

GETTING STARTED QUICK!

QUICK PLAY:

DELUXE LIGHTS OUT is a very challenging game. We recommend reading through the instructions to get the most out of it. But, if you just can't wait, we are providing "quick start" instructions to get you on your way. These instructions will deal only with the CLASSIC game of LIGHTS OUT, or PRE-COMPUTED puzzles. Please refer to the instructions for information on the other games in DELUXE LIGHTS OUT.

OBJECT:

To turn all the lights out on the keypad, but each time you press a lit or unlit button, it not only changes that button, but also the adjacent buttons. Your goal is to turn the lights out in the fewest number of moves.

GAMES:

DELUXE LIGHTS OUT contains 5 different games that can be played in different modes, and with different patterns. That adds up to a big challenge, and we'll explain all of that later. For the purpose of this QUICK START though, you'll be playing in the CLASSIC game, with a standard effect pattern and PRE-COMPUTED PUZZLES.

HOW TO PLAY:

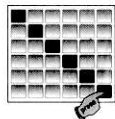
Press the "ON" button to turn on the unit. You should see a "show of lights" chase around board, followed by a display of two patterns, a "+" and a "x". These are your two different effect patterns.

Press the START button to start the CLASSIC game (your default game), with PRE-COMPUTED puzzles, and using the "+" effect pattern. You should see the CLASSIC and PRE-COMPUTED lights lit up on the side of the game. You should also see two lights flash on the game board; the lights in the upper and lower left corners. This shows that you are starting on level #1 (upper corner) with puzzle #1 (lower corner).

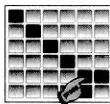
Now it's time to turn the LIGHTS OUT!

1	2	3	4	5	6	Row 1
7	8	9	10	11	12	Row 2
13	14	15	16	17	18	Row 3
19	20	21	22	23	24	Row 4
25	26	27	28	29	30	Row 5
31	32	33	34	35	36	Row 6

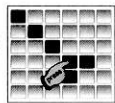
SOLVING PUZZLE 1:



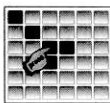
STEP 1: This is a 6-step puzzle. You should see that buttons 1, 8, 15, 22, 29, and 36 are lit. Since your job is to turn the lights out, let's get going. Press button 36. You can see that button 36 is no longer lit, but buttons 30 and 35 are now lit up. All other buttons are unchanged.



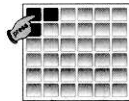
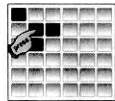
STEP 2: Now press button 29. Buttons 29, 30, and 35 will go out, but buttons 23 and 28 will be lit. The other buttons are still not affected.



STEP 3: Press button 22. Buttons 22, 23, and 28 will go out, and now buttons 15, 16, and 21 are now lit. You're halfway through this puzzle!



STEP 4: If you press button 15, that button will go out, along with buttons 16 and 21, but now buttons 8, 9, and 14 are lit up. Can you see the way the lights are moving towards the corner of the board?

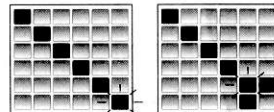


STEP 5: Press button 8. Buttons 8, 9, and 14 are out, and there are three lights remaining: buttons 1, 2, and 7. Press button 1. Congratulations, you have just solved the first puzzle!

As you played through this first puzzle in CLASSIC mode, you can see the effect the touch of a lit and unlit button has on the rest of the keypad. Touching a button that is lit will turn it off, while touching an unlit button will turn it on. But the touch of a button, whether on or off, will also change the lights directly above, below, or right next to the button you press. This is the general strategy to remember for DELUXE LIGHTS OUT, but keep in mind that there are other games included, and you'll need to solve puzzles in a variety of different ways.

HELP:

If you need a hint on the first two moves of a puzzle, press the HELP button after you start a new puzzle. You will see the computer show you the first move, then that light will flash and the move is made. Press the HELP button again to see the next move. Remember that once you've pressed a button, the HELP feature is disabled for that puzzle, and you may only use HELP on the first two moves of a puzzle. Also, you can't use this feature on INSERT PUZZLE, LIGHTS IN, 2-4 PLAYERS, or any level 25 puzzles.



You can use the HELP feature to give you a hand on the first two moves of a puzzle!

SELECT:

The SELECT button is your guide through DELUXE LIGHTS OUT. You can use it to choose from the different games, different effect patterns, and different programmed puzzle numbers. You can also escape any puzzle at any time by pressing this button.

SOUND:

Use this button to toggle the sound: on/off.

Now, you've solved the first puzzle, so you should have a pretty good idea of the basic concepts and strategy of the game, but you've only just begun. The rest of these instructions will detail the other games and play options included. So start reading up, and get ready to turn the LIGHTS OUT!

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I N T R O D U C T I O N

Welcome to DELUXE LIGHTS OUT. Whether this is your first "LIGHTS OUT" experience, or you're an old pro, you'll want to read up on these instructions to learn about the exciting new ways to play this mind-boggling puzzle game.

You see, In DELUXE LIGHTS OUT, every button press has an effect. Depending on the game you select, pressing a button will affect that button, as well as the buttons surrounding it. So, lit buttons will shut off, while unlit buttons will turn on. It is up to you to think ahead, and figure out the best sequence to turn all of the lights out in the fewest number of steps possible.

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

DELUXE LIGHTS OUT starts out with simpler, 6 step puzzles. As you solve them, the puzzles will increase in difficulty and minimum number of steps, until you reach 30 step puzzles. With the various games and options, you'll find 900 pre-computed puzzles ready to tease your brain. If that isn't enough of a challenge, the RANDOM option will present you with a possible 60 billion different puzzles.

You'll also be able to play with a variety of games styles, such as LIT ONLY, where you are able to solve puzzles by pressing, you guessed it, lit buttons only, and TOGGLE, where you can only solve a puzzle by alternating your steps, pressing a lit button, then an unlit, then a lit....etc..

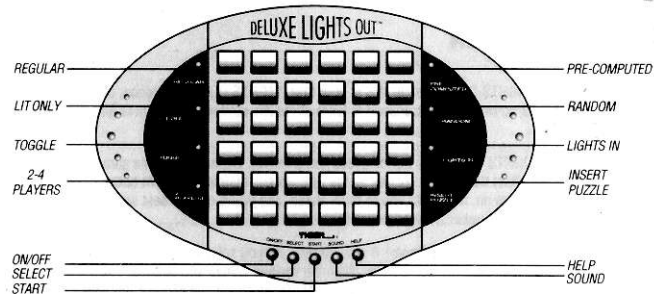
The 2-4 player option lets you gather your friends and take your turns solving a randomly generated puzzle. Make a move, then let the next player take a turn. When (or IF) the puzzle gets solved, your score will reflect the number of correct moves you made. It's cooperative and competitive at the same time.

The INSERT PUZZLE option lets you create a puzzle, and solve it, using a variety of different game options. Who knows, you may create a puzzle that's tougher than one of the programmed puzzles!

Finally, there's LIGHTS IN. You may consider this as almost the opposite of LIGHTS OUT. You can create a puzzle by pressing a selection of buttons, then watch as the puzzle disappears and you must recreate the puzzle!

THE GAME

You've already read a brief description of the different games and options in DELUXE LIGHTS OUT. In this section you'll become even more familiar with the game functions and options, and you'll be plowing through those puzzles in no time.



DELUXE LIGHTS OUT contains 5 basic game types:

CLASSIC/ REGULAR

-Just like the original LIGHTS OUT. Solve a puzzle by pressing any buttons, but watch the effect. Lit buttons turn off, and unlit buttons turn on. Furthermore, depending on your effect pattern (see section 6 "EFFECT PATTERNS"), all adjacent buttons are affected.

LIT ONLY

-Same goal as above, but this time you are limited to pressing only LIT buttons. Pressing an unlit button will not count as a step, and you'll hear a negative "BEEP".

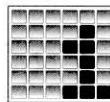
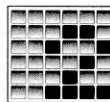
TOGGLE

-A real challenge. You have to alternate your steps, so that if you first pressed a lit button, you'll have to press an unlit button, then a lit, then an unlit, and so on...until the puzzle is solved. Again, pressing the wrong button (lit when you can press only an unlit button) will not count as a step, and you'll hear that negative "BEEP" again.

2-4 PLAYERS

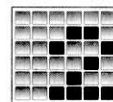
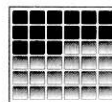
-It's a "party" version of the regular game. The puzzles are randomly generated for this multi-player version, so that no player has an immediate advantage. For example, in 3 player games, the number of steps required for all of the puzzles are divisible by 3, for 4 player games, they're divisible by 4.

You have to take turns with your friends, each player making a move then passing it on. Only correct moves are scored. Incorrect moves (moves that do not advance the puzzle closer to a solution) will not be counted or performed. So, if you make a wrong move, you'll hear a negative "BEEP". Maybe the next player can help solve this puzzle!



LIGHTS IN

-We described this before as the opposite of LIGHTS OUT, and that's a good way to think about it. Instead of using button presses and effect patterns to turn lights out, you have to turn lights on. It's building instead of destroying. With LIGHTS IN, you create a puzzle, then "lock" in your puzzle with the START button. Your puzzle will blink off, and you need to re-create it by pressing buttons. You can use as many steps as you like to solve and re-build the puzzle, and if you do, you can create a new, more challenging one!



THE PUZZLE TYPES

There are three types of puzzles to consider when playing any of the games in DELUXE LIGHTS OUT. These puzzles can be PRE-COMPUTED, RANDOM, or you can select INSERT PUZZLE to create your own masterpiece.

You can choose PRE-COMPUTED puzzles for CLASSIC, TOGGLE, and LIT ONLY games only, and there are 150 puzzles waiting to be solved for each of these games. The computer will give you a series of puzzles, each one progressively more difficult, and you must solve them in the minimum number of steps. PRE-COMPUTED puzzles begin at 6 steps, and can go as high as 30 steps.

RANDOM puzzles are just that, randomly generated. You'll never know which puzzle is next, so use your LIGHTS OUT logic to solve one of the possible 60 billion puzzles. You can play with RANDOM puzzles in all games, except for LIGHTS IN.

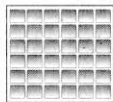
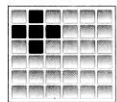
INSERT PUZZLE is a very different situation. With this option, you can create a puzzle, just by pressing buttons in whatever pattern you like. The you must solve that puzzle, using one of the effect patterns. You have an unlimited number of steps to do this, so go ahead, build a puzzle that's nearly impossible to solve, then try it on a friend.

When you play the game LIGHTS IN, you are playing in INSERT PUZZLE mode, since in this game you need to create a puzzle, then re-build it.

EFFECT PATTERNS

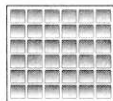
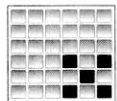
All of the games above can be played with one of two different "effect patterns". When you first turn on your DELUXE LIGHTS OUT unit, after the opening animation, you should see two patterns on the board; one is a "+", and the other is an "x". If this is your first time playing, the "+" should be flashing. This means that this is the "effect pattern" that you'll be using to solve puzzles for every game of DELUXE LIGHTS OUT. To switch effect patterns, simply touch the one that is not flashing on the game board. It should now be flashing. This is now your "active" effect pattern.

So, how does an effect pattern work? Well, if you solved the first puzzle using the QUICK START, you saw that pressing buttons has an effect on lit and unlit buttons. Pressing a lit button causes it to turn off, and pressing an unlit button will light it up. But, depending on the effect pattern, the buttons surrounding the pressed button will also be affected.



Notice how the lit buttons are shaped like a cross?

If you were to press the lit button in the middle of that cross, all of the lights would go out since the buttons directly next to or on top/bottom of the pressed button are affected. Remembering this idea is the key to solving puzzles.



The idea is the same for the "x" effect pattern.

Do you see how the lit buttons look like an "x"?

If you were to press the middle button, the lights would go out. This is because the direct "diagonals" are affected. Buttons that are next to or above and below are not affected, just the buttons that touch the corners of the pressed button. Got it? Great, let's move on....

GAME COMBINATIONS

There are so many variations in DELUXE LIGHTS OUT, it might be handy to keep this chart as a reference. This chart shows the various game types, followed by the options available, then finally the effect patterns which can be used. Use this chart to test your skills at some wild combinations.

GAME TYPE	PUZZLE TYPE	EFFECT PATTERN
*CLASSIC	PRE-COMPUTED RANDOM INSERT PUZZLE	"+" OR "X"
*LIT ONLY	PRE-COMPUTED RANDOM INSERT PUZZLE	"+" OR "X"
*TOGGLE	PRE-COMPUTED RANDOM	"+" OR "X"
*2-4 PLAYERS	RANDOM	"+" OR "X"
*LIGHTS IN	INSERT PUZZLE	"+" OR "X"

NOTE - if you try to select a combination that is not available, you will hear a negative "BEEP", informing you that those play options are not available.

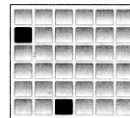
LEVELS

There are a total of 25 levels for the PROGRAMMED and RANDOM puzzles in DELUXE LIGHTS OUT. These levels each contain 6 puzzles. In PRE-COMPUTED mode, when you solve a puzzle, you move on to the next one. When you finish the sixth puzzle in a level, you move on to the next level. Level 1 puzzles are always 6 step puzzles, level 2 are 7 steps, and so on, until you reach level 25, which are 30 step puzzles.

When you start up a puzzle, the puzzle numbers are displayed in the following manner:

The top 5 rows are for the puzzle levels (1-25), and the bottom row is used to designate the puzzle number (1-6). When you finish a puzzle, you are able to select that puzzle again. For example, if you completed a puzzle, but want to try to finish it in fewer moves, simply press the SELECT button, then choose the level and puzzle number you would like to play by pressing the appropriate buttons. Then press the START button to begin playing that puzzle.

NOTE - you cannot choose a puzzle level higher than one that you have already solved. If you do, you will hear a negative "BEEP".



The above example shows puzzle number 3 on level 7. Note how the lights display both the puzzle and level number

HELP

Your DELUXE LIGHTS OUT game comes with a HELP button that you may find is very useful when you seem stuck. In most games (except for LIGHTS IN, INSERT PUZZLE, and 2-4 PLAYERS), you can press the HELP button to learn the first 2 moves of any puzzle. When you press the button, the first move is made. Pressing the button a second time will show you the next move, and then the move is made.

Remember that this HELP function can only be used for the first 2 steps in any puzzle, and pressing a button before the HELP button will disable the HELP function. Also, HELP is not available in the last level (30 step puzzles).

SAVE FEATURE

There may be times when you will actually have to put down your DELUXE LIGHTS OUT game, shut it off, and give it a rest. If you do, don't worry. Your last "position" will be saved to the game automatically. For example, let's say you are working on those tricky 20 step puzzles, and for some reason you need to shut the game off. When you return and turn the unit back on, you will find yourself in the last game you played, on the last level you were playing. This is helpful, since you may not feel like working your way from scratch all the way back up to that level.

NOTE - IF YOU REMOVE THE BATTERIES FOR ANY REASON, THE DELUXE LIGHTS OUT GAME WILL RESET, AND YOUR SAVED POSITION WILL BE LOST.

PLAYING THE GAME

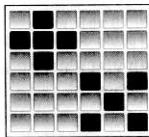
This section will take you through a few basics; turning on the unit, selecting games and options, and just general button function information.

Press the ON/OFF button to turn on the unit. You will immediately see an animation of lights "chasing" around the game board.

You should now see two effect patterns (a "+" and an "x"). The active effect pattern will be flashing. If you do nothing, you will play all games with this effect pattern. If you would like to switch patterns, press the solid (non-flashing) pattern to choose it. It should now be flashing, indicating that it is now active.

Choose your effect pattern. You will use this for every game until you decide to change it.

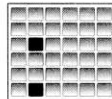
You will also see that the CLASSIC and PRE-COMPUTED lights are lit up on the unit. This means that you are in the default game. If you would like to select a different game, or different puzzle type, you can do so now. Press the button of the game type (CLASSIC/LIT ONLY/TOGGLE/LIGHTS IN/2-4 PLAYERS) you would like.



You can also choose a puzzle type (PRE-COMPUTED/RANDOM/INSERT PUZZLE).

NOTE - SOME GAME TYPES AND PUZZLE TYPES CAN NOT BE PLAYED TOGETHER. PLEASE CONSULT THE CHART ON PAGE 9 FOR SPECIFIC GAME AND PUZZLE COMBINATIONS.

After you have made all of your selections, press START to start the game. If you are playing with PRE-COMPUTED puzzles, you will begin on the puzzle/level where you last left off.



As long as you have solved up to that level, you can SELECT any puzzle you like!

If you find that you want to choose a different game, or puzzle, just press the SELECT button. Pressing this button once will let you change the puzzle and level of the current game (NOTE - you can not select a puzzle or level higher than you have already solved. That would be cheating, and cheaters never prosper).

Pressing the button a second time will bring you back to the "effect pattern" screen. Here you can select a different game, puzzle type, or effect pattern. When you are done with these new choices, press the START button to start up your game.

You can use the SELECT button at any time in any game.

Now, you should understand the basics of the game, but just as a reminder, keep in mind that the goal of most of the games is to turn the lights out in the fewest moves possible. Each puzzle has a required minimum and maximum number of steps to solve it. The fewest number of steps for any puzzle is 6. If you happen to solve a 6-step puzzle, one of two things will happen:

1. If the puzzle was solved in exactly the correct number of steps, the game will do the "victory lap" animation and advance to the next stage; or...
2. If the puzzle was solved with extra steps (anything over six, in this case), the game will show the extra steps displayed as a number. For example, if you solve a 6 step puzzle in 11 steps, the game board will display a "5", indicating that you solved the puzzle, but went 5 steps over the required minimum. You will then advance to the next puzzle.

If for some reason you solved the puzzle in over 10 steps or more over the required minimum (sixteen or more in this case), you will see a big lit "X" on the board, indicating that you have not solved the puzzle correctly. You will not advance past this puzzle until it is solved correctly. Sorry, rules are rules...

NOTE - IF YOU ARE GOOD ENOUGH TO REACH THE 30 STEP PUZZLES, BEWARE, 30 STEP PUZZLES ALLOW NO EXTRA STEPS. THEY MUST BE SOLVED WITH EXACTLY 30 STEPS. YOU HAVE BEEN WARNED.

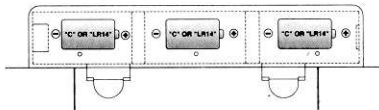
Your DELUXE LIGHTS OUT GAME makes sounds to accompany each successful solving of a puzzle, but if for some reason you want to play in silence, press the SOUND button to toggle the sound (on/off).

I NSERTING 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 three "C" batteries, LR14 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 (nickel-cadmium) batteries
- Battery insertion/replacement should be done by an adult
- Replacing the batteries will cause your game to reset, losing all previous scoring or stored information



D ETECT & DAMAGE

If a part of your Deluxe Lights Out 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 ELECTRONIC TOYS, 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, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$15.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept., 980 Woodlands Parkway, Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
 2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.
- This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.