

PERFECTION[®]

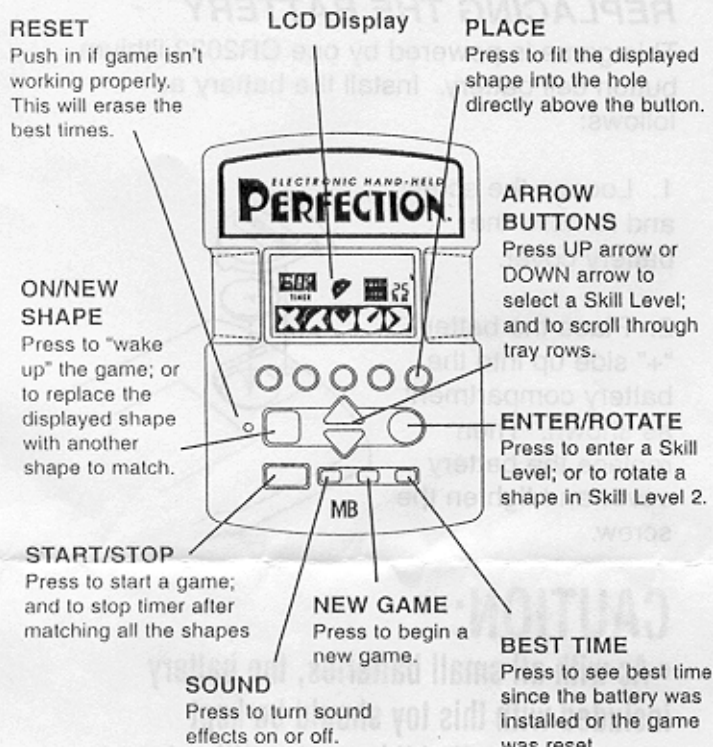
Instructions

IMPORTANT! If this game malfunctions, push in **RESET** or try a new battery.
NOTE: This will erase the best time.

Object

Fit all 25 shapes into their matching tray holes before the 60-second timer stops.

A Look at Your Game Unit



randomly for every game; and 2) You must rotate some shapes to fit into their holes. If you can beat the game at this level, your shape-matching skills have reached *Perfection!*

How to Play

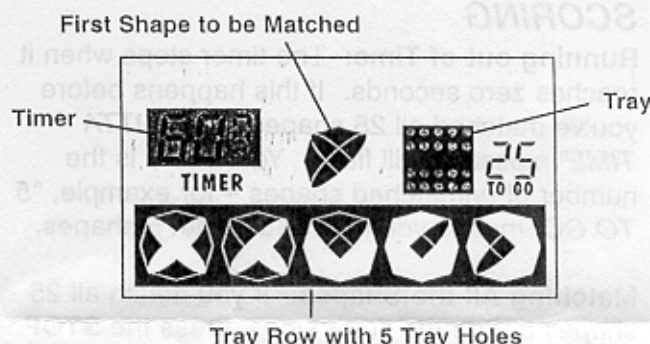
GETTING STARTED

Waking up the Game: If no buttons are pressed for one minute, the game will go into sleep mode. To wake up the game, press ON.

Starting a New Game: Press NEW GAME and hold it in for a couple of seconds. The screen will flash a number (1 or 2) in the SELECT SKILL LEVEL box. Press ENTER to select the flashing Skill Level; or press the UP or DOWN arrow to change it, then press ENTER.

Skill Level 1 Game

After you select Skill Level 1, the screen will display the 60-second timer, the first shape to be matched, and one row of the tray (see the illustration below). The displayed tray row is highlighted on the tray.



Press **START** to begin a game. The 60-second timer will start counting down one-tenth of a second at a time.

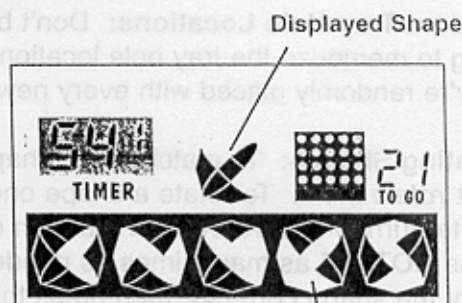
Quickly look for a tray hole that matches the displayed shape – that is, a hole into which the shape will fit to *perfection!* The illustration below shows an example of matching a shape.

Game Summary

Check out the tray on the right side of your screen. It has 5 rows with 5 holes in each row – 25 holes in all. To play, quickly search the tray rows to find the matching hole for one shape at a time. Race the 60-second timer to fill in the tray with all 25 shapes!

The 2 Skill Levels

On Skill Level 1, the tray holes are always in the same locations. After playing several times, you'll begin to remember exactly where certain



Getting a New Shape: If you're having trouble matching the displayed shape, you can press the **NEW SHAPE** button. The displayed shape will immediately be replaced by another shape.

Keep scrolling **UP** or **DOWN** through the tray rows to find a match for each shape. Match as many shapes as you can before the timer stops!

*If you fit in all 25 shapes, immediately press the **STOP** button to stop the timer!*

SCORING

Running out of Time: The timer stops when it reaches zero seconds. If this happens before you've matched all 25 shapes, an "**OUTTA TIME**" message will flash. Your score is the number of unmatched shapes – for example, "**5 TO GO**" means you matched all but 5 shapes.

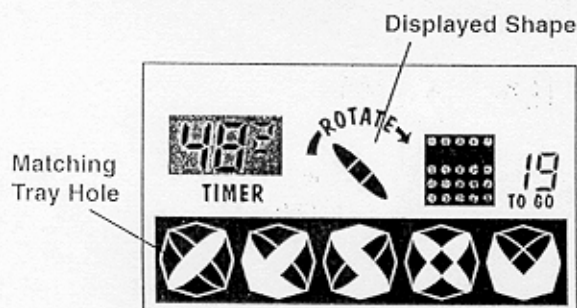
Matching All the Shapes: If you match all 25 shapes before the timer stops, press the **STOP** button immediately to freeze the time. A "**WIN**" message will appear, and your score – the number of seconds remaining – will appear on the timer. For example, if you stopped the timer with 4.6 seconds left, that's your score.

Skill Level 2 Game

This extra-challenging version plays the same way as Skill Level 1, with these exceptions:

Random Tray Hole Locations: Don't bother trying to memorize the tray hole locations! They're randomly placed with every new game.

Rotating Shapes: To match some shapes, you must *rotate* them. To rotate a shape one-quarter turn, press the **ROTATE** button once. Press **ROTATE** as many times as needed to orient the shape correctly, then press the **PLACE** button under the tray hole. If the shape matches but needs to be rotated (or rotated more), a "**ROTATE**" message will flash. The illustration below shows an example of rotating a shape to fit.



In Skill Level 2, you must rotate the displayed shape to fit into the matching tray hole.

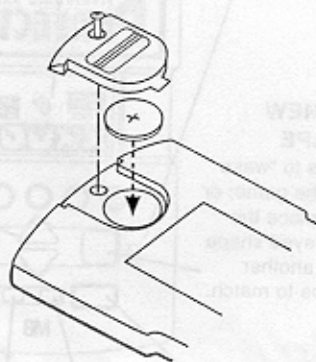
BEST TIME

The game stores the best time for *both* skill levels. To get the best time for a level, select the level (if necessary), then press the **BEST TIME** button.

REPLACING THE BATTERY

This game is powered by one CR2032 lithium button cell battery. Install the battery as follows:

1. Loosen the screw and remove the battery cover.
2. Place the battery "+" side up into the battery compartment, as shown. Then replace the battery cover and tighten the screw.



CAUTION:

- As with all small batteries, the battery included with this toy should be kept away from small children who still put things in their mouths. If it is swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- When installing replacement battery, make sure the battery is inserted correctly and always follow the toy and battery manufacturers' instructions.
- Battery may explode or leak if recharged, disassembled or heated.

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 disassemble the game. If a problem occurs, remove the battery or reset the game.

Milton Bradley Company
P.O. Box 1247
East Longmeadow, MA 01028

© 1996 Milton Bradley Company.
All Rights Reserved. 4788

P/N 82335000 Rev.A