

# PUNCH *your* LIGHTS OUT™

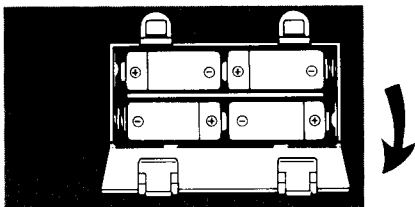
**ELECTRONIC  
FAST ACTION NUMBER GAME**



**INSTRUCTIONS**

## INSERTING THE BATTERY

1. When the battery needs replacing remove the battery compartment cover at the back of the game.
2. Insert 4 "c" batteries making sure to align "+" and "-" as shown.

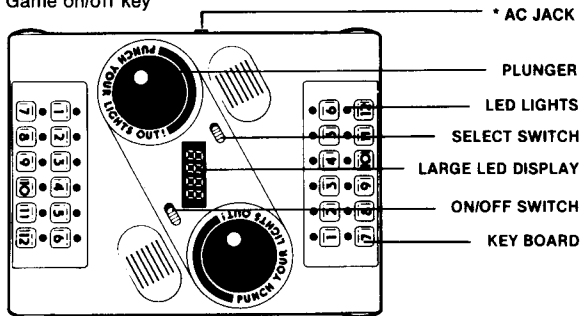


## OBJECTIVE OF THE GAME

To punch out all your lights to beat your opponent and win.

Your game has the following features:

- A game for one or two players
- The game consists of rounds up to a maximum of 30
- Slide switch to select the game
- A total of 3 different games
- Scrolling display
- Game on/off key



\* AC adaptor specifications: DC 9V at 500mA load.

## GAME RULES AND HOW TO PLAY THE GAME

# RACE THE CLOCK

### GAME 1: OPEN COMPETITION

The object of the game is to be the first player to punch out all your lights in as many rounds as possible. The player that has the most score at the end of the game wins.

### HOW TO PLAY "GAME 1"

1. Use the slide switch to select the game by switching it to the "Game 1" position. Be ready to play with two players.
2. The game consists of 10-20-30 rounds depending on selection and maximum time allowed for each round of 30 seconds. Any player punching out all the lights on his board in any round wins the game immediately regardless of point spread.
3. If both players fail to punch out all the lights during the last round, the one with the higher score wins.
4. Before the game starts, the display will show:



indicating the game is ready to be played from Round 1. The maximum number of rounds can be chosen from 10, 20 or 30 by pressing the number 1, 2 or 3 key pads of player 1 respectively. The LED display will always show the maximum round number chosen.

5. Either one of the two players can punch the "plunger" to begin "Round 1".
6. A tone sound indicates the start of the round. Then all LED buttons light up indicate all numbers are ready to play. The 2 digits are used for target numbers. They will scroll at very high speed.

# SMASH



- The digits will automatically stop at a random number between 1 and 12. The player then determines individual or combination number sets to effectively reach the value of the display. If you are successful in matching the scrolling display, the LED will turn out and score is added, otherwise LED blinks and that number key is eliminated.
- The display will auto scroll the player who has successfully matched the number. If the player fails to match the number, you can punch the "plunger" to scroll for another number.
- If the player fails to match the scrolling number, a penalty of 10 points is deducted from the score. If the score is less than 10 points, the score after deduction will be 0.
- The round ends with a buzzer sound. Remember you have only 30 seconds to finish one round.
- The score of the round is then displayed alternately, the player first and then the score. P1 represents Player 1 and P2 represents Player 2.
- Then the score which equals the sum of the still-lit buttons is awarded to the opponent and accumulated scores are displayed.
- Press the "plunger" to start the next round.
- The one with higher score wins and a short winning tone is generated.
- If both players scores are even at the end of maximum round, a random "judge's decision" is made to decide the winner and winning player's score flashes.
- Remember! Regardless of points any player punching out all the lights on his or her board in any round wins immediately.
- "Race the Clock" can also be played with only one player. The game rules are the same as described above, except the computer will not hit any key. At the end of each round, the computer will be awarded a bonus score equal to the sum value of your remaining keys. You will be awarded a bonus of 78 points. The most points win.

## GAME 2: SEQUENCED PLAY

The object of the game is to be the first player to punch out all your lights and win. This is a two player game. There are no time limits on Game 2. The first one who punches out all the lights on his or her board wins the game.

## HOW TO PLAY "GAME 2"

1. Select the game by switching the slide switch to "Game 2" position. Before game starts, the display will show:



indicating that the game is ready to play.


2. Either one of the two players can punch the "plunger" to begin.
3. A tone sound indicates the start of the round. All LED for your buttons light up and the dual digits will scroll at high speed.
4. For "Game 2" both displays scroll in synchronization and stop simultaneously with the same target number. After the scrolling display stops randomly and the target number is displayed, the one who first strikes the plunger gets the chance for matching.
5. When a player succeeds in striking the plunger to get the chance, (display will flash and show), the computer will allow 2 seconds to enter the individual or combination keys to match the target display. If the player succeeds, the corresponding LED's will turn out. If the player fails to match the number, a penalty of 10 points is deducted from the score.
6. If the player successfully matches the numbers, that sum is added to the total score.
7. The display will scroll again for the next number.
8. The one to first punch out all the lights wins the game and a short winning tone is generated.
9. After the tone game is reset and ready to play.

# CUT THROAT

## GAME 3: TIMED PLAY

The objective of the game is to be the first player to punch out all of your lights and win. Play with two players.

### HOW TO PLAY "GAME 3"

1. Maximum level is either 10, 20 or 30 rounds and the time for each round is 30 seconds.
2. Regardless of point spread, any player punching out all the lights on his board in any round wins the game.
3. If both players fail to punch out all the lights during the maximum round, the one with maximum score wins.
4. The major difference between this game and "Game 1" is that the scrolling starts and stops automatically. This means only faster player can match the number on display. This makes the game more interesting and exciting.
5. Select the game by switching the slide switch to the "Game 3" position.
6. Before the game starts, the display will show: 
- indicating the game is ready to play and maximum round is 10. The maximum level can be chosen same as in "Game 1".
7. Either one of the two players can punch the "plunger" to begin Round 1.
8. A tone sound is heard and then all LED's of buttons light up indicating all numbers are ready to play. The 2 digits are used for target numbers and the dual-digits will scroll at very high speed.
9. For "Game 3" both displays scroll in synchronization and stop simultaneously with the same target number. The player then determines individual or combination number sets to effectively reach the value of the display. If the

player matches the scrolling display the LED's will turn out and score is added and the display starts scrolling again. If you fail to match the blinking LED's, the LED will light up again and a penalty of 10 points is deducted from that player's score.

10. The computer allows only 2 seconds for a player to enter. If a number is not being quickly responded to, the game automatically starts to scroll again.
11. You can continue to enter corresponding individual or combination keys to accumulate values to match the display.
12. Each round is 30 seconds. The round ends with a bell sound.
13. The scores of the round flash for 2 seconds.
14. Then the score which equals the sum of the still-lit buttons is awarded to the opponent and the accumulated scores are displayed alternately as in "Game 1".
15. Press the "plunger" to start the next round.
16. The one with higher score wins and the score flashes.
17. If both players score evenly at the end of maximum round, a random "judge's decision" is made to decide the winner and the winner's score flashes.
18. After the tone the game is reset and ready to play.
19. Remember! Regardless of the point spread, any player punching out all the lights in any round wins that game immediately.
20. "Cut Throat" can also be played with only one player. The game rules are the same as described above, except the computer will not hit any key. At the end of each round, the computer will be awarded a bonus score equal to the sum value of your remaining keys. You will be awarded a bonus of 78 points. The most points win.

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