

# Star Bird AVENGER<sup>®</sup>

## ASSEMBLY DIRECTIONS

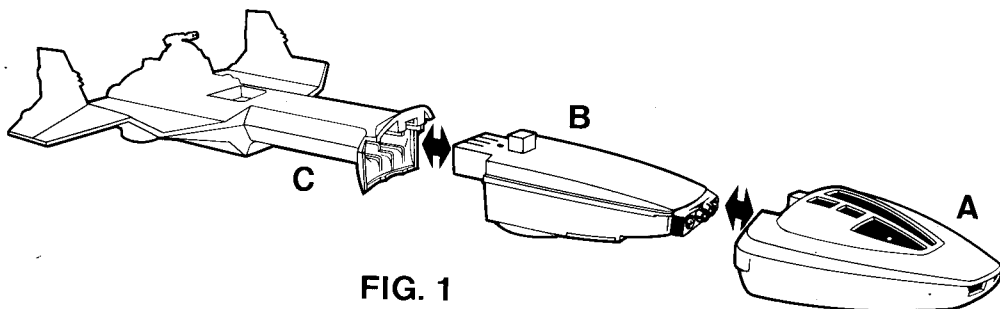


FIG. 1

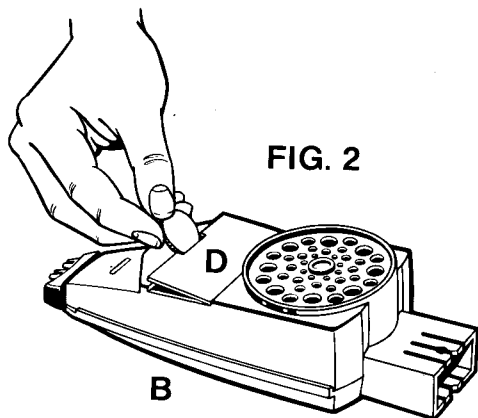


FIG. 2

### Front Hull—See FIG. 1

1. Remove Front Hull (A) from Energy Module (B).
2. Detach Energy Module (B) from the neck of the Main Body (C).

### Energy Module— See FIG. 2

1. Turn over Energy Module (B).
2. Insert coin into groove as shown in Fig. 2 to remove Battery Cover (D).

### Battery Installation—See FIG. 3

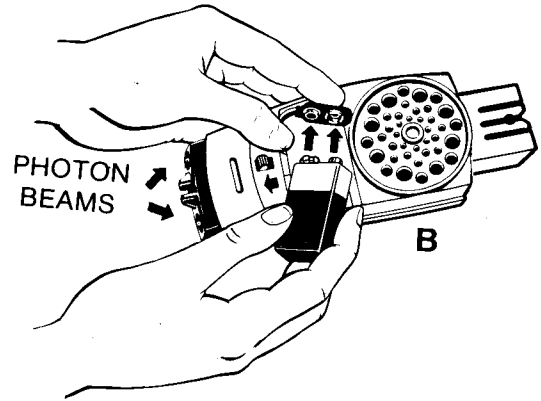
1. With ON/OFF Switch forward toward the photon beams, attach one 9-volt battery (alkaline type recommended) to the battery clip. Make sure connection is properly joined as shown in Fig. 3.

Note: If the connection is not a tight "snap-on" fit, lightly pinch the slotted spring terminal of the battery and battery clip with pliers.

2. Insert the battery and battery clip into the compartment of the Energy Module.
3. Snap on Battery Cover over compartment, see Fig. 4.
4. To test, push ON/OFF switch back to hear engine sounds. Press fire button on top of Energy Module (see Fig. 4) to check the photons.

Note: Even a new battery may be defective or weak. Please make sure the new battery is fresh and strong. Use an alkaline battery for best performance and longer life.

**FIG. 3**  
BE SURE SWITCH IS  
IN FORWARD POSITION

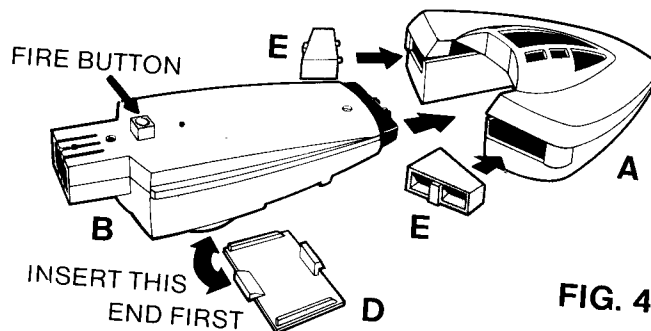


## When to Replace Battery

The engine and photon sounds and the light intensity of the photon beams will change over the life of the battery. A weak battery will lower the engine sound volume, weaken the photons, and result in a high pitch of the photon sounds. Battery life will be shortened by excessive firing of the photon beams.

## IMPORTANT SPECIAL CAUTIONS

1. Do not get the Energy Module wet.
2. Do not disassemble the Energy Module.
3. Do not stick any objects into the speaker area on the underside of the Energy Module.
4. If Avenger is dropped and fails to operate, check the battery connections.



**FIG. 4**

## Energy Module and Front Hull Assembly—See FIG. 4

1. Press Stabilizers (E) into position in the Front Hull (A).
2. Insert Energy Module (B) into Front Hull (A).

## Main Body—See FIG. 5

1. Landing/Take-Off Thrusters (F)—press into position under wings.
2. Rear Boosters (G)—press into position on either side of the Power Thruster Engine (H).
3. Life Support System (I)—press into position on top of Main Body.
4. Rotating Gun Turret—press the two Pod Halves (J & K) together. Insert Gun (L) into slot on top of Pod Half (K).

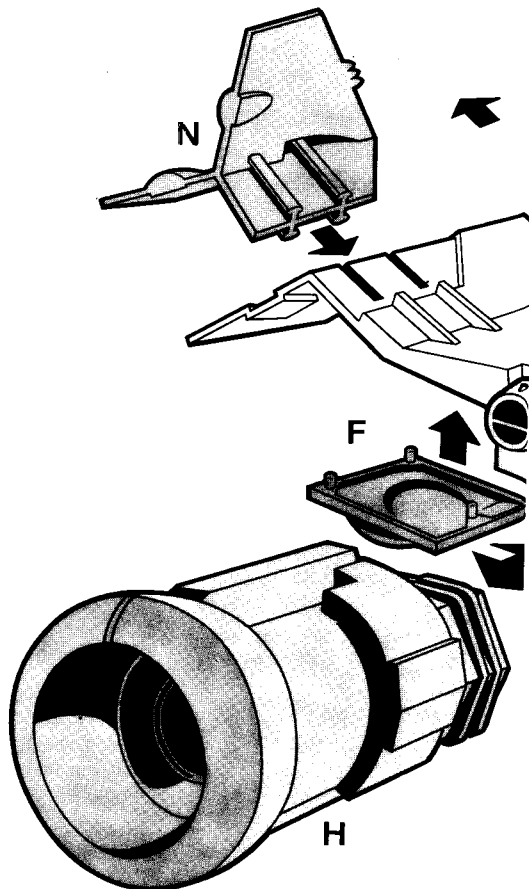
Note: Be sure Gun is pointing forward over the round window on the Pod.

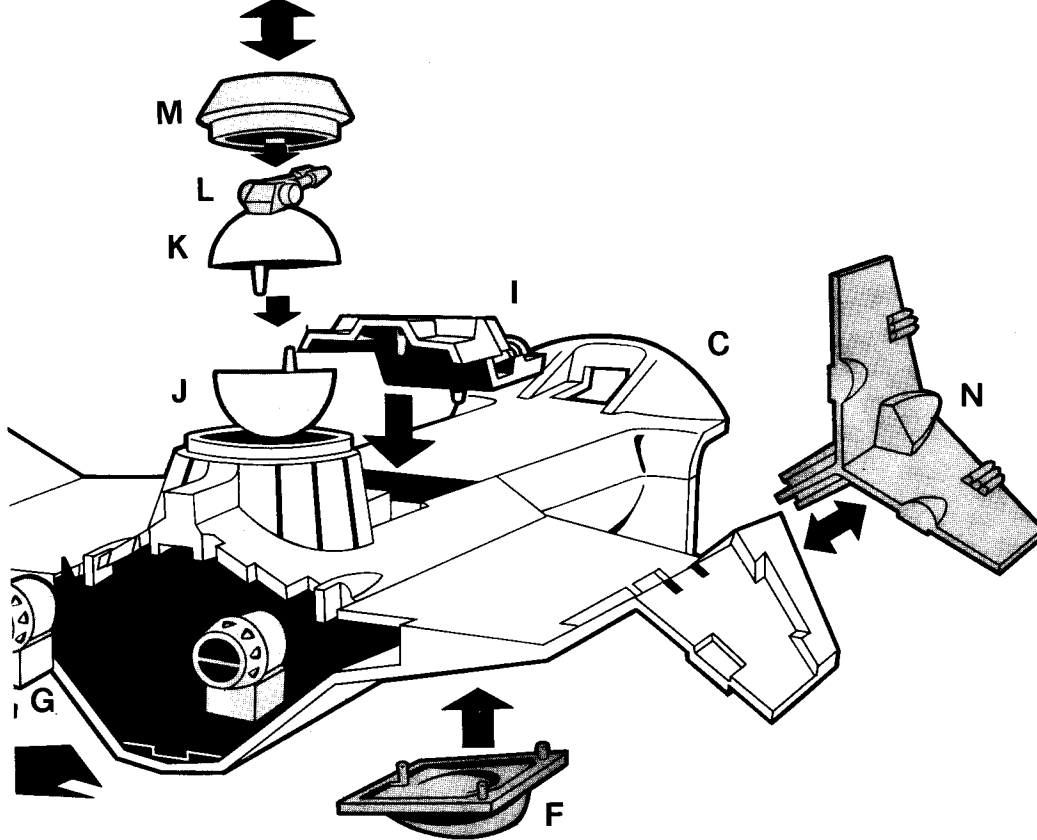
Fit the Gun Turret onto the post in the circular well behind the Life Support System. Slide the Retainer Ring (M) over the Gun Turret to hold it in place.

5. Interceptors (N)—slide the detachable Interceptors into the grooves on each wing tip.
6. Energy Module and Front Hull Assembly—slide the assembly back onto the neck of the Main Body to form the completed Avenger.

Note: Double arrows in illustrations indicate detachable parts. Arrows pointing in one direction indicate parts that remain permanently attached.

FIG. 5





## OPERATING PROCEDURES

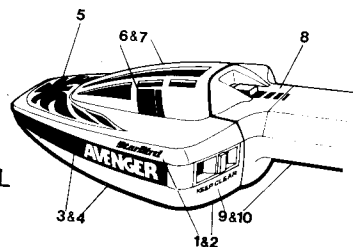
With Avenger assembled, switch on Energy Module to activate engines. Point the nose of the craft up to hear the sounds of engines accelerating. Hold the nose up for several seconds.

Keep Avenger in a level position for a constant pitch of pulsating engines. Point the nose down to hear engines decelerating. Press fire button (located on top of Energy Module) to see the flash and hear the blast of shooting photons.

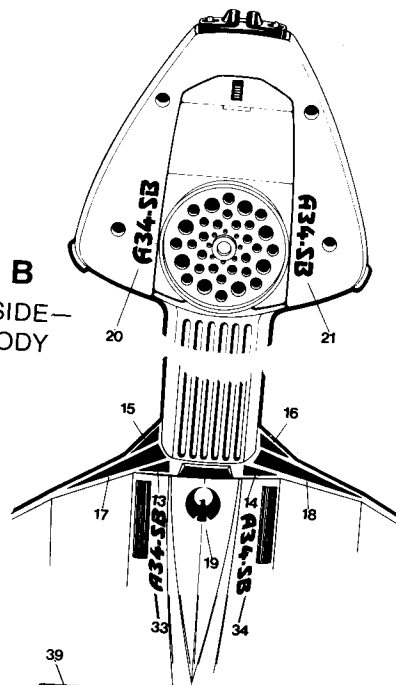
# LABELING DIRECTIONS

Easy to apply labels are included for added detail. Labels are numbered and correct positions are indicated in the following illustrations. Peel off labels one at a time and stick on in place as shown in Figures A through F. After labels are applied, rub down firmly.

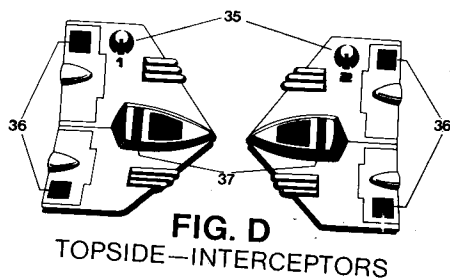
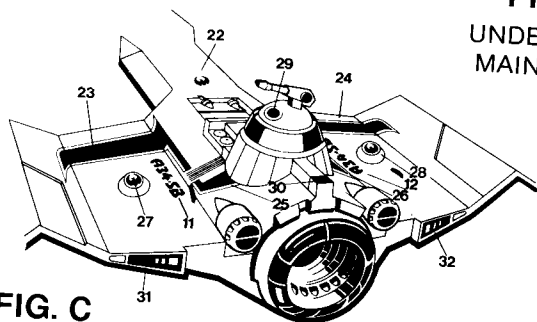
**FIG. A**  
FRONT HULL



**FIG. B**  
UNDERSIDE—  
MAIN BODY

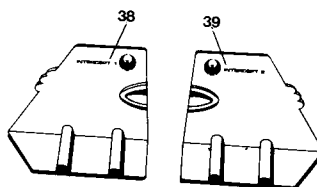


**FIG. C**  
TOPSIDE—MAIN BODY

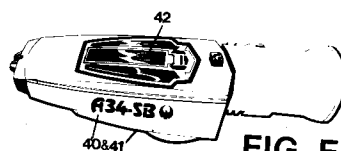


**FIG. D**

TOPSIDE—INTERCEPTORS



**FIG. E**  
UNDERSIDE—  
INTERCEPTORS



**FIG. F**  
POWER ORBITER

## PLAY FEATURES

See box bottom for exciting ways to play with Avenger.

### Target Assembly—See FIG. 6 & 7

1. Remove the target base from the box and turn it over.
2. Carefully remove the two support pieces and stand from the printed parts sheet.
3. Slide the supports onto each other along the notches as shown in Fig. 6.
4. Fold the stand along the score line and insert the bottom tabs into the slots in the base.

5. As you slide the notch in the vertical support into the stand, insert the top tabs of the stand into the slots in the horizontal support. See Fig. 6.
6. Carefully remove the two sections of the target shield from the foil parts sheet.
7. Fit the larger outer section onto the target support tabs as shown in Fig. 7.
8. Remove the unnumbered Star Bird label from the label sheet and position it on the smaller center section of the foil shield. Fit the smaller section onto the tabs as shown in Fig. 7.

**SPECIAL NOTE:** If you have the revised Star Bird Command Base, you can insert the target stand into the Tower Cap. See inside cover of the Command Base Box for directions.

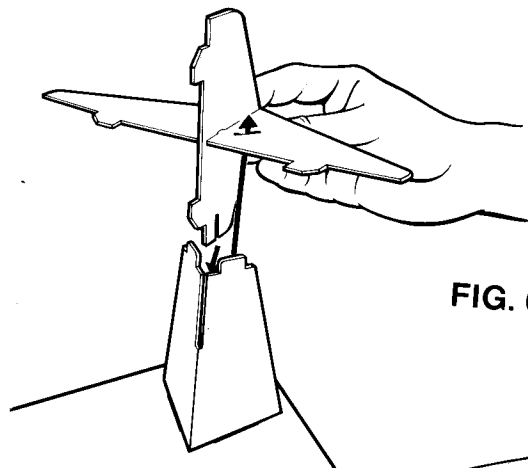


FIG. 6

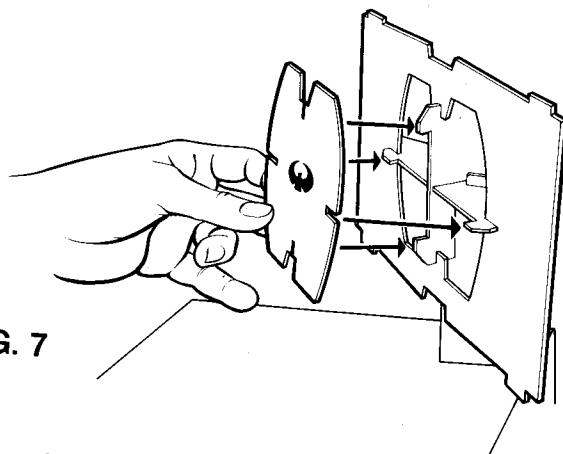
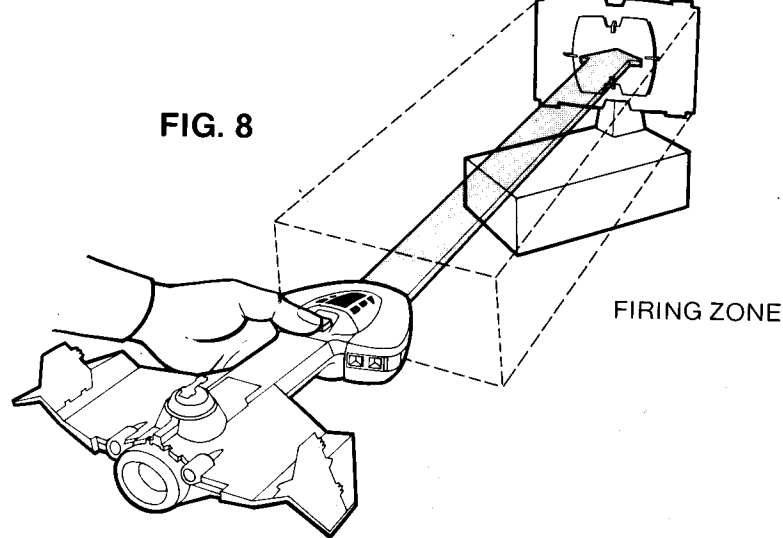


FIG. 7

### To Operate the Avenger with the Target—See FIG. 8

1. Aim Avenger's photon beams at the target's foil shield.
  2. Press the fire button (located on top of the Energy Module) and try to hit the target shield with the invisible beam.
  3. Your ship must be in the correct position before firing in order to get a reaction. See Fig. 8. The firing zone shows the area Avenger must be in to allow the beam to hit the shield and bounce back to the ship.
  4. When you succeed in hitting the shield, the beam reflects back from the shield to the Avenger and your ship responds with three "whoop" sounds to signal your hit.
- If you shoot the beam into a mirror or other reflective surface, your ship will react the same way as with the target.
- NOTE:** You can fire up to five feet away from the target and still score a hit.



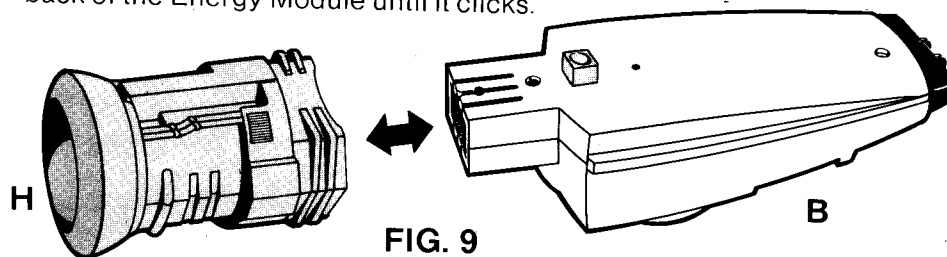
## To Operate Your Avenger With Other Avengers or Intruders

1. To duel with other ships, aim your photon beams at another Avenger or Intruder. You can fire up to 20 feet away from the other ship and still score a hit.
2. Press the fire button.
3. When the beam from your Avenger hits the front of the other ship as shown on the box cover, the other ship will respond with three "whoops" to signal your hit, it will lose fire power, and its engines will sputter and die.
4. The other ship will quickly regain use of its photon beams and its engine sounds will return to normal.

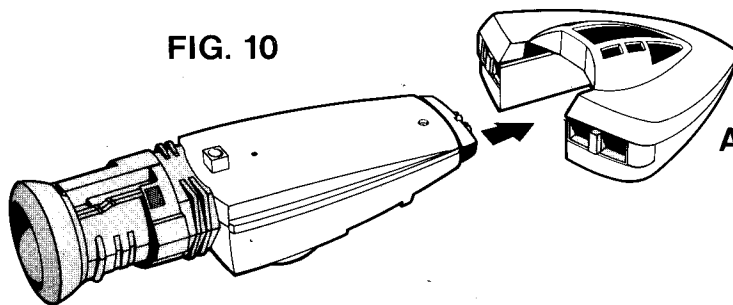
Note: Your ship, when hit by the beam from another Avenger or Intruder will react in the same manner. Avengers and Intruders do not interact with the original Star Bird.

## Power Orbiter—See FIG. 9

1. Slide Front Hull (A) off the Energy Module (B).
2. Remove Energy Module (B) from Main Body (C).
3. Remove Power Thruster Engine (H) from Main Body (C).
4. Slide the Power Thruster Engine onto the back of the Energy Module until it clicks.



**FIG. 10**

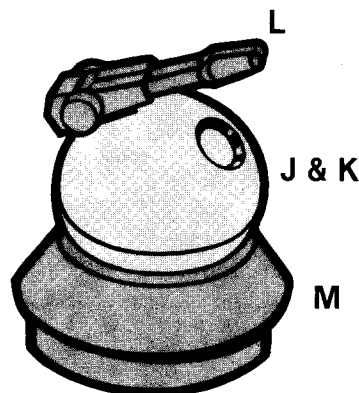


**Star Bird Fighter—See FIG. 10**

1. Slide the Power Orbiter into the Front Hull (A) to form the Star Bird Fighter.

**Escape Pod—See FIG. 11**

1. Remove the Retainer Ring (M) from the Rotating Gun Turret.
2. Remove the Gun Turret/Escapes Pod from the Main Body.
3. Place this Escape Pod onto the Retainer Ring to form a Landing Capsule as shown in Fig. 11.



**FIG. 11**

**90 DAY LIMITED WARRANTY ON ELECTRONIC ENERGY MODULE**

The electronic Energy Module contained within Avenger is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date—under normal use and service against defective workmanship and materials (battery excluded).

This warranty is void if the electronic Energy Module has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the electronic Energy Module or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, your electronic Energy Module, if found to be defective due to workmanship or materials, will either be repaired or replaced without charge to the purchaser when returned, shipping prepaid to Milton Bradley Company with proof of purchase date, to the address listed below. In the event that your electronic Energy Module is replaced, the replacement Energy Module will be continued on the original warranty or for 30 days, whichever is longer.

Important—before returning the electronic Energy Module for repair, carefully read the mailing instructions below. Check the battery and be sure that you do not return it with the electronic Energy Module.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

**MAILING INSTRUCTIONS**

Return only the Energy Module from Avenger, do not return the Front Hull nor the Main Body.

Wrap Avenger's Energy Module (shown as B in FIG. 1) carefully, making sure to surround it with adequate padding. Do not send the battery along with the electronic Energy Module. Mail to:

Milton Bradley Company  
Attn: Electronics Quality Control  
Building 104, Lincoln Street/Federal Square  
Springfield, MA 01105