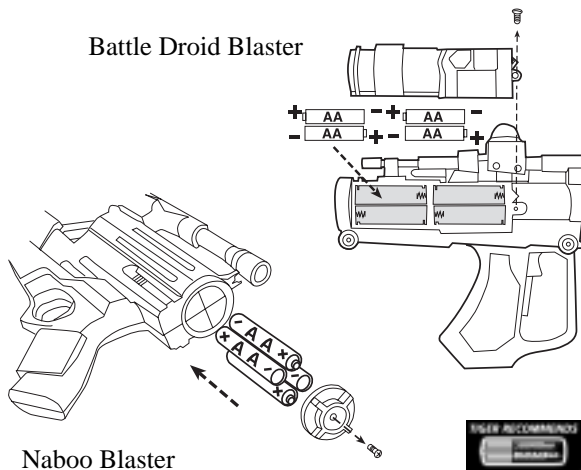


BATTERY INSTALLATION



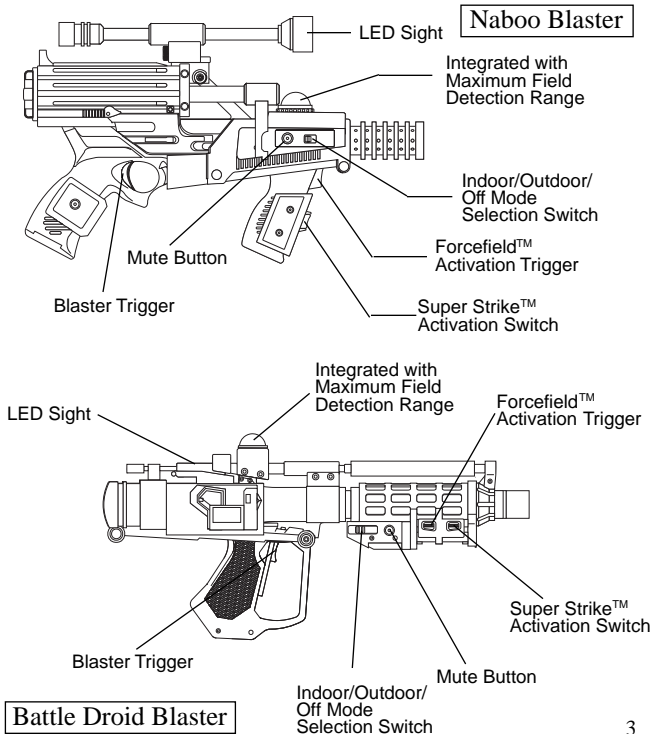
CAUTION: Battery installation and replacement should be done by an adult. This product is not suitable for children under 3 years old as it contains small parts.

To insert the batteries, unscrew the screw on the battery compartment cover. Insert 4 “AA” batteries (not included), making sure to align the “+” and “-” signs 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
- Replace with new batteries at the first sign of erratic operation

NABOO ASSAULT SET BLASTER FEATURES



The Naboo Assault Set has been designed with performance and features to ensure exciting action-packed games.

LED Sight: The sight gives you pinpoint accuracy. Line up the red dot in the sight with your opponent's target and fire.

Forcefield™ Button: Activating the Forcefield will momentarily protect the blaster from being tagged by the enemy. A Forcefield sound effect will be heard while it is on. The Forcefield can be used three times per game.

Super Strike™ Button: One Super Strike has the power of 10 tags. Score a direct hit on an opponent with the Super Strike and that player is out of the game. The Super Strike can be used only once per game (10 tags) so use it wisely.

Indoor/Outdoor/Off Switch: This switch toggles between Indoor mode, Outdoor mode and turning off the blaster. The Indoor and Outdoor settings allow you to customize the performance of Lazer Tag for Indoor and Outdoor play. Turn OFF the blaster when you are finished playing to conserve battery life.

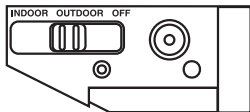
Mute Button: This button toggles between the warning beeps to be turned on or turned off.

HOW TO OPERATE

1. To turn ON the blaster, slide the Indoor/Outdoor/Off switch to either the Indoor mode or the Outdoor mode position. Use the Indoor mode when you are playing inside. Use the Outdoor mode when you are playing outside.



Naboo Blaster



Battle Droid Blaster

2. The blaster trigger is located in the handle of the blaster.
3. To emit a single infra-red burst, press and release the blaster trigger once.
4. To emit a rapid, continuous burst, press and hold the blaster trigger.
5. To activate the Super Strike™ feature, press the Super Strike button. Remember, there is only one Super Strike per game.
6. To activate the Forcefield™ feature, press the Forcefield button. Remember, there are only 3 Forcefields per game.

7. For added stealth and secrecy, press the MUTE button to silence the warning beeps. Press the MUTE button again to turn on the warning beeps.
8. The Voice Warning System will announce when there is one tag remaining.

GAME RULES FOR TWO PLAYERS and TEAM PLAY

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

1. All players must turn their Lazer Tag unit on to begin the game. Players should not turn their unit off and back on during the game.
2. Players cannot shield the red dome of the laser sensor with their hand, clothing or any other object.
3. When a player has received 10 tags, the player is out of the game and cannot continue with the game.
4. Each time the red dome detects a tag, the dome will flash and there will be 1 less available tag.

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

GAME FOR TWO PLAYERS

The most simple version of Lazer Tag is to try to tag your opponent 10 times before he tags you. Using the sight, aim at the red dome on your opponent's blaster. If the aim is good and the infra-red burst connects with the red dome on your opponent's blaster, you will score a tag!

GAMES FOR TEAM PLAY

Lazer Tag is 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 all the players on your team. There are no physical boundaries to the game and no time limit.

The Box: Similar to the Free for All game described above, but the difference is the game is played within boundaries

that are set up by both teams. Perhaps the playing field is the backyard. It's a fast-paced game and there is 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 blaster will only count up to 10 points, so that is the most points each player can score. Play for 15 minutes and see how many points your team can score!

DEFECT OR 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, LTD. 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, 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.\$19 for each Blaster sent. 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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