

AGES 8+

Item No. 42389

STAR WARS[®]

SAGA EDITION

LIGHTSABER[™] BATTLE GAME!

INSTRUCTIONS

Get a Tiger!
Get the Roar!

TIGER
GAMES[®]

Grab your lightsaber, and enter the exciting world of the Jedi... *right in your living room!* You'll find helpful friends on your journey through the galaxy – and dozens of deadly foes! Wield your lightsaber quickly and cleverly to fend off attackers and defeat opponents!

REQUIREMENTS

TV, VCR or DVD Player with AV input. RF adapter required if TV has no AV input. Or, you may use the AV input on a VCR or DVD player that's connected to your TV.

IMPORTANT

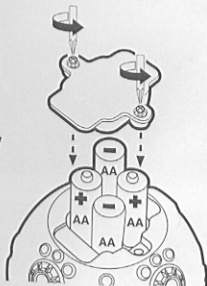
If the game malfunctions or "locks up," you can RESET the unit by sliding the ON / OFF switch to OFF, and then back to the ON position.


INSTALL BATTERIES IN TRAINING DROID

Requires 4 x 1.5V "AA" or R6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries in training droid.

To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (as shown at right) and open the door.
2. Insert 4 new AA or R6 size batteries, making sure to align "+" and "-" as shown.
3. Replace the battery compartment door and tighten the screw.



Note: You may also purchase an AC to DC power adapter at any electronics store. It should be DC 6V, 300mA or above, and center positive.  For example, Radio Shack adapter P / N: 273-1758, with accessory tip B, P / N: 273-1705. Please note this example is provided for information and convenience only. Hasbro does not have control over availability or specifications of other manufacturer's products.



CAUTION: TO AVOID BATTERY LEAKAGE

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

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with

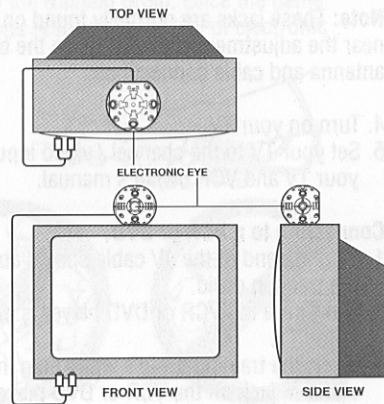
any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

SET UP TRAINING DROID

1. Place the training droid on top of your TV set as shown below. Make sure the electronic "eye" is facing forward. Ideally, the training droid should be approximately at chest height. The game will calibrate the electronic eye based on the droid's location. (This is explained later in the instructions.) It should also be no more than 2 inches from the front edge of the TV or surface that it is on.

Note: If the training droid cannot be placed on top of the TV, make sure it is no more than 6 inches to either side of the TV.

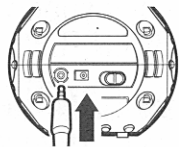
2. Make sure there are no obstructions between you and the TV screen (as well as the electronic eye on the training droid).



CONNECT TRAINING DROID CABLE

Connecting to a TV.

1. Plug the end of the AV cable shown at right into the back of the training droid.
2. Insert the training droid's white plug into the left (white) audio-in jack on the TV.
3. Insert the training droid's yellow plug into the video-in (yellow) jack on the TV.

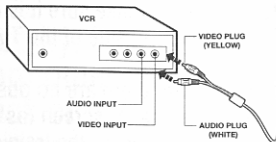
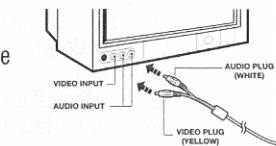


Note: These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

4. Turn on your TV.
5. Set your TV to the channel / video input mode directed by your TV and VCR owner's manual.

Connecting to a VCR or DVD.

1. Plug the end of the AV cable shown above into the back of the training droid.
2. Make sure the VCR or DVD player is properly connected to the TV.
3. Insert the training droid's white plug into the left (white) audio-in jack on the VCR or DVD player.



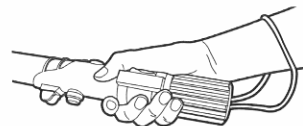
4. Insert the training droid's yellow plug into the video-in (yellow) jack on the VCR or DVD player.
5. Turn on your TV and VCR or DVD.
6. Set your TV, VCR or DVD player to the channel / video input mode directed by your TV, VCR or DVD player owner's manual.

See Troubleshooting Guide at end of these Instructions if necessary.

USE LIGHTSABER WITH CARE

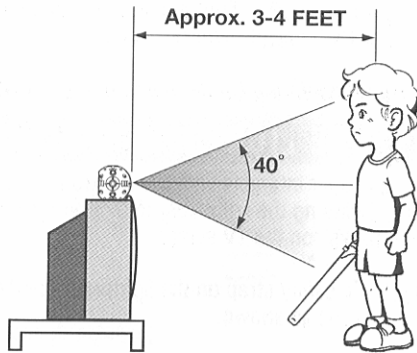
Your lightsaber interacts with the electronic eye on the training droid. Once the game begins, swinging the lightsaber in different directions results in a variety of electronic "slash marks" on the TV screen.

- Attach the safety strap on the lightsaber handle to your wrist as shown.
- Make sure that there are no obstructions or people within swinging distance of your lightsaber. **Do not hit the TV or other people with your lightsaber.**



- Stand directly in front of your TV, approximately 3-4 feet back from the screen during gameplay.

NOTE: Do not stand further than 4 feet away from the TV during play. This is the maximum distance for optimal performance of the game unit.



HOW TO PLAY

Object of the Game: Train well, journey throughout the galaxy and defeat opponents. Complete one stage and then move on to the next one. You may replay a completed stage as directed by the game.

1. Slide the ON / OFF switch on the back of the training droid to ON.
2. After the legal information screen appears, the *Star Wars* main screen will appear. Slash your lightsaber across the screen to advance.

IMPORTANT: All selections are made by slashing the lightsaber or by moving a lightsaber icon around the screen. In the lower portion of the screen you will sometimes see arrow symbols as described below.



Lightsaber Icon

Move this icon around the screen by moving your lightsaber around in front of the TV.



When the down arrow box appears, you may slash your lightsaber vertically to make the selection beside it.



When the sideways arrow box appears, you may slash your lightsaber horizontally to make the selection beside it.

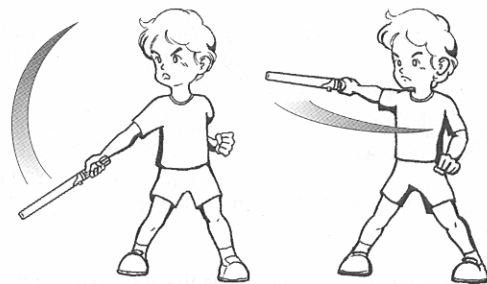
3. **New Game or Resume Game:** The game will prompt you to either start a new game or continue a game that you have already started and saved. Do this by moving the lightsaber icon onto your selection, and then making a vertical slash with your lightsaber.

- If *New Game* is selected, the game will bring you to the Main Menu.
- If *Resume Game* is selected, the game will prompt you to select an existing saved game. You will begin at the start of the last completed stage.

4. **Lightsaber Calibration:** When you begin a game, the only item accessible on the Main Menu is *Lightsaber Calibration*. Here is where the training droid's electronic eye will calibrate the slash of your lightsaber – both horizontally and vertically. To begin, stand directly in front of your TV, approximately 3-4 feet back from the screen. Do the following:

- A. Choose *Lightsaber Calibration* on the menu by slashing through the *Lightsaber Calibration* hologram in the middle of the screen.
- B. When the calibration screen appears, slash your lightsaber vertically as shown on page 11. The slash should immediately appear on the TV screen. If not, try again.

C. Then slash your lightsaber horizontally as shown. The slash should immediately show on the TV screen. If not, try again.



D. Now hold your lightsaber so that it is facing the TV screen as shown below. You will see a translucent image of a lightsaber on the screen when your lightsaber is held in this position during battle. This creates a “block” which deflects enemy attacks.



When calibration is complete, you will have the option to either calibrate again or proceed to the game. If you do not see the above-mentioned actions on the screen, then you should calibrate again.

5. **Pausing the Game:** To pause the game at any time during play, hold the lightsaber in the "shield" position (described above) and move to within 8 inches of the electronic eye on the training droid. The game will pause until you select Resume.

STAGES

The game has 7 stages that chart your journey through the galaxy. You must complete one stage before proceeding to the next. As the game proceeds, the level of difficulty increases, along with strength of the foes you face.

- To scroll through the various stage names, move the lightsaber icon onto the arrow located to the left or right of the hologram.
- To open Stage 1, select it and slash vertically through the hologram in the center of the screen.
- To return to an older stage that you have already completed, select the stage as described above, and then slash vertically through the hologram.



JEDI ACADEMY

During several stages of the game, you will begin your mission at the Jedi Academy. Here you will be further trained in the ways of the Force. Jedi Masters will teach you new powers and special attacks.

LIGHTSABER COMBO MOVES

As game play proceeds, special new lightsaber Combo Moves will become available to you. Training screens will appear to teach you how to use these new moves. The Combo Moves outlined below will not work until they have been given to you. They must then be performed in EXACT sequence (as outlined below) to execute the move.

QUI-GON'S STRIKE

- Slash diagonally from lower right to upper left.
- Slash diagonally from lower left to upper right.
- Slash vertically from top to bottom.

OBI-WAN'S SPINNING BLADE DEFENSE

- Hold lightsaber upright and rotate in a tight clockwise or counter-clockwise direction.

MACE WINDU'S ASSAULT

- Slash vertically from top to bottom.
- Slash horizontally from left to right.
- Slash diagonally from upper right to lower left.

YODA'S FINISHING BLOW

- Slash diagonally from upper right to lower left.
- Slash diagonally from upper left to lower right.
- Slash horizontally from right to left.

ANAKIN'S RAGE

- Slash vertically from bottom to top.
- Slash diagonally from upper right to bottom left.
- Slash diagonally from upper left to bottom right.
- Slash vertically from top to bottom.
- Slash vertically from bottom to top.

SPECIAL FORCE POWERS

As you reach higher stages, you will gain Special Force Powers. Training screens will appear to teach you how to use these new powers. They will not work until they are given to you.

During gameplay, you may view and select a Special Force Power that you have earned by holding the lightsaber vertically toward the screen and pausing the game as described earlier. Select an available Special Force Power moving the lightsaber icon onto it, and then slashing through it. Gameplay will automatically resume with the *immediate* use of this power against an opponent.

- **Force Push I** – Knocks down opponent and causes damage.
- **Force Heal I** – Regain 50% of your life energy.
- **Force Lightsaber Throw I** – Throws lightsaber image in a spinning arc to strike opponent at a distance.

As you gain further experience, your Special Force Powers will increase further as outlined below:

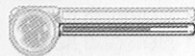
- **Force Push II** – Knocks down multiple opponents and causes damage.
- **Force Heal II** – Regain 100% of your life energy.
- **Force Lightsaber Throw II** – Throws lightsaber image in a spinning arc to strike multiple opponents at a distance.

LIFE ENERGY

Power bars and a sphere shown at the top of the screen keep track of various energy levels.



Your Energy Level - The green bar indicates your energy level at any point during the game. When it is empty, the game is over. You may earn extra life energy by slashing your lightsaber though life power-ups that appear when certain enemies are defeated. Watch for them!



Special Force Powers bar - The blue bar indicates your connection with the force and the ability to use the Special Force Powers. When this bar is empty you will no longer be able to use the Special Force Powers.



Jedi Focus Sphere - The blue sphere indicates your lightsaber's Combo Moves power level. When the sphere is empty you will not be able to use any of the special Combo Moves.



Opponent Energy Level - The red bar indicates the energy level of certain powerful opponents. An opponent has not been defeated until the bar is empty.

GAME OVER

If the game ends before you complete a stage (lose all of your life energy), the Continue Screen will be displayed. The player can select either YES or NO.

- If the player selects "NO", the game will go back to the select stage screen.
- If the player selects "YES", the game will resume play at the current stage.

AUTOMATIC SHUT OFF

Your game will shut off automatically after ten minutes of non-use. The unit will then need to be turned off and on again to continue play.

TROUBLESHOOTING GUIDE

After turning the unit on, if you do not see the legal screens and then the main title screen, try one or more of the following:

- **Check Plugs and Jacks** - Make sure that the video and audio plugs are inserted into the correct jacks on your TV, VCR or DVD player. Make sure that the TV is plugged in and turned on.

- **Check Batteries** – Make sure the batteries in the training droid are fresh and properly installed.
- **Check TV Channel** – Your TV channel should be set to its auxiliary “gaming” channel. This is usually indicated as “AUX,” “AV” or “Video.” You may have to refer to your TV owner’s manual to determine this.

To locate your auxiliary channel, (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until “Line 1” or “Line 2,” “Video 1” or “Video 2,” “Front,” “Aux,” “AV” etc. appears on the screen. Then press the ON button on the training droid. If you are on the right channel, the game should come on. If this does not work, take a look at your TV remote. There may be a button on it that takes you to the correct channel. Look for a button labeled “Input,” “AUX,” “AV,” “Line,” “TV/Video,” or “Video.” If your remote has one of these buttons, turn your TV to Channel 3 and then hit that button. Then press the ON button on the training droid. The game should come on.

- **Check VCR / DVD Player Connection**
Your VCR / DVD player should be set to “AUX,” “AV” or “Video.” You may have to refer to your VCR owner’s manual to determine this.
- **No Picture:** Try putting a videotape into your VCR, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV.

If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option

for a blue screen background. If you go into the main menu, you can usually change from “cable” to “video” and get a blue screen.

If you have an older TV, you may find a “hidden door” on the TV that has color, picture, horizontal, vertical, and cable, antennae buttons. If your TV does have these, press the antennae/cable button to get a blue screen.

MAINTENANCE

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to **reset** the game.

DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, **DO NOT RETURN IT TO THE STORE.** The store doesn’t have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200,
Pawtucket, RI 02862 USA.

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



90-DAY LIMITED WARRANTY

Hasbro Inc. 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 Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro 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 Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro 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:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862 USA.

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 HASBRO 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 HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS 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 Hasbro Inc., our products and special promotions, please visit our web site at: www.hasbro.com.

FCC NOTICE

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit to which the receiver is needed.

- Consult the dealer or an experienced radio/TV technician for help

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

UK CONSUMER INFORMATION

PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.

Should you have any difficulty operating this product, please write to us at:

Hasbro UK Ltd
Hasbro Consumer Affairs
PO BOX 43, Caswell Way, Newport, Wales, NP19 4YD

or telephone our Helpline on 00 800 2242 7276

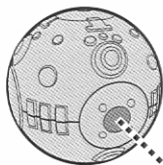
CLASS 1 LED PRODUCT

GAME SETUP

IMPORTANT:

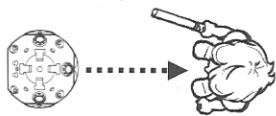
Failure to align the droid correctly may result in the game not functioning properly.

To play the game properly, you must stand directly in front of the "electronic eye". Make sure the "electronic eye" is facing toward the player and the player with the lightsaber is facing towards the "electronic eye".

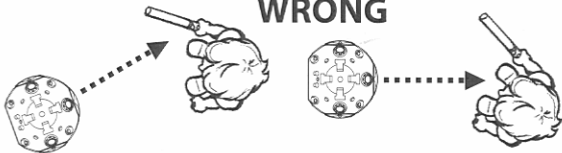


ELECTRONIC EYE

CORRECT

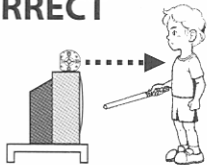


WRONG

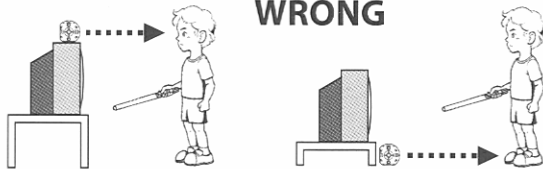


Place the training droid in an appropriate place either on top of the center of the TV, in front of the TV, or on the side of the TV. Ideally the training droid should be approximately at chest height.

CORRECT



WRONG



The game will calibrate the "electronic eye" based on the droid's location (this is explained in the instructions). It should also be no more than two inches from the front edge of the surface it is on.