

Item No. 68376

Ages 9 & Up

LIGHTS OUT™ 2000

TIGER
ELECTRONICS, LTD.®



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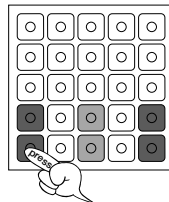
INSTRUCTIONS

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QUICK START

To get right into your game, follow these instructions.

- 1) Press ON to turn on the unit.
- 2) You will see the light-chase sequence, followed by the cross-shaped effect pattern.
- 3) Press START to begin playing right away
- 4) The board will look like this:

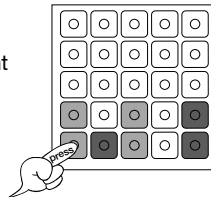


- 5) Press this button.

Notice that when you press a button, that button and all the buttons around it also change: The lights that were red turn green, and the lights that were off turn red.

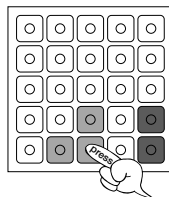
- 6) Press this button again.

This time, the green lights turned off, and the red light turned green.



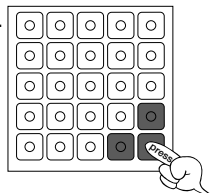
- 7) Press this button.

The three green lights turned off, and the off light turned red.



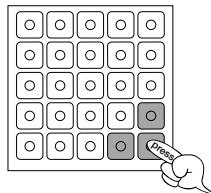
- 8) Almost there! Press this button.

The red lights all turned green.



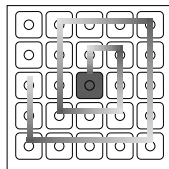
- 9) Press this button again.

The green lights all turned off.



- 10) LIGHTS OUT! You did it!

Now try the next puzzle on your own!

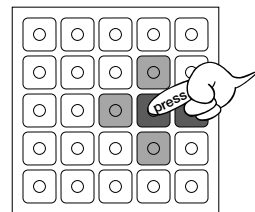
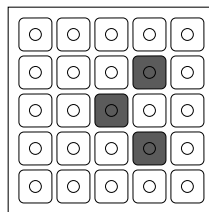


1. WELCOME

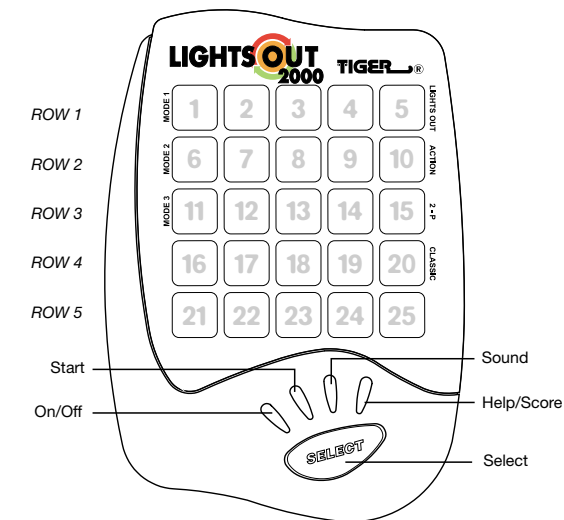
Welcome to the updated version of Tiger's classic Lights Out game. There's more challenge than ever before -- including games with color variables! So fasten your seat belts and fire up all the synapses in your brain -- you're about to enter weeks -- maybe even months -- of electronic puzzle excitement!

2. OBJECT OF THE GAME

The object of the game is turn off the lights on the game board in a minimum number of moves. Pressing the squares on the game board matrix will either turn the light ON or OFF on the board according to the cross-shaped effect pattern. All the squares that were ON will turn OFF and vice versa, according to the cross-shaped effect pattern.



3. KEYPAD



- ON/OFF** - turns the game ON or OFF
(the game shuts off automatically after three minutes if no button is pressed within that time)
- SOUND** - to control sound ON/OFF

- START**
- starts the game
 - confirms the selected puzzle number
 - confirms the input puzzle
 - restarts the game

- SELECT**
- selects the type of game (3-Color, Action, 2-Player, or Classic)
 - selects the mode of game (for 3-Color and Classic)
 - exits from the present game

- HELP / SCORE**
- to get hints from the computer
 - displays the "maximum score", "Score ID" and "Authentication code" in the Action game select menu
 - displays score in action game

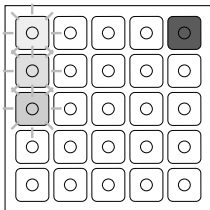
4. HOW TO PLAY

Press the ON button to turn on the unit. The default game will be game 1 mode 1. When the unit is turned ON, a "home-run pattern" (the lights circling around the game grid) followed by the effect pattern will show on the board, indicating that you should select the game you want to play.

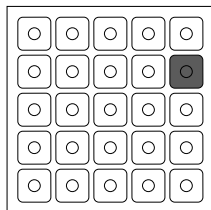
Pressing the START button will immediately start game 1 mode 1 playing with the latest puzzle.

Press the SELECT button to select the game and the START button to start the selected game:
So, by repeatedly pressing SELECT you can scroll between each of the game/mode combinations. LEDs will light next to the appropriate labels.

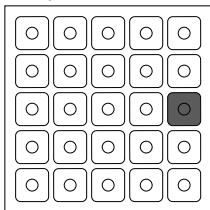
Game 1:
3-Color Puzzles



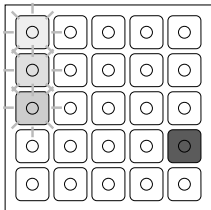
Game 2:
Action



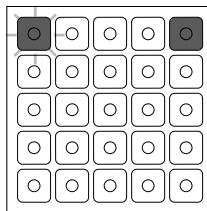
Game 3:
2- Player



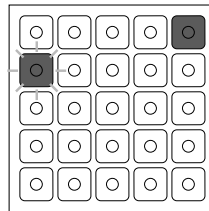
Game 4:
Classic Puzzles



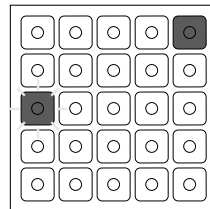
Mode 1: Pre-Programmed



Mode 2: Random



Mode 3: Insert Puzzle



Pressing START will get you straight to the selected game except for 3-Color Puzzle Pre-Programmed and Classic Puzzle Pre-Programmed. In these two game modes, you can select the previous puzzle instead of current puzzle by pressing the SELECT button. This is because the game will save your progress through all the puzzles -- once you beat a puzzle in Pre-Programmed Mode, you don't have to play it again. If you want to play a puzzle you've already beaten, you can use the SELECT button to play the previous puzzle. For example, if you finish 10 puzzles in Classic Puzzle Pre-

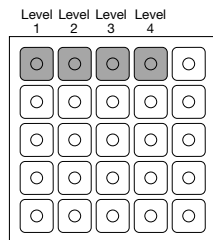
Programmed and then turn off the unit or start another game mode, the next time you play 2-Color Puzzle Pre-programmed game, it will default to the 11th puzzle. You can select puzzles 1 to 10 using the SELECT button (see below for more detail).

GAME 1 (3 - Color Puzzles)

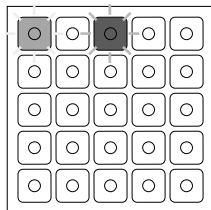
MODE 1 (Pre-Programmed)

There are 100 pre-computed puzzles stored in this game: 25 puzzles in 4 different levels of difficulty. The puzzles begin with 5 step solutions and the most difficult puzzles could take up to 24 steps to solve!

Before you start playing the puzzle, there is a blinking square on the board indicating the puzzle number.



- Indicate a number between 1 and 25 by flashing the appropriate LED to Red.
- Indicate the level of difficulty (1-4) by flashing the appropriate LED in Green.



Minimum moves

For the first 25 puzzles, if the Red square appears in:

row 1	5 steps puzzle
row 2	6 steps puzzle
row 3	7 steps puzzle
row 4	8 steps puzzle
row 5	9 steps puzzle

For the next 25 puzzles, if the Red square appears in:

row 1	10 steps puzzle
row 2	11 steps puzzle
row 3	12 steps puzzle
row 4	13 steps puzzle
row 5	14 steps puzzle

For the next 25 puzzles, if the Red square appears in:

row 1	15 steps puzzle
row 2	16 steps puzzle
row 3	17 steps puzzle
row 4	18 steps puzzle
row 5	19 steps puzzle

For the next 25 puzzles, if the Red square appears in:

row 1	20 steps puzzle
row 2	21 steps puzzle
row 3	22 steps puzzle
row 4	23 steps puzzle
row 5	24 steps puzzle

SELECTING A PREVIOUS PUZZLE

During the game play, you can exit from the current puzzle and select another puzzle to play. You can choose any puzzle from the first puzzle up to the highest puzzle you have

completed so far. Pressing the SELECT button will start the selection process.

For selecting the first 25 puzzles, you can press the desired puzzle number and then the START button to start the game.

For example, to select puzzle #12, press button #12.

Selecting puzzles over #25 is a bit more complicated.

Each additional time you press the key will add 25 to the puzzle number. For example, say you want to play puzzle #32. In order to play this puzzle, you would have to press the #7 key TWO TIMES ($7 + 25 = 32$).

Example 2: To play puzzle #53, you would press the #3 key THREE TIMES ($3 + 25 + 25 = 53$).

Example 3: To play puzzle #85 you would press the #10 key FOUR TIMES ($10 + 25 + 25 + 25 = 85$).

After you have selected the puzzle number, press START to play the selected puzzle.

If the selected puzzle number is greater than your most difficult puzzle achieved so far, then it is an invalid input and the result will be clearing of the lights. You will have to select a different puzzle. You cannot play a higher level puzzle if you have not "earned" it.

While selecting the puzzle, you can quit the existing game by pressing the SELECT button.

HELP

You can get help from the computer by pressing the HELP button.

For the first 25 puzzles, the computer will offer the first 2 steps of help for you. There is no help provided in the middle of the game or for the next 25 puzzles.

You can restart the game by pressing the START button during the game play.

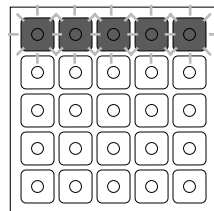
SOLVING THE PUZZLES

To solve the puzzle you must turn all the lights off.

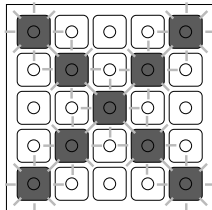
When you finish a game in the minimum number of moves, you will see the HOME-RUN lights and sounds.

If you clear the board with excess steps, then the grid will light up with the extra number of steps over the permitted minimum that it took you to solve the puzzle.

Up to 10 excess moves will register on the game board. Below, is an example of 5 excess moves.



If the number of moves exceeds 10 over the minimum required moves, a cross of blinking squares will appear on the game board. This counts as a "failed" result.



After you successfully finish a puzzle, you advance to play the next puzzle, which will be more difficult than the puzzle you just completed!

MODE 2

Mode 2 is similar to mode 1 except the puzzles are generated randomly by the computer.

Your performance in Mode 1 determines the level of difficulty you will see in Mode 2. If you only solved the 5-step puzzles in Mode 1, then all of the random puzzles you receive in Mode 2 will have 5 steps.

In other words, you can not access puzzle number 6 in mode 2 unless you solved puzzle number 5 in mode 1 first!

MODE 3

The same game rules from game modes 1 and 2 apply. However, this time, you can create your own puzzle with various difficulty. This is a great game for 2 players to play -- you and a friend to challenge each other!

Before the game starts, you must input your own puzzle. Or a friend can input the puzzle and you can try to solve it!

Press any number of keys to change the lights and "set up" the puzzle.

Press the START button. If your puzzle is not solvable, you will hear an error tone, and the game will not start. You must create a solvable puzzle.

If you press the START button and do not hear the error tone, you can now try to solve the puzzle.

During the game, you can return to the initial puzzle by pressing the START button.

There is no minimum moves required in the game. Once you clear the board, you have successfully finished the game and are rewarded with a HOME-RUN light show.

But be warned! There is no HELP function available in Mode 3 -- so you can create some truly frustrating puzzles! There IS a solution... but can you find it?

GAME 2 (Action game)

The object of the game is to act quickly to keep the lights turned off. The computer will randomly turn on lights, getting faster and faster, and you must work to keep them off. If there are ever 18 or more lights on the board, it is GAME OVER!

The game will begin in CLASSIC style by turning on red lights. You can turn RED lights to OFF using the effect pattern.

SCORING

Each time you press a key and change the face of the board, your score will change depending on how many lights you turn ON or OFF. If you turn more lights OFF, you will score

points. If you turn more lights ON, you will LOSE points!

# Lights Changed	Score
0	0
1	+/- 1
2	+/- 4
3	+/- 9
4	+/- 16
5	+/- 25
Orange Lights	+100
Turn all OFF	+500

At the end of the game you will see your score displayed in "digital" format. For example, if you score 540 points, you would see the digits 5, 4, 0 appear on the face of the game.

When your score passes 400 AND is at least HALF the current high score, the game will get more difficult by changing to 3-COLOR mode! Now, you will begin to see GREEN lights, and the effect pattern will go from RED to GREEN to OFF!

Occasionally you will see ORANGE lights. Press these quickly to turn them off and score 100 points!

If you turn off ALL the lights on the board, you score a 500 point bonus. But keep playing -- the game is not over until you lose!

HIGH SCORE VERIFICATION

On the game select menu, press SELECT to highlight the ACTION game (but do not press START).

Press and hold the "HELP/SCORE" button around 1 second. This will display the maximum score.

Press "HELP/SCORE" again to display your "Score ID." The score ID will appear in RED and can include numbers (0-9) or letters (A-F).

Press "HELP/SCORE" again to display the authentication code. The authentication code will appear in GREEN.

Visit Tiger's website at www.tigertoys.com to post your high scores for other players around the world to try to beat your best!

GAME 3 (2 player game)

This is a game for two players only. One player plays RED and the other player is GREEN. The object of the game is to control more "spaces" on the board than your opponent.

The game will begin by randomly placing one or two initial squares for the RED PLAYER and the GREEN PLAYER.

The player who gets the first turn will see his color flashing.

You can press any button that is already lit up in your color.

If you press an invalid key, you will hear the error sound.

You lose when your color cannot claim another space the board.

A match consists of 6 games where the players maintain their color during the entire match.

If after 6 games it is still a draw, continue until one player leads by 2 points, up to 16 games (8 - 8 is a draw match).

At the end of each game, the computer displays the winner with his color and displays the match score.

At the end of each game, the computer displays the winner with his color and displays the match score.

Press START to restart the game and the score will reset to 0 - 0. The score also resets if a different game is selected.

GAME 4 **(Classic Lights Out - 2 color Lights Out game)**

The classic game plays exactly the same as the 3-Color game, except that the lights have only two positions: ON or OFF. There is no intermediate step (Green) in this mode.

The Classic game includes all three modes of the 3-Color game including Pre-Computed Puzzles, Random Puzzles, and Create-Your-Own Puzzles.

MODE 1

There are 50 pre-computed puzzles, increasing in difficulty from 6 steps to 15 steps.

Before you start playing a puzzle, there is a blinking square on the board to indicate the puzzle number.

This mode includes a HELP function and a PUZZLE SELECT function. Please refer to Mode 1 of the 3-Color game for details on these functions.

MODE 2

Just as with Mode 2 of the 3-Color game, the difficulty of the puzzles in Mode 2 is based on your achievements in Mode 1.

MODE 3

This mode works the same as Mode 3 in the 3-Color game. Please refer back to that section for advice on how to create your own puzzles.

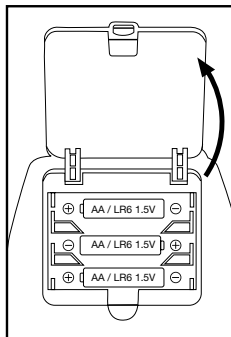
5. INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert 3 "AA"/LR6 batteries, (not included), making sure to align "+" and "-" as shown.

CAUTION: Battery should be replaced by adult. Not suitable for children under 36 months, may contain small parts.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
 - Do not mix alkaline, standard or rechargeable batteries.
 - Battery installation should be done by 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.
 - 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.
- Replace with new batteries at the first sign of erratic operation.



6. CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit.
Do not leave unit in direct sunlight.



Clean only with a piece of soft dry cloth.

If a part of your game 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 REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

7. 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 US\$13.50. 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 REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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