

STAR WARS™

EPISODE II

NABOO FIGHTER™ SPACE SHOOTER®

For 1 or more players / Ages 5 and up

OBJECT

Your mission: Annihilate all 6 Trade Federation targets. First take out the Droid Fighters, then the Battleship. Finally, attack the Droid Control Ship and blast it to smithereens... before it's too late!

CONTENTS

NABOO FIGHTER™ SPACE SHOOTER® with removable disc cartridge • 15 foam discs • 6 cut-out targets

ASSEMBLY

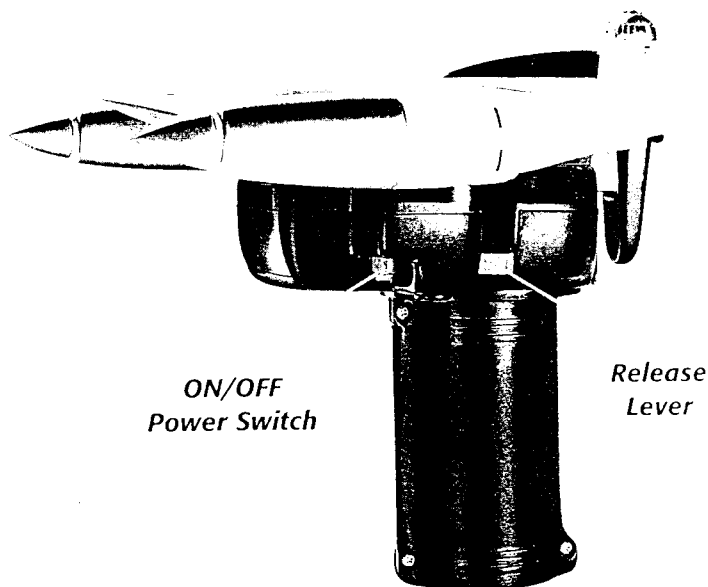
BATTERIES: Put the Power Switch in the OFF position. Loosen the screw on the battery compartment on the bottom of the Fighter, and remove the door. Insert 2 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

TEST: Slide the power switch to ON. The SPACE SHOOTER will hum and vibrate in your hand. If it does not, the batteries may be weak or improperly installed. Slide the switch to OFF.

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.

TARGETS: Have an adult use scissors to carefully cut out the 6 Trade Federation targets from the box back and flaps. Fold the bottom edge of each target back along the FOLD line, so it will stand up.



LOAD DISCS INTO CARTRIDGE: Hold the cartridge in one hand and squeeze the two buttons at the top with your thumb and forefinger to release it. Carefully load the 15 foam discs into the cartridge. Push the cartridge up into the round hole under the ship, and turn it clockwise to lock in place.

When reloading the cartridge, press the release lever on the bottom of the ship and turn the cartridge in a counter-clockwise rotation to remove.

FIGHTER TAIL SECTION: If the tail section comes off, snap it back on.

SET UP YOUR TARGETS

- Place the 4 DROID FIGHTER targets (10 points) on the floor, side by side, 3 feet away from one another.
- While you may set up the targets however you wish, we suggest you place the BATTLESHIP (50 points) 5 feet behind the DROID FIGHTER targets.
- Place the DROID CONTROL SHIP (100 points) 5 feet behind the BATTLESHIP.
- Add any of your own action figures to the target range, if you wish.

GAMEPLAY

Slide the Power Switch to ON.

On your turn: Stand 6 feet away from the first set of targets. Aim—and pull the trigger! When you have successfully knocked them down, fire at the Battleship. Finally, take out the Droid Control Ship.

Firing Tip: If discs get stuck inside, remove the cartridge, press the discs flat, and re-install the cartridge in the bottom of the fighter.

WINNING

In a multi-player game, the winner is the person who knocked down the most targets or the person who knocked down all the targets with the fewest discs.

Special conditions: In a tie game, set 'em up and start again!

CAUTION:

- Never point or fire at a person's face.
- Never load any object other than the foam discs provided.

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