

AGES 5 & UP
MODEL 88-034
880340001NWT-03

STAR WARS EPISODE I

ELECTRONIC

GUNGAN™ SUB ESCAPE GAME

TIGER
ELECTRONICS, LTD.

INSTRUCTION

1. ESCAPE FROM THE GUNGAN UNDERWATER CITY!

Pilot Qui-Gon, Obi Wan, and Jar Jar from the underwater city to the surface of Naboo so they can reach the Naboo City and save the Queen. While trying to get to the surface, they must avoid Opee Sea Killers who are constantly chasing them and attack the Gungan Sub.

The force must be strong and your Jedi skills must be peaked for you to successfully pilot the Gungan Sub and complete your mission.

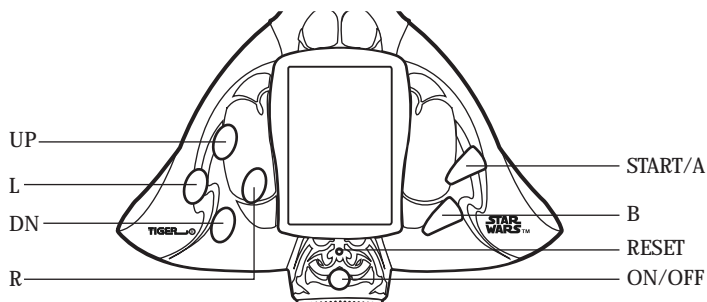


YOUR GUNGAN SUB

2. YOUR MISSION

There are 6 stage missions. The object of the game is to successfully pilot the Gungan Sub from the underwater city to the surface of Naboo. You must also navigate the sub past attacking Opee Sea Killers who are constantly chasing and attacking the sub. When you reach the surface, Qui-Gon must then shoot a safety line on shore and swim from the sub to the dock avoiding more Opee Sea Killers. May the force be with you!

3. YOUR COCKPIT CONTROLS



- | | | |
|---------|---|---|
| ON/OFF | — | to turn on the game. |
| | — | to turn off the game. |
| UP | — | to turn the sub Left and swim up. |
| DN | — | to turn the sub Right and swim down. |
| L | — | to slow the speed of the sub. |
| R | — | to accelerate the speed of the sub. |
| START/A | — | to start the game. |
| | — | to start each stage. |
| | — | to spin the propeller and use as a weapon against the Opee Sea Killers. |
| | — | to launch the safety line and to make Qui-Gon swim. |
| B | — | to turn the sound On/Off. |
| RESET | — | to reset the unit if your game malfunctions. |



MOVE THE SUB AROUND THE SCREEN AVOIDING ATTACKS FROM OPEE SEA KILLERS AND OTHER UNDERWATER HAZARDS.



SOME OPEE SEA KILLERS CAN BE DESTROYED USING THE PROPELLER AS A WEAPON AND RAMMING THEM WITH THE FRONT END OF YOUR SUB. OTHER OPEE SEA KILLERS YOU MUST AVOID COMPLETELY!

4. BRACE YOURSELF FOR ATTACK!

Press the ON/OFF button to turn on the unit.

You will see your Gungan Sub in the center of the screen on a slight upward angle showing that the sub is climbing to the surface.

Press the "START/A" button to begin each of the 6 stages. The Gungan Sub will appear on the screen at 1000 meters underwater. The depth meter will count down 10 meters at a time. Every time you travel 200 meters towards the surface you will complete a level. Underneath the depth meter is the sub's damage bar meter, which is made up of six sections. Each time you take a hit from underwater hazards or Opee Sea Killers you lose one section of the damage bar meter. If you lose all six, you will lose a sub. You start out with one sub on the screen and two subs in reserve. If you lose all three subs the game is over and you fail the mission.



YOU MUST REACH THE SURFACE FROM 1000 METERS BELOW!



EACH TIME YOU GET HIT YOU LOSE A BAR FROM YOUR DAMAGE METER.

Use the "UP", "DN", "L" and "R" buttons to move the Gungan Sub around the screen avoiding various underwater hazards (large plant life, rock formations, Gungan underwater city air bubbles and Opee Sea Killers).

Use the "START/A" button to spin the propeller to move towards the surface and as a weapon against the Opee Sea Killers attacking from the rear of the sub. At the end of level 5 you must use the "START/A" button to launch a safety line so the sub doesn't drift over the waterfall.

During level six you must use the "START/A" button to make Qui-Gon swim to the dock. Note: you don't have to repeatedly tap the "START/A" button to make the sub climb from the underwater depths.



USE THE PROPELLER TO DESTROY REAR ATTACKING OPEE SEA KILLERS!

5. ATTACKING OPEE SEA KILLERS!

All the enemies in the game will be the Opee Sea Killers.

They will attack you several different ways and from all four sides of the sub.

FRONT ATTACKS

The Opee Sea Killers can attack the front of the sub two different ways.

CLOSED MOUTH ATTACK

The first attack is a head on attack with the their mouth closed. The Opee Sea Killer will try to ram the front end of the sub. You can not destroy the closed mouth Opee Sea Killer. You must avoid him at all costs!

OPEN MOUTH ATTACK

This Opee Sea Killer will attack in the same manor, however his mouth will open and close trying to eat the sub. When he attacks with his mouth open you must avoid him, however once his mouth is closed you can ram him with the front of the sub by pressing the "START/A" button.

It takes three hits to destroy this Opee Sea Killer.

SIDE ATTACKS

The Opee Sea Killers can also attack the top and bottom of the sub.

When the Opee Sea Killer attacks either the top or bottom of the sub you must move the sub the opposite direction to avoid getting hit. You can not destroy the side attacking Opee Sea Killers.

REAR ATTACKS

The Opee Sea Killers can attack the back of the sub three different ways.

OPEN MOUTH REAR ATTACK

This Opee Sea Killer will swim directly behind the sub opening and closing his mouth trying to eat the sub. When he attacks with his mouth open you must avoid him, however once his mouth is closed you can ram him with the sub's spinning propellers by pressing the "L" and the "START/A" button simultaneously.

It takes three hits to destroy this Opee Sea Killer.

TONGUE LASHING ATTACKS

The Opee Sea killers can also attack with their mouths open lashing their tongues trying to grab the sub.

The Opee Sea Killers can attack this way in two different manners. They can either attack from the top or bottom of the screen. When the Opee Sea Killer attacks lashing his tongue you must avoid him, however once his tongue re-tracks you can ram him with the sub's spinning propellers by pressing "UP", or "DN", and the "START/A" button simultaneously.

It takes three hits to destroy this Opee Sea Killer.

6. MISSION LEVELS

There are five levels you must pilot the sub through and one swimming level to complete your mission.

LEVEL ONE

Takes place from 800 meters to 1000 meters underwater. You must maneuver the sub past the underwater city air bubbles, rock formations, plant life, and only the front ramming Opee Sea Killer.

LEVEL TWO

Takes place from 600 meters to 800 meters underwater. You must maneuver the sub past, rock formations, plant life, and all front attacking Opee Sea Killers.

LEVEL THREE

Takes place from 400 meters to 600 meters underwater. You must maneuver the sub past plant life, all front attacking Opee Sea Killers and one rear attacking Opee Sea Killer.

LEVEL FOUR

Takes place from 200 meters to 400 meters underwater. You must maneuver the sub past all front and rear attacking Opee Sea Killers.

LEVEL FIVE

Takes place from the surface to 200 meters. You must maneuver the sub past all front and rear attacking Opee Sea Killers. When the sub reaches the surface you will see the dock appear on the screen. You must then launch the grappling hook from the sub to the dock.

LEVEL SIX

Takes place on the surface of the water, 100 meters away from the dock. You must swim against the strong water current and away from the Opee Sea Killers attacking you from behind. If the water current pushed you past the 100 meter mark, you will fall over the waterfall. You must constantly swim avoiding the strong water current and Opee Sea Killers by pressing "UP" or "DN" and the "START/A" button simultaneously until you reach the dock.

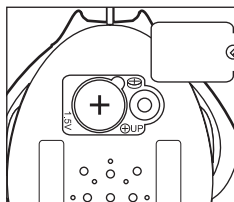
Once you reach the dock you have completed your journey and a step closer to bringing freedom to the galaxy.

7. INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the unit and remove the door.) Insert 1xG13A or LR44 battery or equivalent (battery included) as shown.

TO ENSURE PROPER FUNCTION :

- 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.

RESET BUTTON:

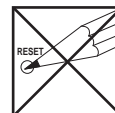
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



8. CAUTION/DEFECT OR DAMAGE



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



Do not use a pencil or pin to press the RESET 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 battery at the first sign of erratic operation.

If a part of your ELECTRONIC GUNGAN SUB ESCAPE 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 Electronics, Ltd. 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.

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.\$6.00. 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:

Tiger Electronics, Ltd. 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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