

STAR WARS™ EPISODE I

ANIMATED
 DESTROYER DROID™
 ROOM ALARM

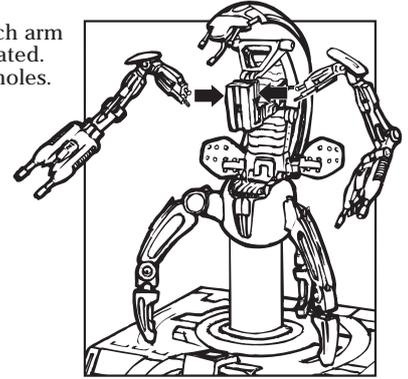


INSTRUCTION

- 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.

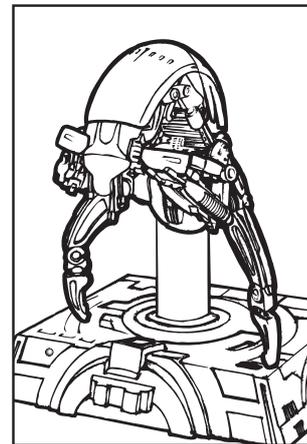
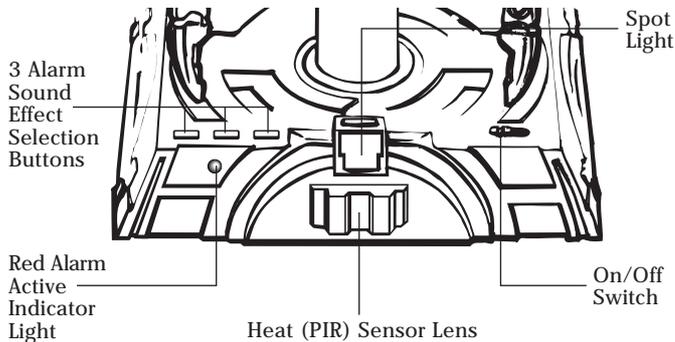
3. SET UP

To attach the arms, slide each arm into the arm holes as illustrated. Snap the arm into the arm holes.



Destroyer droids are elite units of the Trade Federation's army. These highly engineered "soldiers" excel in a variety of combat situations. Also called "wheel droids", they are rapidly moving armored wheels that unfold into powerful, three-legged weapon platforms. Now you can unleash the power of a destroyer droid to protect your room and valuables from unwanted intruders! Destroyer droids stand sentry in their "closed wheel" position guarding against unwanted intruders. When an intruder is detected, the destroyer droids spring open to the "attack" position and the alarm is sounded!

1. GETTING STARTED



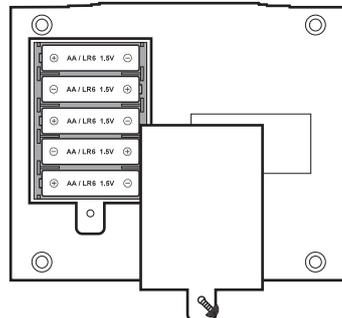
"CLOSED"

The Room Alarm must be manually reset in the "closed" position (see diagrams above) each time the alarm is activated. If the Room Alarm is in the "attack" position and an intruder is detected, it will sound the alarm but it will not move. Resetting the Room Alarm into the "closed" position before an intruder is detected will allow the Room Alarm to sound the alarm and open to the "attack" position when an intruder is detected.

2. BATTERY INSTALLATION

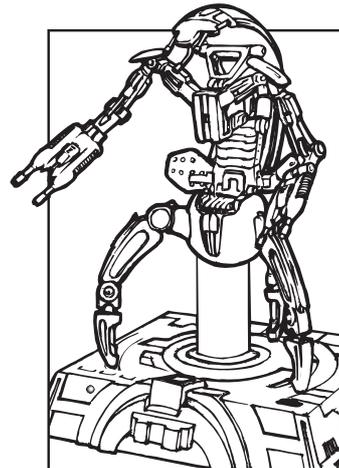
CAUTION: Battery installation and replacement should be done by an adult. This product is not suitable for children under 3 years old as it contains small parts.

Carefully loosen the battery door screw and open the battery compartment door on the bottom of the product. Insert 5 Alkaline "AA" batteries, LR6 or equivalent, making sure to align "+" and "-" as shown. Close the battery compartment door and tighten the screw. Do not over-tighten as this may cause damage.



TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD (CARBON ZINC) 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).

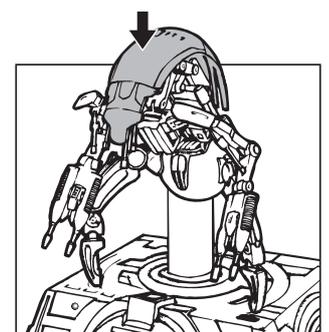


"ATTACK"

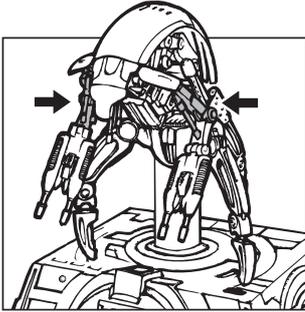
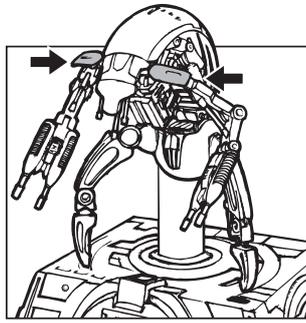
The Room Alarm is in the "attack" position when it is fully opened with its head up, limbs outward and weapons out.

To reset into the "closed" position, you must slowly and gently move the Room Alarm as follows:

1. Pull the head downwards as indicated.

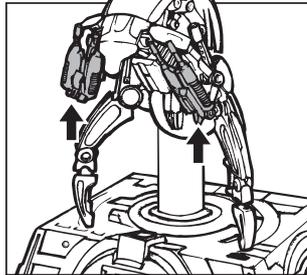


2. GENTLY fold the upper limbs up toward the head.



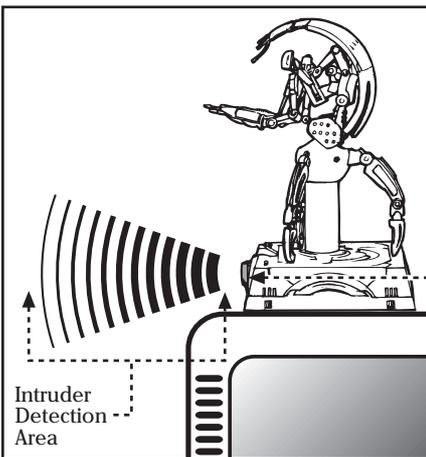
3. GENTLY fold the lower limbs in toward the body.

4. GENTLY fold the guns upward toward the head.



5. The "closed" Room Alarm should look like as indicated above. The destroyer droid will have its head down, upper limbs folded up toward the head, the lower limbs folded in toward the body, and the guns folded up toward the head.

The Room Alarm is designed to detect very small changes in heat. It is important to know that the Heat Sensor is set up to detect intruders that interrupt the Intruder Detection Area. Stand the Room Alarm on any flat surface. Rotate the Room Alarm so that the sensor lens faces the direction desired for the Intruder Detection Area. See the diagram below to further understand how to position the Room Alarm.



Set on table or other flat surface. Turn so Heat Sensor Lens faces desired Intruder Detection Area.

Rotate the Room Alarm to the desired position to customize the direction of the Intruder Detection Area. While sitting on a flat surface, point the Heat Sensor lens in the desired direction. A few trial activations may help to determine which direction will activate the alarm. Note that the detection area extends to the front and sides of the Room Alarm. An intruder must interrupt the Intruder Detection Area as shown above and then the alarm will activate.

1. Reset the Room Alarm so it is in the "closed" position (see diagrams above). If the Room Alarm is in the "attack" position when an intruder is detected, it will sound the alarm but it will not move. Resetting the Room Alarm into the "closed" position before an intruder is detected will allow the Room Alarm to sound the alarm and open to the "attack" position when an intruder is detected.

2. Switch the alarm ON using the ON/OFF switch. Don't forget to turn off the alarm when not in use to preserve your battery life.
 3. Select one of the three built-in alarm sound effects by pressing the ALARM SOUND EFFECT SELECTION BUTTON. A brief sample of the sound will be heard each time you select a sound. Continue to press the ALARM SOUND EFFECT SELECTION BUTTON until you hear the sound you want to use as the alarm sound. The last sound selected will be heard when an intruder trips the alarm. The red Alarm Active Indicator Light will light for 9 seconds and then flash after a sound has been selected.
- NOTE: The alarm sounds can be changed or selected only when the red Alarm Active Indicator Light is flashing.
4. An intruder entering the Intruder Detection Area will trip the alarm. The selected alarm sound will be heard and the Room Alarm will open to the "attack" position, if the Room Alarm was reset to the "closed" position before an intruder was detected. After the alarm sound stops, reset the Room Alarm to the "closed" position and the alarm sound will reset itself, waiting for the next intruder.

4. DEFECT OR DAMAGE

If a part of your ANIMATED DESTROYER DROID ROOM ALARM is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronics, Ltd. Repair Center
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

5. 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.\$21.00. 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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