



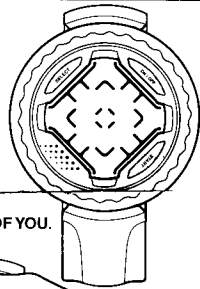
INTRODUCTION

It's time to light up your life with the newest member of our "Light" family of games! There are 9 different games to select. Each game is designed for 1 player -- just you against the complexities of the computer programs!

You'll notice that Light Maze is shaped like a circle and that it rotates around an axis. There are 25 lights around the circle as well as borders that form the maze. At the corners of the maze are four openings -- like pockets on a pool table. As you rotate the unit on its axis (like cranking a wheel), different pockets, of course, will relocate to the bottom of the game.

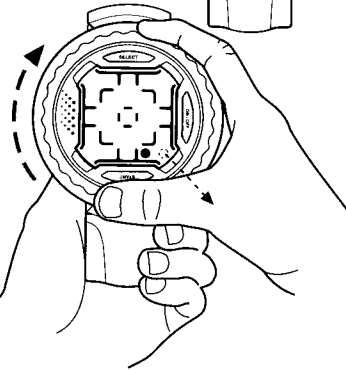
DROPPING LIGHTS

When you hold Light Maze in front of you, with the base extending downwards, the red lights will drop downwards, whenever they are not blocked by the borders or by randomly generated "blocker lights".



HOLD THE UNIT IN FRONT OF YOU.

When you turn Light Maze on its axis (like turning a wheel), a particular pocket will then be facing downwards -- and the light right next to the pocket DROPS OUT of the maze and is discarded from the game.



TURN LIGHT MAZE TO MAKE THE LIGHTS DROP OUT!

As you can see from the illustration above, it's best to hold the base of the game with one hand, so that you can rotate the game with your other hand. The lights will move and fall down slowly enough so that each "turn" will change the path of the falling lights!

You can normally rotate the unit either clockwise (right) or counter-clockwise (left), depending on your game choice.

BLOCKER LIGHTS

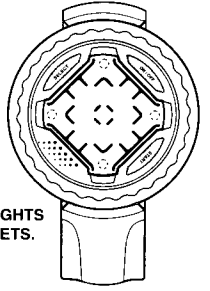
In addition to the actual borders of the maze, you will also encounter "virtual" borders -- we call them "blocker lights", which will randomly appear in each game. To distinguish these blocker lights from the normal falling lights in the game, the blocker lights will "flash", while the normal lights do not flash. When a blocker light appears, it will flash for 6 rotations and will then disappear and appear somewhere else on the maze. Wherever a flashing blocker light appears, it will have the same function as one of the actual borders in the maze -- it will block the fall of lights that come in contact with it!

9 GAMES

Each game presents you with its own unique combinations of challenges!

GAME 1: PROGRESSIVE

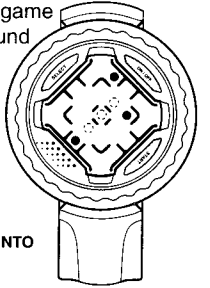
The object of the game is to continually rotate the game in order to get ALL the lights to drop through the maze into any of the four pockets. Remember that a pocket must be in downward position for the lights to drop through via gravitational pull. You start the first round with 1 light. Then in round 2, you have two lights to drop through. In each round, you have 1 more light to get through. By the 25th round, you have 25 different lights to drop through. After round 25, you will no longer be adding additional lights and the game finishes!



WITH PROGRESSIVE PLAY, DROP THE LIGHTS OUT THROUGH THE FOUR OUTER POCKETS. GRAVITY IS YOUR BEST FRIEND.

GAME 2: CENTER PLAY

In game 1, you are moving out lights through the outer pockets. In this game, that goal is reversed. Here you must rotate the unit in order to get the lights to move into the center. There are 9 center positions. There are also 9 rounds. In round 1, you must get 1 light into the center. In round 2, get 2 lights into the center. In each round, you have 1 more light to get through to one of the nine center positions. So in each subsequent round, you have one additional light to get into the center. You win the game when you are able to fill up all 9 center positions in round 9. Keep playing until you get all 9 lights through!

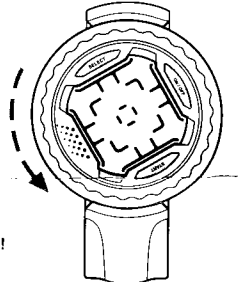


As an ADDITIONAL CHALLENGE, as you rotate the game, you must keep the lights you have already gotten into the center to stay there! If lights start moving out of the center, you have to get them all back in again!

WITH CENTER PLAY, MOVE THE LIGHTS INTO THE CENTER!

GAME 3: LEFTY

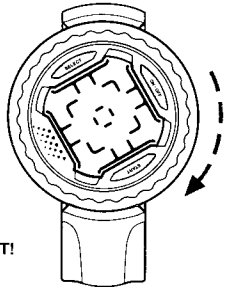
Like game 1 -- except you can only rotate the unit to the left!



YOU CAN ONLY ROTATE TO THE LEFT!

GAME 4: RIGHT

Like game 1 -- except you can only rotate the unit to the right!



YOU CAN ONLY ROTATE TO THE RIGHT!

GAME 5: COUNTDOWN

Like game 1 -- except you must get all the lights to drop in a limited number of moves. If you can't complete a round within a limited number of moves, you have to start the round over again.

GAME 6: PROGRESSIVE PLUS!

Like game 1 -- except that if you don't get the lights through the pockets quickly enough, new lights begin to be born. You must get all the lights (including the new born lights) through the pockets to complete each round. If the maze fills up completely with lights, you lose the game.

GAME 7: LEFTY PLUS!

Like game 3 -- except with the birth of new lights added. You must get all the lights (including the new born lights) through the pockets to complete each round. If the maze fills up completely with lights, you lose the game.

GAME 8 -- RIGHTY PLUS!

Like game 4 -- except with the birth of new lights added. You must get all the lights (including the new born lights) through the pockets to complete each round. If the maze fills up completely with lights, you lose the game.

GAME 9 -- COUNTDOWN PLUS!

Like game 5 -- except with the birth of new lights added. You must get all the lights (including the new born lights) through the pockets to complete each round. If the maze fills up completely with lights, you lose the game.

INCREASING DIFFICULTY LEVELS

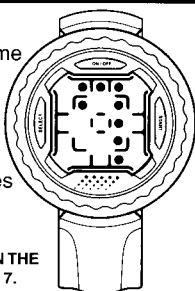
As you advance from round to round, the light puzzle (maze) pattern gets increasingly more difficult as more lights are added -- and as the location of the lights at their starting positions are more complex.

HIGHEST ROUND ACHIEVED RETAINED

Your Light Maze game will retain the highest round achieved. So if you complete 17 rounds in a particular game and then get a GAME OVER, the next time you play, the same game will automatically start at round 18. All games will continue until you get a "Game Over", except for game 2, which ends after 9 rounds.

KEEPING TRACK OF PUZZLES SOLVED

Light Maze provides a way for you to see at a glance how many rounds (puzzles) you have solved. The game number is shown as a number and the appropriate number of lights on the grid will flash to show how many puzzles have been solved for the particular game. Whenever you turn on the game, the current game number will be shown and the number of puzzles completed will flash!



SEE YOUR GAME NUMBER IN LIGHTS! IN THE ILLUSTRATION ABOVE, YOU'RE IN GAME 7.

You can also press the SELECT button during any round to see how many puzzles have been solved for the current game or to re-select another game!

YOUR TRUSTY CONTROL PAD

Your trusty control pad is ready to serve you.

ON/OFF

- to turn the game on/off.
(The unit also shuts off automatically after 3 minutes of no action.)

START

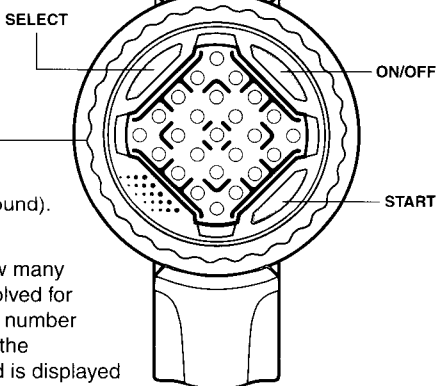
- to select a game.
- to start each new puzzle (round).

SELECT

- Press this button to see how many rounds (puzzles) you have solved for the current game. The game number will display as a number and the number of puzzles completed is displayed as flashes of light from the 25 lights on the grid.

ROTATION

- Rotate the game on its axis to affect the path of the lights. Each turn or "click" counts as a single move.



LET'S PLAY

Press the ON/OFF button to turn on the unit.

Use the SELECT button to toggle which game you wish to play. The lights on the grid will form the number of the game selection. For example, game 3 will show a "3" in lights. Game 6 will show a "6". Kind of nice, isn't it?

Press the START button to select each new game and to start each new round within each game. Whenever you start a new game, you will see the lights scatter across the 25 light grid, and then a set pattern will materialize on the grid.

Begin rotating the game on its axis-- either clockwise or counterclockwise, to make the lights fall down into any of the four pockets. Remember that in games 3,4, 7 and 8 you are restricted to WHICH WAY you can rotate the unit!

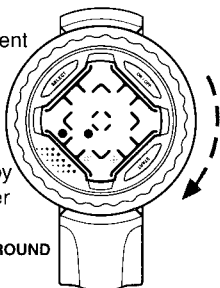
Lights can only drop DOWN into a pocket. Lights cannot drop sideways or up!

Of course, as you continue to rotate the game, different pockets will be at the bottom of the unit at all times.

Keep rotating to avoid the borders of the maze as well as the randomly flashing "blocker" lights!

Remember that lights are prevented from dropping by the borders which are part of the unit as well as other flashing "blocker" lights.

KEEP ROTATING THE GAME TO GET AROUND BORDERS AND OTHER FLASHING "BLOCKER" LIGHTS!



To complete a puzzle (round), you must drop ALL the lights out of the grid. (Except game 2, where you are moving the lights into the center.)

After you complete a round, press the START button to begin the next round.

In games 6-9, beginning with round 2 (puzzle 2), you have another challenge! Besides just borders and the other existing lights to worry about, beginning in this round, lights are going to be continuously ADDED (born) to the grid. If all 25 spaces on the grid fill with light, it's GAME OVER.

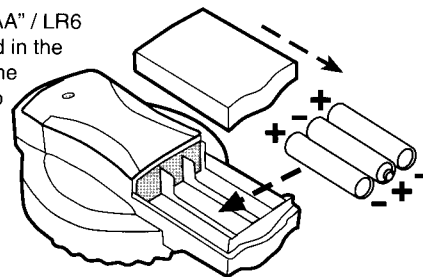
The unit automatically starts the next round wherever you left off. So if you successfully play through five puzzles for a particular game and then quit, the next time you turn your unit on, you begin at round 6 for the next game.

If you play through four puzzles and then get GAME OVER on round 5, then you will automatically start play at round 5 OF THAT PARTICULAR GAME the next time you play --which could be a moment later or several days or weeks later.

INSERTING THE BATTERIES

Open the battery compartment door. Slide open the cover to expose the battery compartment.

Remove and replace the 3 "AA" / LR6 batteries with polarity marked in the battery compartment. Slide the cover and replace the door to complete installation.



To ensure proper function and avoid battery leakage:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity, and follow the toy and battery manufacturer's instruction.
- Exhausted or dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Remove the batteries if you won't be using the unit for a long period of time.

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.\$9.75. 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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