

**STAR
WARS**

**R2-D2
DITTO DROID**

INSTRUCTION

1. THE GAME

You are about to get a crash-course in "droid-speak". The R2-D2 DITTO DROID is a tabletop "two games in one" memory game. As a "Jedi-in-training", you will be required to remember and repeat sequences of R2-D2 sounds (from the STAR WARS trilogy!) You'll have to strain your brain to follow the sounds as well as the sequence of lights in the game.

There are **TWO GAMES** to choose from:

GAME 1

R2-D2 will generate a growing chain of Droid sounds, and you will test your memory by trying to repeat the exact sequence of lights and sounds as the chain gets longer and longer.

GAME 2

Not only does "Artoo" generate an ever-growing chain of sounds—but you, **THE PLAYER**, also add your own sounds to the sequence of sounds! You'll need to repeat the exact sequence (created by Artoo and the player(s) himself) as the chain gets longer and longer.

OBJECT OF THE GAME

The object of the game is to challenge the computer's electronic mind (as well as yourself) by memorizing and repeating the combination of R2-D2's sounds.

There are four different sounds to the game:

R2-D2 SOUND 1 (GENERAL R2 SOUND)

R2-D2 SOUND 2 (R2 SCARED)

R2-D2 SOUND 3 (R2 SAD)

R2-D2 SOUND 4 (R2 EXCITED/HAPPY)

2. OBJECT OF THE GAME

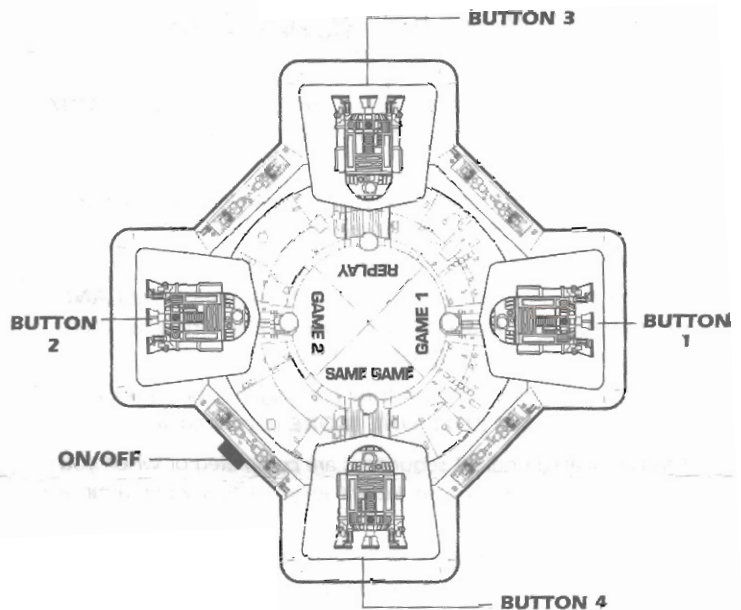
R2-D2 will generate all of the sounds **RANDOMLY**. The player creates each of the sounds by pressing the **BUTTON** corresponding to the 4 different pictures of R2-D2. To make it easier, each button is colored differently. Each button also has a single color light that is lit every time that corresponding sound is made.

THE ROAD TO BECOMING A JEDI.....

Artoo will keep score, and blink your levels of accomplishment depending on how many successful sequences you can follow without making mistakes.

INCREASING SPEED

Look out! During play, the game goes faster after the eighth, sixteenth and twenty-fourth **SOUND** sequences. Game continues until 32 sequences are completed or until you make a mistake!



- ON/OFF SWITCH** — to switch the unit ON or OFF
- BUTTON 1** — Sound 1 (R2 sound 1)
— to select GAME 1.
- BUTTON 2** — Sound 2 (R2 sound 2)
— to select GAME 2.
- BUTTON 3** — Sound 3 (R2 sound 3)
— to select REPLAY.
- BUTTON 4** — Sound 4 (R2 sound 4)
— to select SAME GAME.

3. HOW TO PLAY (GAME 1)

Slide the **ON-OFF** switch to **ON**. You will hear a collection of R2-D2 sounds. The game is now ready to play.

Press the **GAME 1** button. As soon as you release the button, you will hear one of the four R2 sounds

Press the button corresponding to the R2 sound and the lit button. R2 will then repeat the same sound and add **ONE MORE SOUND!**

Follow the R2 sounds heard by pressing the corresponding buttons to repeat the sequence.

This is repeated until 32 sound sequences are completed or when you make a mistake. R2 will let you know when a mistake is made!

During play, the game goes faster after the eighth, sixteenth, and twenty-fourth sound sequences to give you added challenges

R2-D2 will blink one of the levels of accomplishment depending on how many successful sequences you can follow without making a mistake.

If you **WIN** the game, you'll hear a special sound from Artoo (he'll also let you know if you lose!).

Press the **GAME 1** button again to play a brand new game within this game mode.

Or... press **GAME 2** to play game 2.

Or... press the **REPLAY** button to hear the sequence you have successfully followed.

Or.. press the **SAME GAME** button and R2 will start the same last game from the first R2 sound!

Or switch the **ON/OFF** switch to shut off the game.

4. HOW TO PLAY (GAME 2)

If you are starting the unit from the **OFF** position, slide the **ON/OFF** switch to **ON**. You will hear a collection of R2 sounds. The game is now ready to play.

Press the **GAME 2** button. As soon as you release this button, you will hear one of four R2-D2 sounds and one of the corresponding lights will light up.

Press the button corresponding to the R2 sound and light **AND ADD ONE OTHER BUTTON** of your choice. Artoo will then repeat the same sounds **PLUS** one more.

Follow the sequence of sounds by pressing the corresponding buttons **AND ADD STILL ONE MORE** of your choice.

This is repeated until 32 sequences are completed or when you make a mistake. And again, R2 will let you know when a mistake is made.

During play, the game goes faster after the eighth, sixteenth, and twenty-fourth sound sequence to give you added challenges.

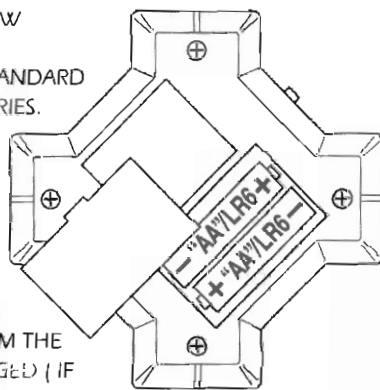
The computer will blink one of the levels of accomplishment depending on how many successful sequences you can follow without making a mistake.

5. 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 upward.) Insert 2 "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.



6. DEFECT AND DAMAGE

If a part of your R2-D2 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.

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.

7. 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.\$5.00. 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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