

Connections™



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INTRODUCTION

Scoring four in a row has never been so challenging! The best Connections players think multi-dimensionally by planning vertical, horizontal and diagonal strategies several moves in advance! But your mind must think spatially as well as dimensionally because each light falls down to the lowest possible position on the grid. Making matters even more challenging is the special "Fight For" mode. In this mode, as soon as you fill up a row, the light on the bottom drops out and all lights slide down one position - transporting even the best made strategies into chaos! Think you're ready to "connect"? Then read on!

TWO GAME MODES

There are two game modes to your unit:

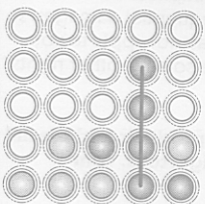
- Game Mode 1: "Fight For"
- Game Mode 2: "Classic"

NUMBER OF PLAYERS

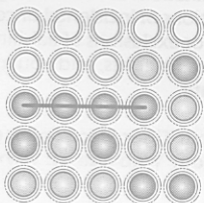
Both game modes can be 1 or 2 player games.

OBJECT OF THE GAME

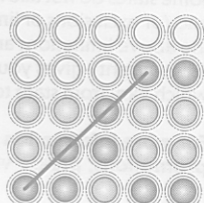
In both game modes, the object of the game is to light four lights of your own color in a row, either vertically, horizontally, or diagonally. However, the lights on the grid always slide down from the TOP position of each row selected to the **CLOSEST-TO-THE-BOTTOM** available space on the row.



4 IN A ROW
VERTICALLY



4 IN A ROW
HORIZONTALLY



4 IN A ROW
DIAGONALLY

SPECIAL "FIGHT FOR" FEATURE

In the "Fight For" mode, as soon as a player **COMPLETES THE FILLING** up of a row (lighting the top light of a row), all lights in that row **DROP DOWN ONE SPACE** -- with the light in the lowest position on the row dropping out of the game entirely.

With lights "dropping out", a single move by an opposing player can destroy another player's entire game strategy!

In mode #2 (Classic), there is no "dropping" down of lights when a row is filled. In "Classic" mode, the lights always stay where they are.

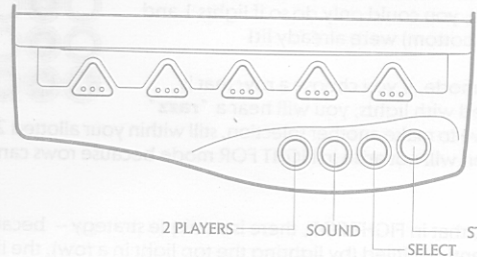
TIME LIMITS

There is a time limit for each move in both game modes. (20 seconds)

WHEN YOU CONNECT TO WIN

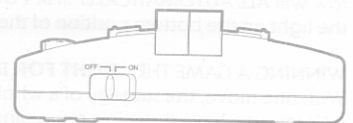
When you light up four in a row in your color to win, the unit will flash the color of the "winning" player followed by a "light show victory lap"!

GET CONTROL OF YOURSELF



CONTROL ON/OFF SWITCH

- to turn on the unit.
- to turn off the unit.



START

- to start each game (unit conducts an opening "light toss" to see which player goes first).

SELECT

- to select between the two game modes: FIGHT FOR and CLASSIC.

SOUND

- to control sound: on or off.

PLAYER

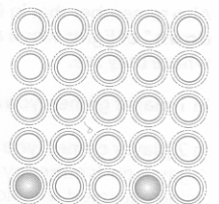
- to select a 2 player game (default selection is 1 player game).
- press it again to toggle back to 1 player game.

FIVE TRIANGLE BUTTONS

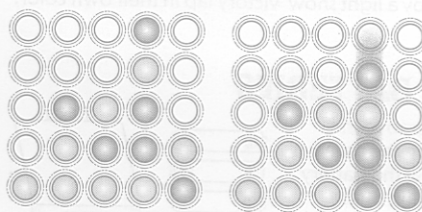
- There is a triangle button positioned in front of each of the five rows. When you press a triangle button during play, a light will drop down from the 5 x 5 LED grid in the row that corresponds to the triangle button you pressed -- in your own color of course!

PERFECTING YOUR CONNECTING

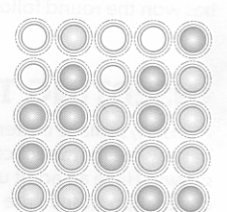
After your turn on the unit, the **ONE-PLAYER LIGHT** and the **GAME 1 LIGHT** are automatically lit. These "default" selections are for the "FIGHT FOR" game mode and for 1 player (solitaire) game.



Use the **SELECT** button to toggle between the two game modes.



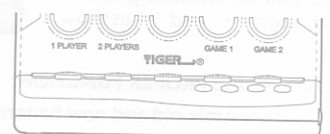
GAME 1



GAME 2

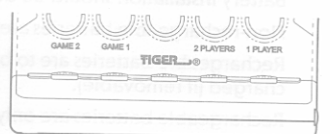
Use the 2 PLAYER button to choose a 2 player game.

In a 1 player (solitaire) game, you are always the RED player and the computer is always the GREEN player.



FRONT SIDE

Press the **START** button and **GREEN** and **RED** will flash randomly. This is like a "coin toss" to see who goes first. Whichever color the unit stops on, that player goes first. We will call this the "light toss".



BACK SIDE

Each player has 20 seconds to make a move. If you don't make a move within 20 seconds, you lose your turn.

MAKING MOVES

There are 5 triangle buttons -- with one triangle button lined up in front of each of the five rows. During play, when you wish to make a light appear and drop down in a particular row, simply press the triangle button lined up in front of that particular row. The light will then automatically appear in that row and drop down. If you are the RED team, your lights appearing on the grid will light up RED. If you are the GREEN team, your lights appearing on the grid will light up GREEN.

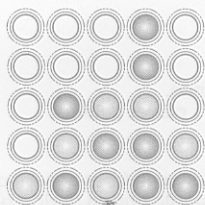
However, you can only light up a light that is in the lowest available position on the grid. So if you wanted to choose the third light in row 4 for example, you could only do so if lights 1 and 2 (from the bottom) were already lit!

In CLASSIC mode, if you choose a row that is already filled with lights, you will hear a "razz" and will have to make another selection, still within your allotted 20 seconds. This situation will not arise in FIGHT FOR mode because rows can always be added to!

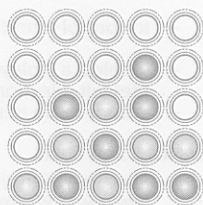
Remember, that in FIGHT FOR, there is a unique strategy -- because as soon as a row is entirely filled (by lighting the top light in a row), the lights in the row will ALL AUTOMATICALLY SHIFT DOWN ONE SPACE on the grid, with the light on the bottom position of the row dropping out of the game!

WINNING A GAME THE "FIGHT FOR DROP-DOWN" STRATEGY

With one move, the strategy of a whole game can change! For instance, let's say you have three in a row going across the bottom positions in rows 1, 2, and 3, and your opposition has blocked you by having his color in the bottom position in row 4. Then when row 4 gets filled completely and the lights all drop down one position, if you have your light in the second-to-the-bottom position in row 4, your color from this spot will "drop down" to the first row, and you will win the game that way!



BEFORE THE DROP



AFTER THE DROP

Also remember that in CLASSIC (game mode 2), there is no "dropping down" of lights when a row is filled. In CLASSIC, the lights always stay where they are.

In 1 player games, you always play against the computer, alternating turns.

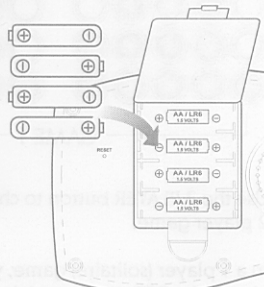
In 2 player games, you and another player alternate turns.

A game ends either by one player having 4 lights in a row or all the lights being occupied with no player winning. Begin each new game by pressing the START button (and the "light toss" will start to determine which player goes first in the new round). Whenever a player wins by getting "4 in a row", his color light will flash at the end of the game, confirming that he has won the round followed by a light show victory lap in their own color!

INSERTING THE BATTERIES

To insert/replace batteries, remove the battery compartment cover on the game as shown. Have an adult unscrew the battery cover, then push in the direction of the arrows on the cover.

Insert 4 Alkaline "AA" /LR6 batteries, or equivalent making sure to align "+" and "-" as shown.



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).

- 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.

CAUTION/DEFECT OR DAMAGE

If a part of your **CONNECTIONS** 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.

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. \$19.50. 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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