

STAR WARS™

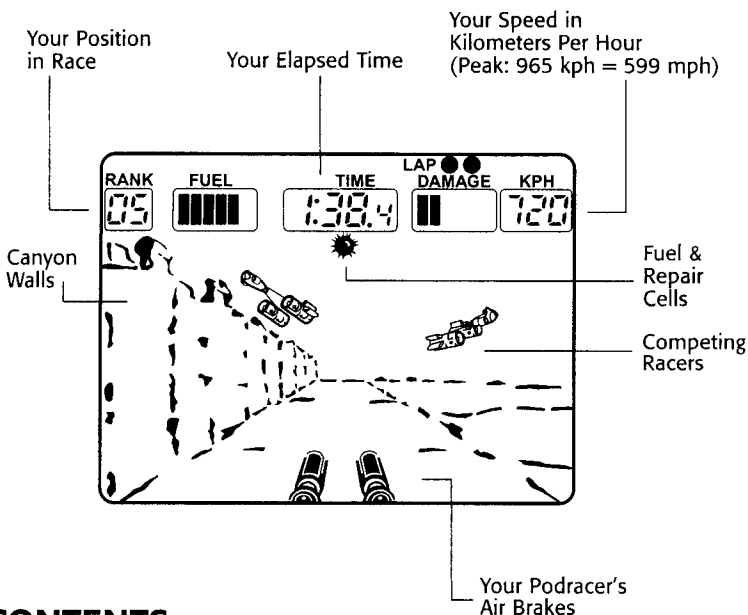
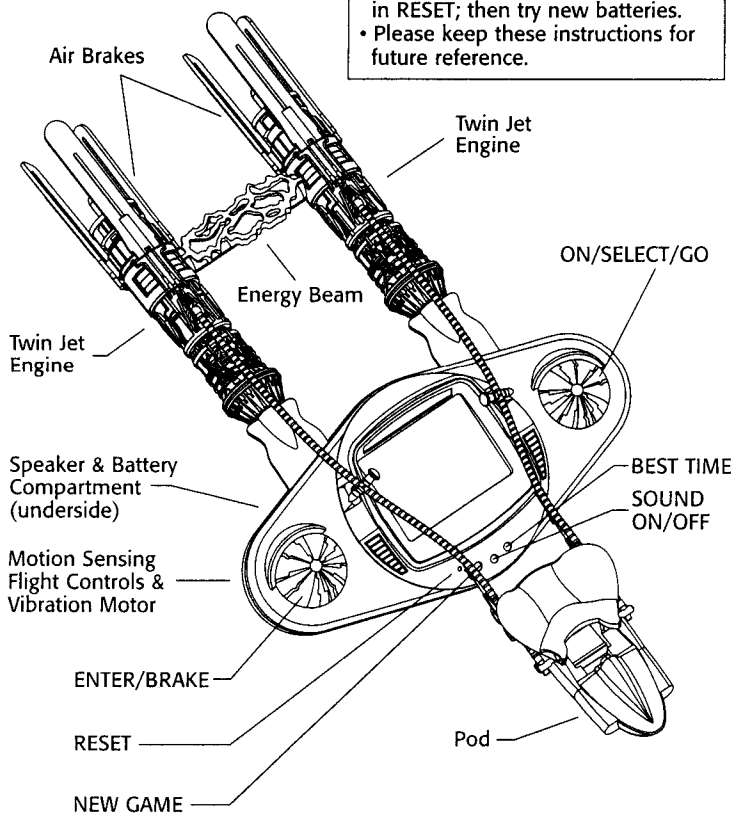
E P I S O D E I

ELECTRONIC HAND-HELD PODRACER™ GAME

For 1 player / Age 7 and up

IMPORTANT!

- If this game malfunctions, first push in RESET; then try new batteries.
- Please keep these instructions for future reference.



CONTENTS

- 1 Star Wars™ Podracer™ Game
- 2 AA BATTERIES INCLUDED

GAMES & SKILL LEVELS

In **Game 1** you race solo against the clock, and there is just 1 Skill Level. In **Game 2** you race against 15 opponents, and there are 10 levels of difficulty.

When you begin playing Game 2, you must start at Skill Level 1: you are placed in the 16th (and last) position. Finish 1st after 3 laps at Level 1, and you may advance to challenge the field at Skill Level 2. Starting from position 16, you move up to higher levels of play in the same manner, thru all 10 Skill Levels.

Even if you don't come in 1st during a Game 2 race, you can improve your starting position for a rerun of the race at the same Skill Level. For example, if you finish in 3rd place at Skill Level 1, you may start another Level 1 race in the 3rd place, rather than the 16th.

OBJECT

Game 1: Safely pilot your podracer thru 3 complete laps of the Tatooine racecourse in the fastest time. No other racers are on the course for this game.

Game 2 recreates the movie's key pod racing scene: Playing the part of Anakin, you must race 3 laps against 15 devil-may-care opponents who will try to "bump" you out of contention. The object of this game is to survive your opponents' attacks and beat them all to the finish line—winning the race and freedom from slavery!

THE DEMO

All Podracer Games are shipped in a DEMONSTRATION mode. Push the ON/SKILL button to watch the demo. Press the RESET button to permanently quit the demo mode and start your first game. (You will not be able to access the DEMO again.)

GETTING STARTED

- Press the RESET button to end the DEMO mode, using the tip of a pen. You're now ready to race!
- Press the ON/SELECT/GO button to choose either Game 1 or Game 2. The game number flashes in the upper left corner of your display. Press the ENTER/BRAKE button to enter your choice.
- When you select and enter Game 1, the race automatically begins after a brief countdown. When you choose Game 2, you must also press SELECT and ENTER to pick an available Skill Level—as long as you have successfully finished a race at better than 16th position! Then the starting countdown begins. See "How to Race" below.
- While playing a game, or after a win or a loss, you can immediately start a new game by pressing and holding down the NEW GAME button.
- Note: After about 2½ minutes of inactivity, your Podracer Game will automatically shut off. When you want to play again, just press ON/SELECT/GO to turn the game back on.

HOW TO RACE

- **Timing Your Takeoff**—After you select and enter Game 1, you'll see a starting countdown of "3 - 2 - 1" in the Elapsed Time box of the display. Immediately after the countdown reaches "1," you can zoom off the starting line by pressing and holding down the ON/SELECT/GO button. In Game 2, the starting countdown begins after you choose an available Skill Level.
- **Flying Your Podracer**—Steer by tilting your podracer up and down and left and right. Watch your flying position change on the screen, and you'll be an expert pilot in no time!
- **Speeding Up & Slowing Down**—Once a race begins, use the ON/SELECT/GO button to fly faster and the ENTER/BRAKE button to rapidly slow down. To gradually reduce your speed, simply release the GO button without hitting the BRAKE. To get a very fast "burst of speed," quickly release the GO button, hit BRAKE for a fraction of a second, and immediately hold down the GO button again. See "Podracing: Speed Rules!" to learn how your velocity affects fuel use, engine sounds, and more.
- **Refueling**—In order to complete all 3 laps of a race, you must add more fuel to your tanks several times along the way. To get more fuel, fly directly over any Fuel & Repair Cells that appear on the course. Always keep an eye on your Fuel Gauge. The less fuel you have, the fewer bars you'll see on the gauge. If you run out of fuel, you lose: your engines shut down and "Game Over" flashes on the screen.

- **Bumping & Being Bumped**—During Game 2 races, you can knock opponents out of your way by bumping into them. Sometimes you can cause enough damage to knock them right out of the race! But be careful: bumping causes damage to your own podracer, too. Plus, many opponents will try to bump you before you can bump them, especially when you're racing at the higher Skill Levels.
- **Sensing & Repairing Damage**—Every time you crash into a wall or opponent, you'll hear collision sounds and feel your podracer shake and vibrate. If the impact is great enough, your podracer will also suffer damage. The more damage, the more bars you'll see on the Damage Gauge. To make repairs, pick up as many Fuel & Repair Cells as you need. If you damage your ship too much without making repairs, you lose and "Game Over" flashes.

WINNING

You win **Game 1** by successfully completing the 3-lap race. For an added challenge, try beating your own best time or that of a friend. To see the fastest time achieved in all previous Game 1 or Game 2 races, press the BEST TIME button.

In **Game 2**, a 1st place finish at any level wins that level. Finish 1st at the highest level, Skill Level 10, and you win the entire game. You've raced your way to freedom, Anakin!

PODRACING: SPEED RULES!

When it comes to your Podracer Game, speed may not be everything, but it's definitely the *main* thing. For example, the faster you fly, the faster your energy beam pulses, and the higher the pitch of your twin jets. Most importantly, as you increase your speed, you also increase your fuel use and your risk of crashing. Here's a breakdown of your podracer's 3 ranges of speed, each having its own appropriate engine sounds, vibration feedback, fuel consumption, and damage risks:

Low	1 - 321 kph	(.6 - 199 mph)
Mid	322 - 643 kph	(200 - 399 mph)
High	644 - 965 kph	(400 - 599 mph)

TIPS FOR THE WISE PODRACER PILOT

- Fly at your fastest speeds only on the safest stretches of the course. Racing at top speed all the time is not a good idea: You'll use up your fuel more rapidly and increase your chances of hitting rock walls and/or opponents.
- Use your "burst of speed" feature sparingly, since each time you do, you completely burn up one of your fuel bars.
- When racing around tight corners, apply your brakes to rapidly decrease your speed and safely glide thru the turn.
- To get a better understanding of your podracer's vibration feedback system—hitting rock walls, bumping opponents, etc.—try playing with the sound off.
- The best and simplest way to avoid getting bumped by opponents is to work your way into the lead, and stay there!

DETACHABLE PARTS

If the game is dropped and the air brake wings or pod pop off, just realign the part and snap it back in place.

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 take the game apart. If a problem occurs, first try pushing the RESET button. If the game still doesn't work correctly, remove and replace the batteries.

BATTERIES

To Replace Batteries: Loosen the screw on the battery compartment on the bottom of the game and remove the door. Insert 2 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

CAUTION-To Avoid Battery Leakage

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

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
- 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 Group, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free).

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