

# STAR WARS

## REBEL FORCES LASER GAME

### INSTRUCTION

#### GAME STORY

Welcome. You have just entered the REBEL ALLIANCE BATTLE TRAINING SIMULATOR. You will be taken through a series of missions and graded and ranked on your performance.

Each mission will provide a new challenge. As a potential Rebel officer, you'll need to be trained to handle the most dangerous situations. The Empire won't surrender easily! This combat simulator has been programmed to react realistically and lethally if necessary.

Once the simulator is activated, you face off against Imperial Storm troopers. On more advanced levels, you will encounter more advanced Trooper Guards and Royal Guards. The Empire has also been increasing their dealings with "underworld" elements, so you will also face two of the most infamous Bounty Hunters of all time, Boba Fett and the lethal assassin droid, IG-88.

Always be clear on this point: the Rebel Alliance is not in the "extermination" business. We seek only independence from the grip of the Empire. You may only draw a weapon and fire in the event that you are being targeted yourself. To keep your objectives clear, we have placed fellow rebel soldiers and innocents in the simulator. Accidentally firing upon one will penalize you and could prevent your advancement. Keep focused and this should not pose any problems.

Good luck, recruits, and may the Force be with you.

#### THE OBJECT OF THE GAME...

"TEST YOUR SKILL, ACCURACY AND DETERMINATION"

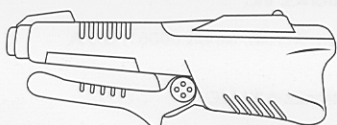
Using your weapons, you must destroy a required number of enemies in each stage. You will then be ranked or "graded" on your performance. Each stage level has a minimum accuracy (percentage) that must be achieved in order to advance to the next stage:

- 40% to advance to stage 2
- 50% to advance to stage 3
- 60% to advance to stage 4
- 70% to advance to stage 5

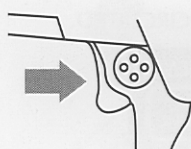
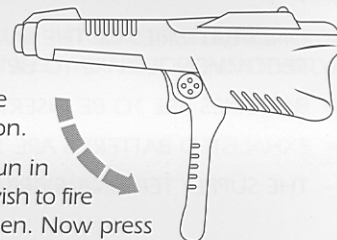
To WIN THE GAME, you must score an overall accuracy of 80% in stage 5.

#### SET UP

Your LASER GAME comes complete with a miniature infrared gun featuring a folding stock and trigger grip handle.

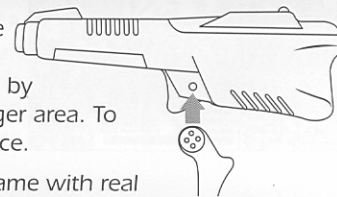


Your LASER gun comes in a folded position to fit into the gun storage area. Pull the handle back to set the LASER gun into correct firing position.



Point the LASER gun in the direction you wish to fire at on the LCD screen. Now press the RED trigger to fire at the screen. Each new stage in the game can be started when you fire your LASER gun at the screen.

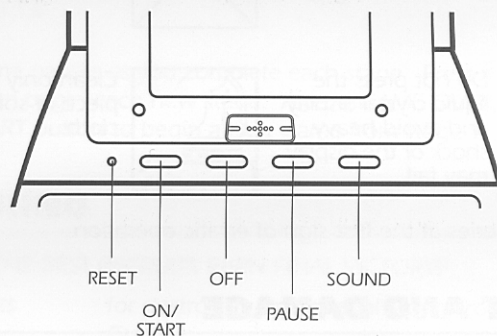
Your laser gun handle is detachable to avoid breakage. The handle can be unhinged or attached as shown by snapping it off the sides of the trigger area. To re-attach, simply snap back into place.



This is a target shooting "gallery" game with real arcade sound effects.

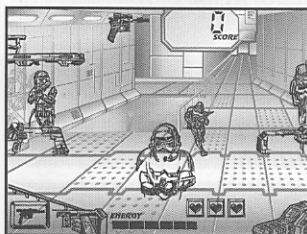
#### HOW TO PLAY

"WEAPONS OUTLAY: BLASTER PISTOL, HEAVY BLASTER, BLASTER RIFLE, AND THERMAL DETONATOR"



- ON/START**
  - to turn on the unit.
  - to start the game.
  - to start each stage.
- SOUND**
  - to control sound: on or off.
- PAUSE/ MAX SCORE**
  - to pause the game during play. Press again to exit pause.
  - to see the maximum score during the pause between stages.
- OFF**
  - to turn off the game.
  - (The game also shuts off automatically after 3 minutes of no action.)
- FIRE (on Gun)**
  - to fire current weapon.
  - to fire off-screen (at reload icon) to reload weapon.

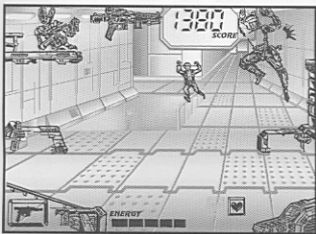
Press the ON/START button to turn on the game. Then press ON/START again to begin the game from stage level 1. Enemies will immediately begin appearing from behind obstacles and walls! You must shoot the enemies as they appear and draw their weapons - or they will fire their weapons at you!



RECRUITS, YOU MUST BEGIN FIRING ON IMMEDIATE SIGHT OF ENEMIES - BEFORE THEY DRAW AND FIRE ON YOU!

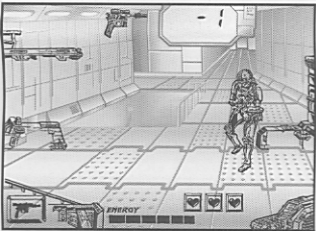
Some enemies can be brought down with a single hit - others require as many as 3 hits.

You enter the combat simulator with a full energy meter and 3 lives. Each time you are hit by enemy fire, your energy meter is depleted. When your energy meter runs down to "empty", you lose a life. You also LOSE A LIFE if you ever accidentally shoot any of your fellow Rebel Alliance members or civilians who appear on screen.



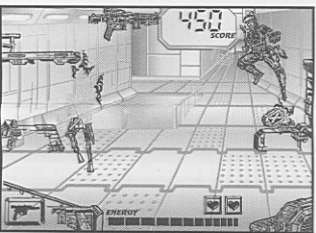
RECRUITS MUST LEARN A VALUABLE LESSON: YOU PAY WITH ONE OF YOUR "LIVES" IF YOU ACCIDENTALLY SHOOT A FELLOW REBEL OR A CIVILIAN.

If you ever lose all 3 of your lives, it's GAME OVER.

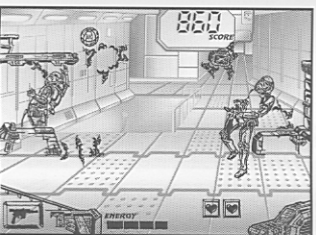


BEGINNERS TO THE SIMULATOR EXPERIENCE WILL WANT TO STUDY THE ON-SCREEN INDICATORS OF "SCORE", "ENERGY METER", "LIVES REMAINING", "RELOAD", and "AMMUNITION REMAINING"

Whenever you fire a gun at the simulator screen, the gun will register and will hit enemies if your shot is true. You begin play with standard firepower – the MERRSONN MODEL 44 BLASTER PISTOL. This pistol can be upgraded by finding hidden weapons throughout the game in ammo crates, behind walls and behind certain enemies. The power up weapons are: HEAVY BLASTER, BLASTER RIFLE, and THERMAL DETONATOR.




THE FORCE CAN WORK IN MYSTERIOUS WAYS. LOOK AND SHOOT AT HIDDEN "POWER UP" WEAPONS IN ORDER TO ACQUIRE THAT WEAPON!




HIT THE THERMAL DETONATOR TO OBLITERATE ALL ENEMIES ON SCREEN!

All guns are limited, which means they must be reloaded after a certain number of shots:

MERRSONN BLASTER PISTOL  Contains 6 shots.

HEAVY BLASTER  Contains 8 shots  
– each shot more powerful than the blaster pistol.

BLASTER RIFLE  Contains 12 shots. Can be rapid-fired.

THERMAL DETONATOR 

These are "one time" weapons. Shooting at one will cause all enemies on screen to be defeated. There is at least one thermal detonator in each stage.

You RELOAD the gun by pointing it away from the screen and toward the RELOAD icon in the lower left corner and then pressing the FIRE button.



THE RELOAD ICON – STUDY IT WELL, RECRUITS, FOR YOU WILL NEED TO HIT IT CONSISTENTLY!



IMPERIAL STORM TROOPERS



ROYAL GUARDS



BOBA FETT



IG-88

The game pauses as you complete each stage. Press the ON/START button to begin each new stage. After a GAME OVER, press the ON/START button to begin a new game from stage 1!

## SCORING

"ONLY THE BEST RECRUITS EARN FINAL VICTORY!"

10 points for destroying an Imperial Storm Trooper or Royal Guard

20 points for destroying Boba Fett or IG-88

Remember, you must also achieve minimal overall accuracy to win each stage:

Stage 1	40%
Stage 2	50%
Stage 3	60%
Stage 4	70%
Stage 5	80%

## INSERTING THE BATTERIES

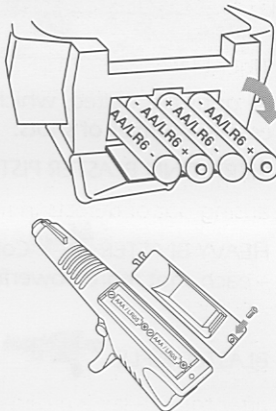
NOTE: Your Tiger Laser Game requires separate batteries be installed in the game unit and the laser gun:

Game Unit - To insert the batteries, remove the battery compartment cover at the bottom of the game. (To remove cover, push in direction of the arrow.) Insert four "AA" / LR6 batteries, or equivalent (not included), making sure to align "+" and "-" as shown.

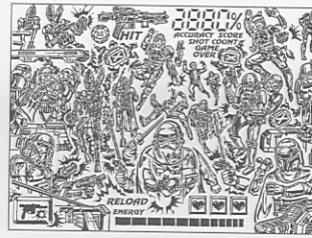
Gun - Insert two "AAA" / LR03 batteries, or equivalent.

### 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.



### TIGER RECOMMENDS

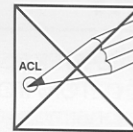


After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the left.

## CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

## DEFECT AND DAMAGE

If a part of your **REBEL FORCES LASER 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 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.

## 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.\$17.00.

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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