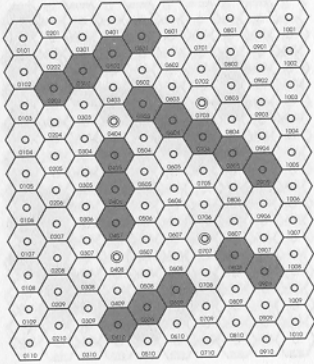
10-1



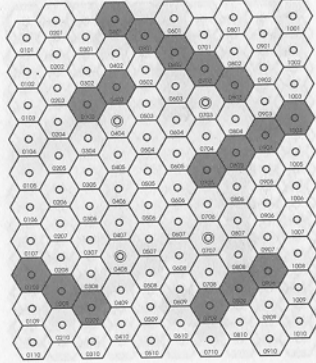
10-2



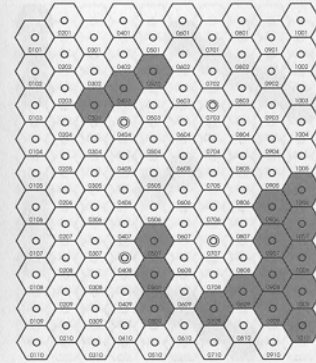
9-7



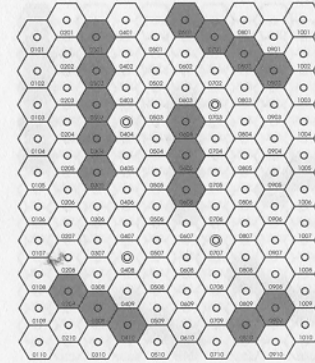
9-8



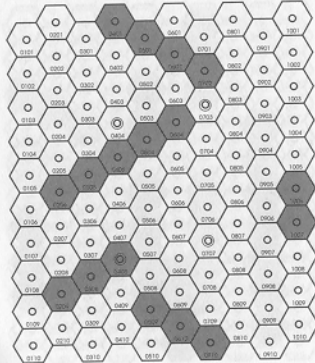
10-3



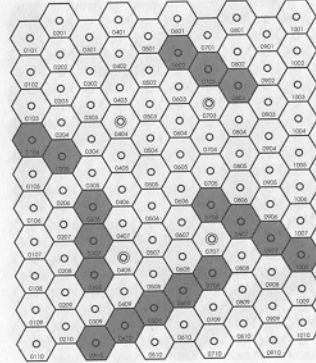
10-4



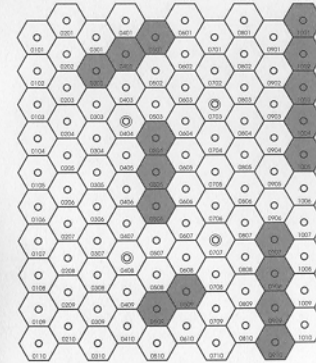
9-9



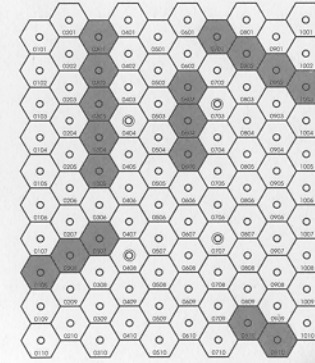
9-10



10-5

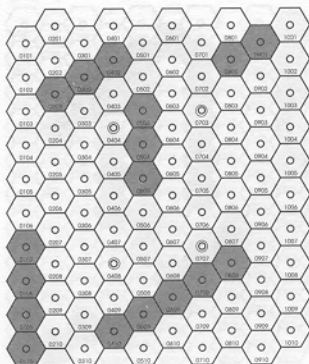


10-6



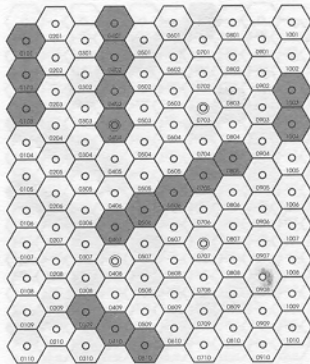
10-7

S-01



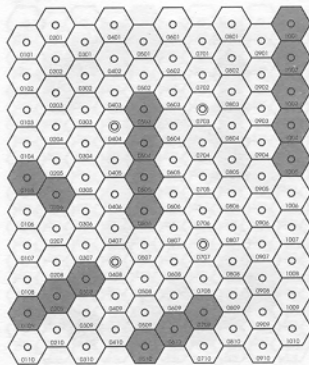
10-8

S-01



10-9

S-01



10-10

S-01

