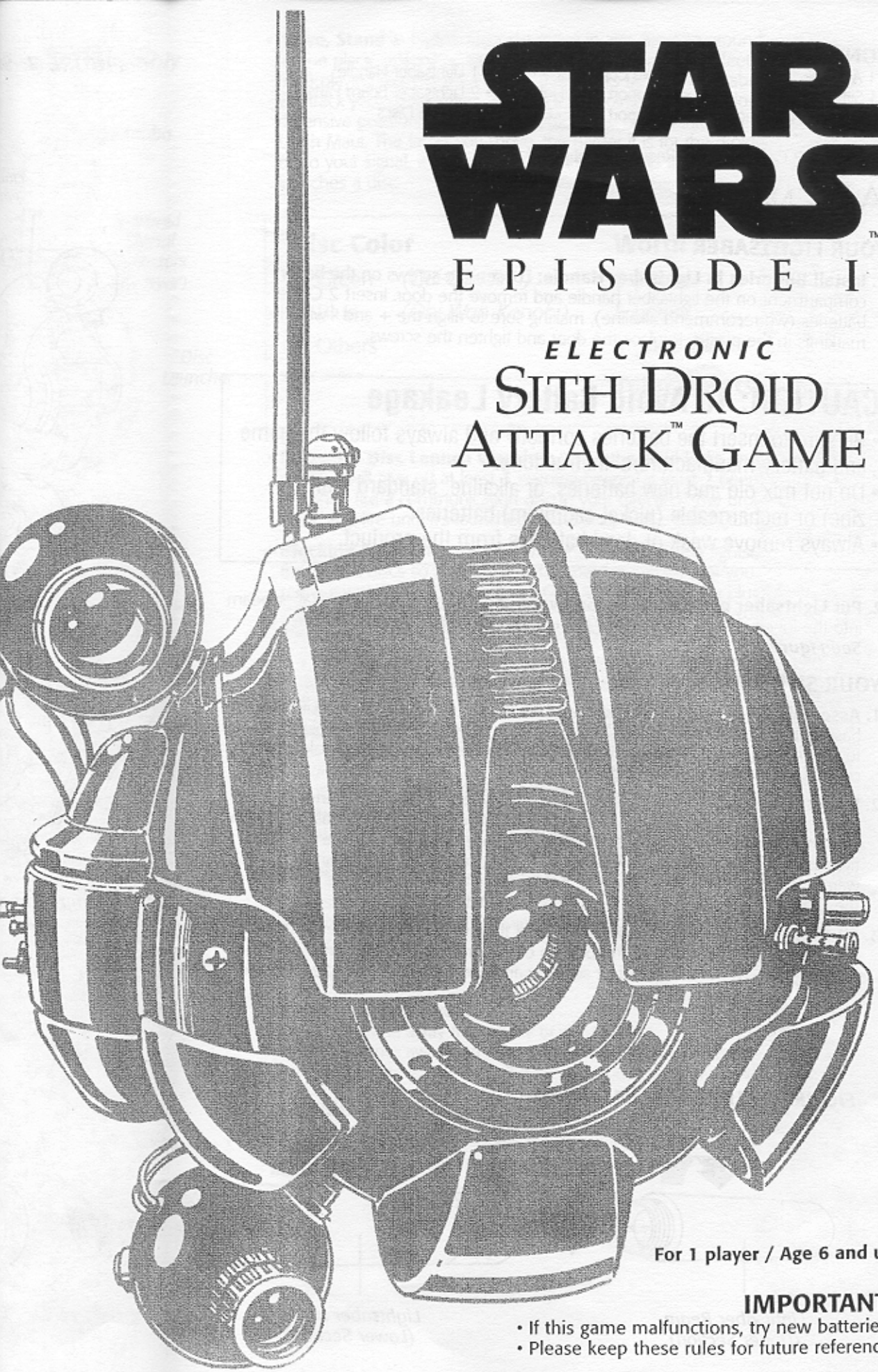
STAR WARS™

EPISODE I

ELECTRONIC

SITH DROID ATTACK™ GAME



For 1 player / Age 6 and up

IMPORTANT!

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

CONTENTS:

- 1 Antenna
- 1 Sith Droid
- 2 Support Pole Pieces
- 1 Pole Connector
- 1 Support Base Hub
- 5 Support Legs
- 1 Lightsaber Handle
- 2 Lightsaber Beam Parts
- 12 Foam Discs

4 AA-size & 2 C-size Batteries Required. (not included)

ASSEMBLY

YOUR LIGHTSABER

1. **Install Batteries in Lightsaber Handle:** Loosen the screws on the battery compartment on the lightsaber handle and remove the door. Insert 2 C-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screws.

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.

2. **Put Lightsaber parts together:** Screw the upper section of the lightsaber beam into the lower section. Then screw the entire beam into the saber handle. ***See Figure 1.***

YOUR SITH DROID

1. **Assemble the Droid's Support Stand:** First slide the 5 legs into position on the base hub. Each leg should rest flat on the floor. Now join the 2 pole pieces together using the connector, and insert one end of the assembled pole into the center hole on the hub. ***See Figure 2.***
2. **Install Batteries in Droid:** Loosen the screw on the battery compartment door and remove the door. Insert 4 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. As soon as the batteries are installed, the droid starts its warm-up mode. ***Turn the droid off*** before you mount it on its pole by pressing the ON/OFF button.
3. **Fit Antenna & Place Droid on Stand:** Set the antenna onto its peg on the droid. Now locate the hole in the bottom of the droid and set the droid on the support pole. The droid should sit securely and evenly on the pole. ***See Figure 2.***

FIGURE 1: Lightsaber Assembly

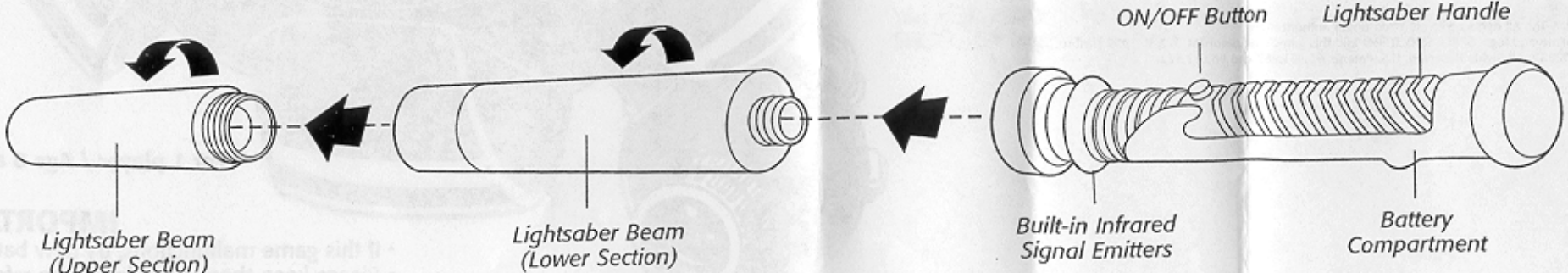
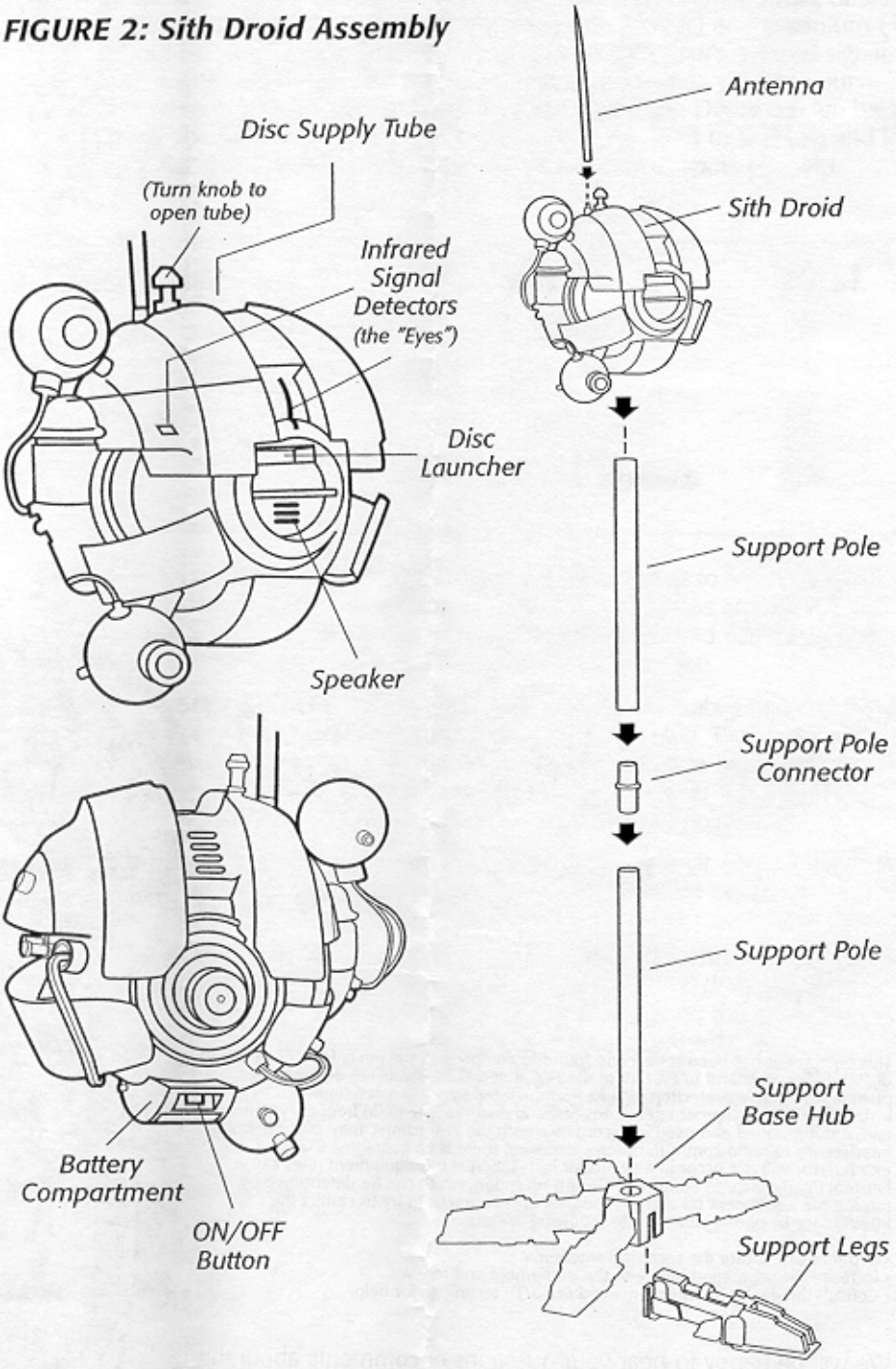


FIGURE 2: Sith Droid Assembly



You're Ready To Fend Off The Sith Droid Attack!

OBJECT

Darth Maul has sent forth his spying Sith probe droids to locate Qui-Gon Jinn and Obi-Wan Kenobi. If the droid finds them and its message discs get back to Darth Maul, it will be the end of the Jedi heroes. But you can save them! Use your lightsaber to block the droid's communication discs so they never reach the Sith Lord.

Win the best of 3 rounds, consisting of 12 discs each, and victory is yours! The Jedi are saved!

LEVELS

This game has 2 levels of play, Apprentice and Master. The game rules are the same for both levels.

At the Apprentice level, the droid sounds **at least 3** warning beeps before it fires a disc. At the Master level, it gives you **at least 2** beeps before it fires. To play at the Master level, push the droid's ON Button twice when you start a new game.

SETUP

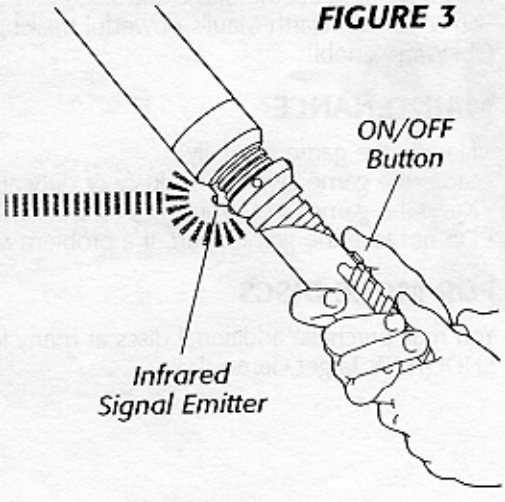
- Load discs: Place the droid in an open area. Turn the knob and slide open the hatch on the droid's disc supply tube and load all 12 discs. Randomly mix in the blue and green discs. Close the hatch.
- Press the ON button in the back of the droid to turn it on. (Press twice for Master level play.) The Sith Droid will "come alive," continuously scanning the area for you and your lightsaber!
- Now measure 2-1/2 lightsaber lengths (approximately 8 feet) from the droid. This is the minimum distance you must be from the droid at all times during the game. The maximum distance is 4 saber lengths (or about 12 feet) from the droid.
- **Note:** The Sith Droid automatically shuts off after about 2-1/2 minutes if it can't find your signal. To start playing again, press the ON button. Your saber is always OFF unless you press **and hold** down the ON button to activate it. If you release the button, it will shut off momentarily.
- **Note:** A room with many large windows or mirrored walls will cause the droid's Infrared Tracker to pick up reflections and not home in on the player! If you encounter difficulties, try moving it to another location.

How To Play

- **On Guard!** When you're ready to begin a round of battle, grip your lightsaber's handle with both hands and press and hold down the ON button with one of your thumbs. This activates the saber's Infrared Signal Emitter, which the Sith Droid will soon pick up! Continue to hold down the ON button until the droid has launched all 12 of its discs and the round is over.

  See Figure 3. If your thumbs need a rest during a game, just let go of the ON button for a few seconds. (The photo on the box shows you the proper Jedi stance when you wield your saber.)

FIGURE 3



- **Move, Stand & Fight!** You may move in any direction around the droid, or stand in one place, as long as you stay within the minimum (8 feet) and maximum (12 feet) playing distances. Once the droid picks up your lightsaber's infrared signal, it will track your movements. When it's pin-pointed your location, get into your defensive position, and prepare to block the Communication Disc it will fire back to Darth Maul. The faster you move, the harder it is for the droid to find you and lock on to your signal. If you stand still, within seconds the droid spots you and launches a disc.

Disc Color		Worth	Total
1 Green	*(Qui-Gon Jinn)*	5 points	5
1 Blue	*(Obi-Wan Kenobi)*	5 points	5
10 Others		1 point each	10
		Total points	**20**

- **Listen for Disc Launch Warning:** When the droid locks on to your saber's signal, it will give off at least 3 warning beeps (at least 2 beeps at Master level) and then fire a communication disc in your direction! The droid continues to track, warn, and fire until it's launched all 12 discs in the supply tube.
- **Blocking & Scoring:** You may use any portion of your lightsaber beam to block the droid's discs so they fall down somewhere in front of you. The green disc represents information about Qui-Gon Jinn's location; the blue represents information about Obi-Wan Kenobi. Deflecting these earns you 5 points for each—and you rescue the Jedi! The other discs are worth 1 point each.

  If a discs gets by you, either because you miss it completely or only partially block it, the **Sith Droid wins the point(s)**. The droid also wins the points for any discs that hit your body.
- **When the Round's Over:** After all 12 discs have been launched, you'll hear the voice of Darth Maul coming from the Sith Droid, saying: *"IF THE TRACE WAS CORRECT, I WILL FIND THEM QUICKLY, MASTER!"* This means the round is over and it's time to add up the scores. The side with the most points—you or the droid—wins the round. Now load the discs back into the droid's supply tube, measure out your playing distance, and begin another round of action!

WINNING

If your score beats the Sith Droid's score in 2 out of 3 rounds, you win the game! You've beaten Darth Maul's powerful tracking droid—and saved Qui-Gon Jinn and Obi-Wan Kenobi!

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, remove and replace the batteries.

FOR MORE DISCS

You may purchase additional discs at many toy and game stores. Ask for SPACE SHOOTER® Target Game disks.

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

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