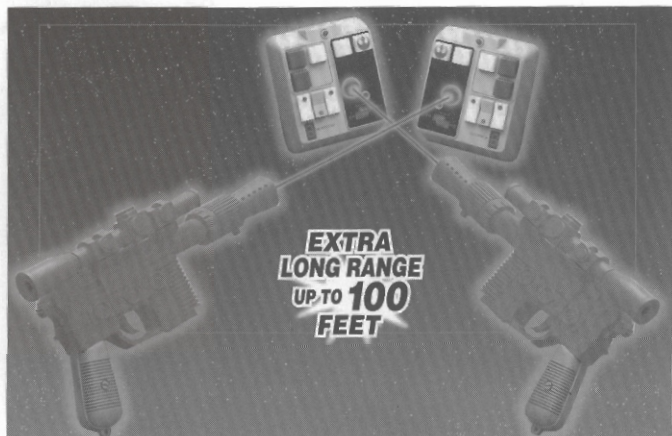


TIGER ELECTRONICS
INC.®

Ages 8 and Up
Model 88-094

**STAR
WARS**™ 



**REBEL INFANTRY
DELUXE PACK
INSTRUCTIONS**

TIGER ELECTRONICS
INC.®

©, TM, & © 1997 Tiger Electronics, Inc. All rights reserved. Patent Pending.
980 Woodlands Parkway, Vernon Hills, Illinois
60061, U.S.A. www.tiger toys.com

LAZER TAG trademark and product design used
under license from Shoot the Moon Products, Inc.

Star Wars™ & © 1997 Lucasfilm Ltd.
All Rights Reserved
Used Under Authorization

PRINTED IN CHINA

88094011WTIE-02

INTRODUCTION

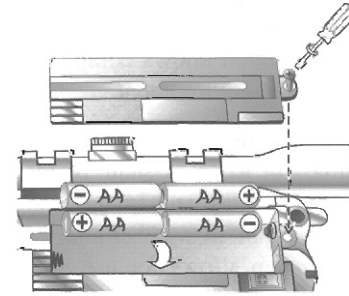
Star Wars Lazer Tag™: Rebel Infantry Deluxe Pack: As the Rebellion needs to always be on the move changing base locations quickly, training for new soldiers has to be "portable" also. To address this need, the Rebellion's military strategists developed a "virtual training" system which allows complete training in a portable and virtual environment.

This system, designed for fast, efficient and cost effective training of Rebel Assault Teams, utilizes the latest in Laser Targeting and Image Enhancement to allow for operation in all weather and conditions. In addition, the system allows for use as a single man training vehicle or as a "hand to hand" combat trainer.

GETTING STARTED

STEP 1: BATTERY INSTALLATION

To install batteries, have an adult open the battery compartment door at the side of the game. To remove cover, use a philips head screwdriver to open the battery cover.



Insert 4 x 1.5V "AA"/"UM-3"/"LR6" batteries (or equivalent) making sure to align the "+" and "-" as shown. Tiger recommends DURACELL Batteries

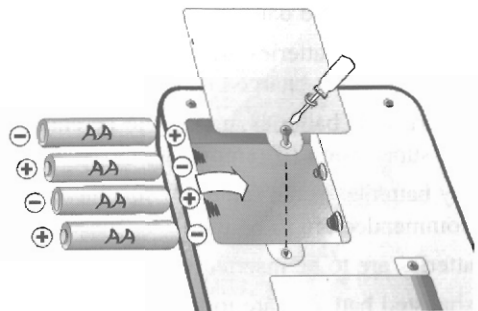


To ensure proper function:

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery insertion 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

STEP 2: BATTERY INSTALLATION FOR THE TARGET

To install batteries, have an adult open the battery compartment door at the back of the game. To remove cover, use a philips head screwdriver to open the battery cover.



Insert 4 x 1.5V "AA"/"UM-3"/"LR6" batteries (or equivalent) making sure to align the "+" and "-" as shown. Tiger recommends DURACELL Batteries .



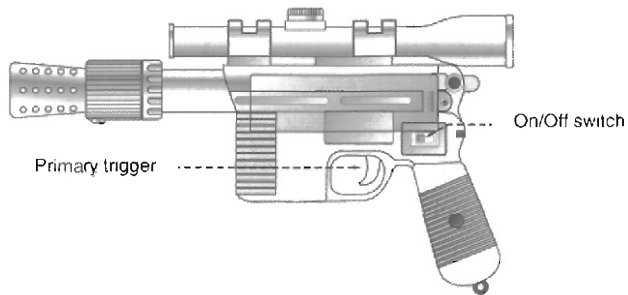
To ensure proper function:

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery insertion 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

STEP 3: USING YOUR *STAR WARS* LAZER TAG™ UNIT

Your *Star Wars* Lazer Tag™ unit has been designed with performance and features to ensure exciting action-packed games.

Authentic Rebel Styling

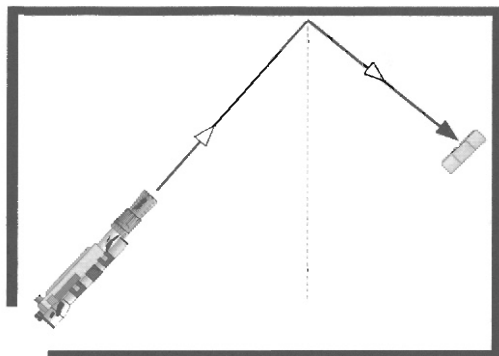


- 1) To turn your unit on, slide the ON/OFF switch to the ON position, you will hear your unit will power up.
- 2) To emit a single laser strike, press and release the main trigger once
- 3) To emit a rapid continuous strike, press and hold the main trigger

NOTE: The rapid/continuous strike may only be used for 5 seconds at a time. After 5 seconds, the unit will only be able to emit a single strike for 10 seconds.

INDOOR PLAY

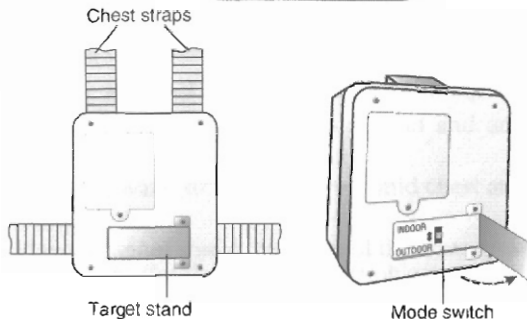
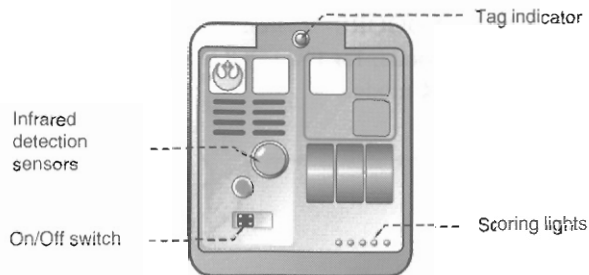
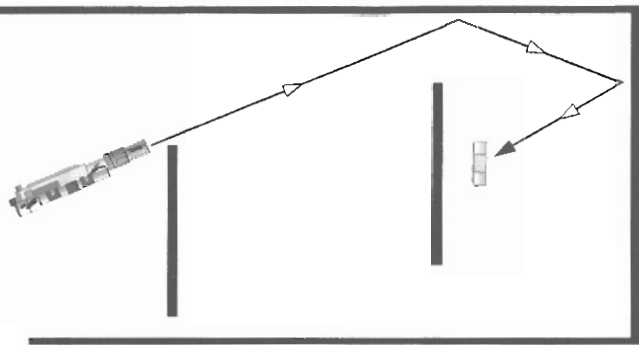
Star Wars Lazer Tag™ has been designed with a super power/super safe IR beam for extra long distance tags. When using Lazer Tag indoors, this super power allows players to use skill and strategy to tag opponents by "bouncing" their beam off walls and other objects. Therefore players can use this strategy to tag opponents even from behind!



To "bounce tag" an opponent, carefully aim your Lazer Striker at the walls, ceiling, floor or other solid objects to the side of your opponent. The beam will "bounce" off the wall and tag your opponent, similar to a "bank shot" in pool. As your skill increases, you will be able to bounce the beam off several objects to tag an opponent. The smaller the room, the more bounces you will be able to achieve!

STEP 4: USING YOUR *STAR WARS* LAZER TAG™ TARGET:

Your *Star Wars* Lazer Tag target unit has been designed so it can be worn on your chest or can stand up on a flat surface.

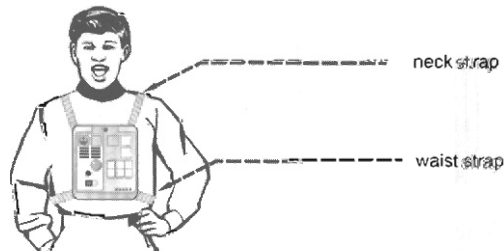


- 1) To turn your unit on, slide the ON/OFF switch to the ON position, you will hear your unit power up.
- 2) To practice using the target, aim at the sensor and fire a laser strike, a successful tag will cause the hit light to slow and the scoring LED's will indicate a hit.
- 3) To play INDOORS- switch the mode switch to the INDOOR mode, for OUTDOORS play, switch to the OUTDOOR mode.

OFFICIAL STAR WARS LAZER TAG™ SPORT RULES

RULES FOR TWO PERSON AND TEAM PLAY:

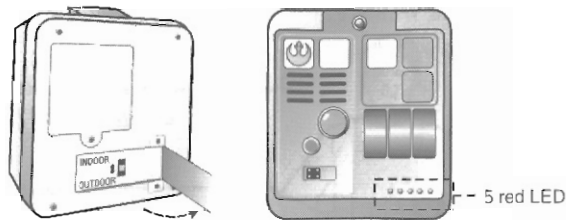
- 1) The object of the game is to tag out your opponents before you are tagged out. The last person not tagged out is the winner!



- 2) All players must turn their *Star Wars Lazer Tag™* unit on at the same time to begin the game. Players should not turn their unit off and on during the game.
- 3) Use the attached straps to wear the training target.
- 4) Snap the neck strap over your head and adjust for comfort.
- 5) Wrap the waist strap around your mid chest and adjust for comfort.
- 6) Players cannot shield the dome of the laser sensor with their hand, clothing or any other object.
- 7) When a player has received 10 tags the player is out and cannot continue with the game.

STAR WARS LAZER TAG™ SCORING:

- 1) Scoring for the game is indicated by the 5 red LED's on the bottom of the target.
- 2) During normal play, the LED's will flash sequentially



- 3) When a player is "tagged" for the first time, the LED on the left will turn ON
- 4) The second hit maintains this LED with a solid ON.
- 5) The third tag changes the second LED to solid ON
- 6) The fifth tag changes the third LED to solid on
- 7) The game continues this way until 10 tags when the unit will indicate a game over and the LED's will turn off.

***NOTE: Once a player has been tagged 10 times, the target will not function until it is turned off and then on again. If the player does not turn the unit off, it will beep periodically until it is turned off.

GAMES FOR TWO PERSONS:

With two players, you are ready for MORE REALISTIC Rebel Infantry battle training. The most simple version of Rebel Battle training is to try to tag your opponent 10 times before he gets you.

Aim your *Star Wars Lazer Tag*™ striker at your opponent chest target. If your aim is good and the laser strike connects with the red dome of the laser target you'll tag your opponent!

TEAM PLAY:

Rebel Infantry battles are really fun for teams! The possibilities for team play are endless! You are limited only by your imagination.

FREE FOR ALL -

The object of the game is to "tag out" all the players on the opposite team before they tag your players out. There are no physical boundaries to the game and no time limit.

THE BOX -

Similar to Free For All, the object of the game is to "tag out" all opposing players before they tag your team out. Since The Box is played within boundaries, it's up to you to set them, perhaps a playing field or an area in your backyard. It's a fast paced game given that there's nowhere to hide.

TIME OUT -

The object of this game is to score as many points as possible during a set amount of time. Each tag that an opponent receives counts for one point. The laser target will only count to 10 points, so that is the most points that any player can have scored against him. Play for 15 minutes and see how many points you and your teammates can score!

CAPTURE THE TARGET -

This is similar to the classic game Capture the Flag except the two teams attempt to "tag out" the opposite team's target.

CAUTION DEFECT /DAMAGE

If a part of your product is damaged or something has been left out, **DO NOT RETURN THE PRODUCT TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS, INC. REPAIR DEPT.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address, 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.\$15.00 for each STAR WARS Lazer Tag™ unit sent and U.S.\$9.00 for each Target unit sent. 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.

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 ANYWAY. 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