

# STAR WARS™

## E P I S O D E I

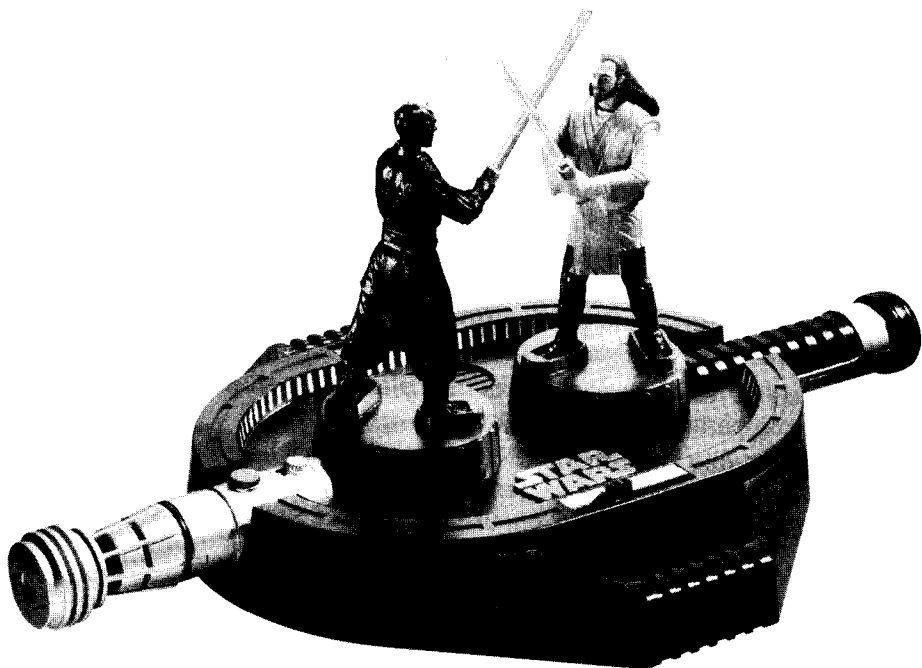
### ELECTRONIC LIGHTSABER DUEL™ GAME

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**IMPORTANT!**

- If this game malfunctions, try new batteries.
- Please keep these instructions for future reference.

For 2 players / Ages 5 and up



## CONTENTS

- 1 Qui-Gon Jinn™ Figure
- 1 Darth Maul™ Figure
- 1 Generator Arena Dueling Base
- 2 Lightsabers
- 1 Label Sheet
- 4 BUTTON CELL BATTERIES INCLUDED
- 2 AA BATTERIES REQUIRED (NOT INCLUDED)

## SETUP

1. **Insert Batteries:** Turn over the game base, loosen the battery compartment screw, and remove the door. Insert 2 AA batteries (we recommend alkaline), making sure to align the + and – with the markings in the plastic. Replace the door and tighten the screw.
2. **Apply Labels:** One at a time, peel off and apply the 4 self-sticking light strips to the inside walls of the dueling base.

### 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.

Apply the 2 scorekeeping labels to the top of the base, green for Qui-Gon Jinn, red for Darth Maul.

3. **Insert Lightsabers:** Press one lightsaber into Qui-Gon Jinn's fist and the other into Darth Maul's fist. (Make sure they're inserted all the way.)
4. **Attach Figures:** First put the figure's right foot into the open slot on the circular stand. Then lock the figure's left foot into place on the post in the other binding. Be sure to put Qui-Gon Jinn and Darth Maul in as shown in the illustration.
5. **Activate Figures' Batteries:** Pull out the plastic strip sticking out from the battery compartment on each figure.
6. **Turn Your Game On** with the ON/OFF switch. You'll hear the lightsabers "buzz" on! If you leave the game for about 60 seconds, it will shut off automatically. To turn it back on, use the ON/OFF switch.

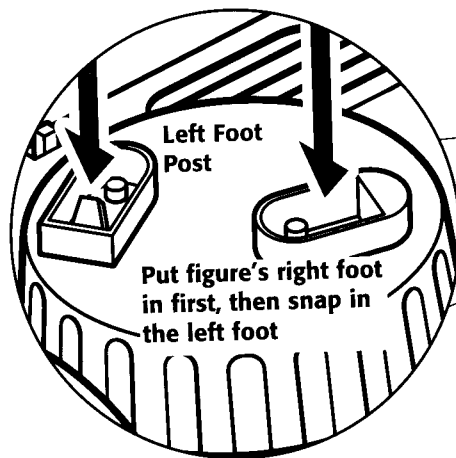
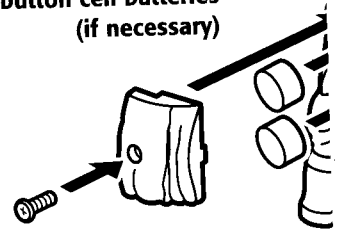
# YOUR LIGHTSABER DUEL GAME

- ① Generator Arena Dueling Base
- ② Score Slide
- ③ Speaker
- ④ ON/OFF Switch
- ⑤ Removable Sabers
- ⑥ Figures rotate 360° on Base
- ⑦ Hand Grip
- ⑧ Darth Maul's Lightsaber Handle Control
- ⑨ Qui-Gon Jinn's Lightsaber Handle Control

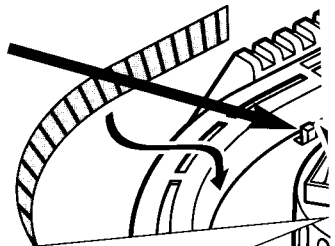
To remove figure,  
push the head to  
either side to  
release from base



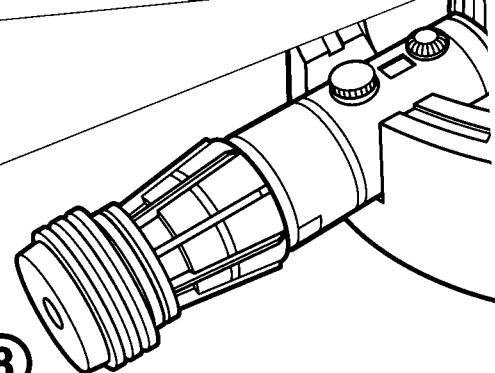
Insert replacement  
button cell batteries  
(if necessary)



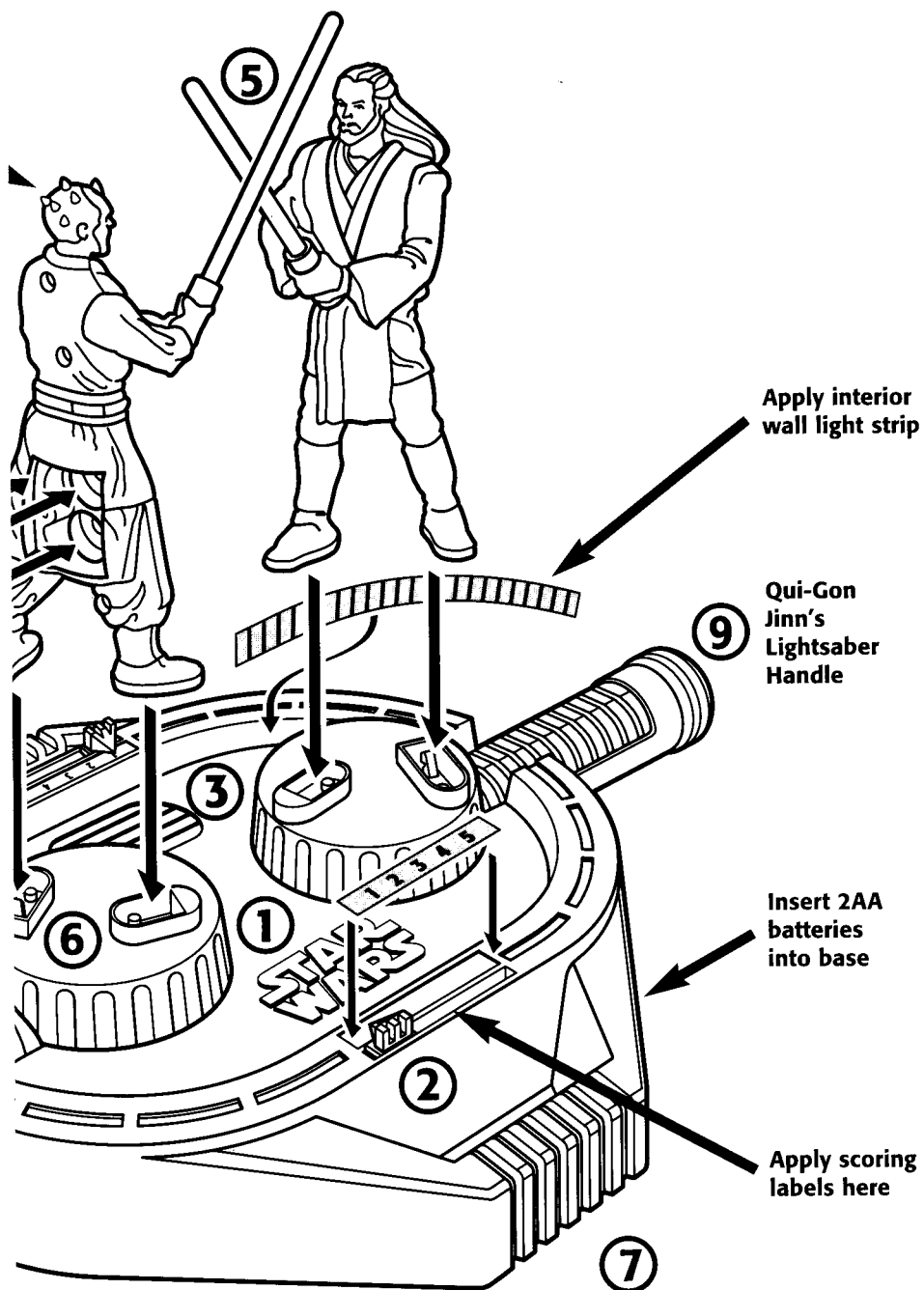
④



⑧



Darth Maul's Lightsaber Handle



## **OBJECT OF THE GAME**

To defeat your archenemy in the lightsaber duel for Naboo! Strike him in the head to knock him off his stand and you score a point. The first player to score 5 points wins the game.

## **HOW TO PLAY**

- Decide who will be Qui-Gon Jinn and who will be Darth Maul. Set your score slide all the way to the left.
- Hold your lightsaber handle with one hand, and hold the hand grip on the base with the other.
- To begin the duel, both players count together, "1 - 2 - 3 - Go!"
- On the word "Go!" move your lightsaber handle in and out to turn your figure and strike your opponent. Your goal is to land a solid blow to either side of your opponent's head—so that the figure pops off its stand. Knock him completely off, and you score 1 point. Advance your score slide to the next number.
- The loser reattaches his figure to its stand. Now start the next round of battle.

## **WINNING THE GAME**

Be the first player to score 5 points and you win the duel for Naboo!

## **STORAGE**

Always remove the figures by pushing the head left or right. This will safely release the feet from the stand.