TIGER®

LIGHTS OUT™



MODEL 71-735
7173501IWTIE-01

game.com™

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QUICK PLAY

LIGHTS OUT is an incredibly challenging puzzle game. We strongly recommend that you read through all of the instructions to get the most out of it But, if you just can't wait, here are "quick start" instructions to help you on your way. These instructions will only deal with the REGULAR game of LIGHTS OUT using PRECOMP puzzles (Note. these will be the default settings when you first start LIGHTS OUT)

Please refer to the instructions for information on the other games in LIGHTS OUT.

OBJECT

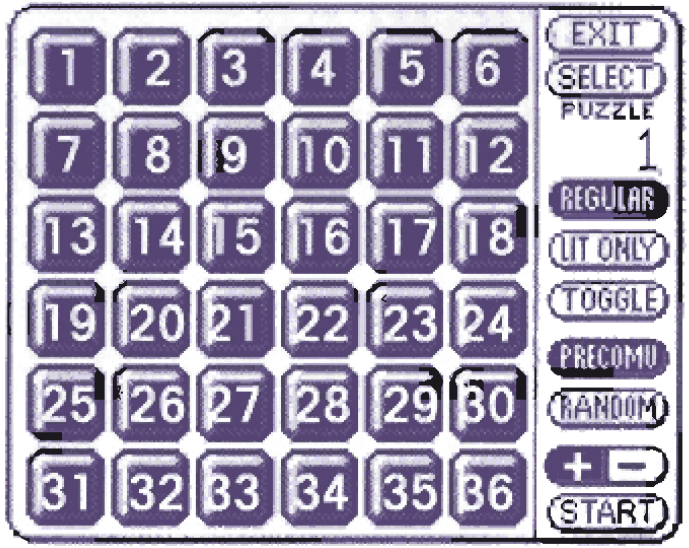
Your goal is to turn all the lights out on the gameplay grid in the fewest number of turns. Each time you press a lit or unlit button, however, it not only changes that button, but also the adjacent buttons.

HOW TO PLAY

Make sure that your **game.com** system is powered OFF. Insert the LIGHTS OUT cartridge into cartridge slot 1. Turn **game.com** on Press CARTRIDGE on the Main Menu Screen After a brief animation, you will find yourself at the LIGHTS OUT Title Screen. Press START to advance to the LIGHTS OUT gameplay grid. From this screen you may make all the decisions about what type of LIGHTS OUT game you want to play

Press the START button to begin a REGULAR game with PRECOMP (precomputed) puzzles using the "+" effect pattern. REGULAR, PRECOMP and "+" should all be highlighted (default settings). If these are not highlighted you may touch them with the stylus to select them.

When you are ready, press START. Now it's time to turn the LIGHTS OUT!



INTRODUCTION

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

In 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. 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.

LIGHTS OUT begins with simpler, 3 step puzzles. As you solve them, the puzzles will increase in difficulty and minimum number of steps, until you reach the complex 30 step games. With the various games and options, you'll find over 500 precomputed 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 be able to play a variety of game styles, such as LIT ONLY, where you must 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 button, then a lit button, etc.

PLAYING THE GAME

Make sure that your **game.com** system is OFF. Insert the LIGHTS OUT cartridge into cartridge slot 1. Turn your **game.com** on. Press CARTRIDGE on the Main Menu Screen. After a brief animation, you will find yourself at the LIGHTS OUT Title Screen. Here you may press START to advance to the LIGHTS OUT gameplay grid. From this screen you may make all the decisions about what type of LIGHTS OUT game you want to play.

Now select a game. You may choose REGULAR, LIT ONLY or TOGGLE. Highlight your selection by touching it with the stylus.

Next choose if you will play with PRECOMP or RANDOM puzzles. Again, use the stylus to choose your selection

Now you must choose which pattern effect to play with, "+" or "X"

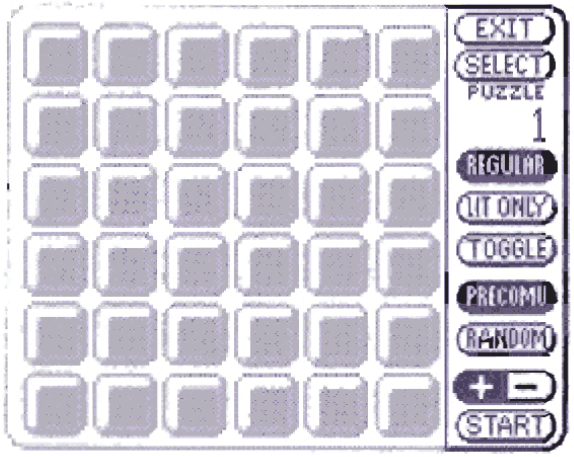
Press START to begin play

If you find yourself stuck and wish to start that puzzle over again from the beginning, you may press the START button and the puzzle will reset.

If you would like to play a different game of LIGHTS OUT (REGULAR, LIT ONLY or TOGGLE), you may press EXIT to return to the Main Screen, where you may reset your playing options.

If you wish to return to **game.com's** Main Menu, press EXIT from the LIGHTS OUT Main Screen. Alternatively, you may press **game.com's** MENU button from any screen

ENJOY!



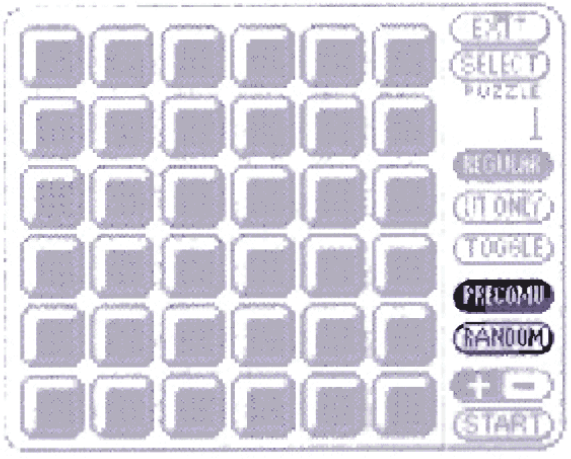
You've already read a brief description of the different games and options in LIGHTS OUT. In this section you'll become even more familiar with the game functions and options

LIGHTS OUT contains 3 basic game types:
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 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 will not be able to advance.

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 next, then a lit button, then an unlit one...and so on until the puzzle is solved. Pressing the wrong button (lit button when you can press only an unlit button for example) will not count as a step, and you'll not be able to advance.

PUZZLES



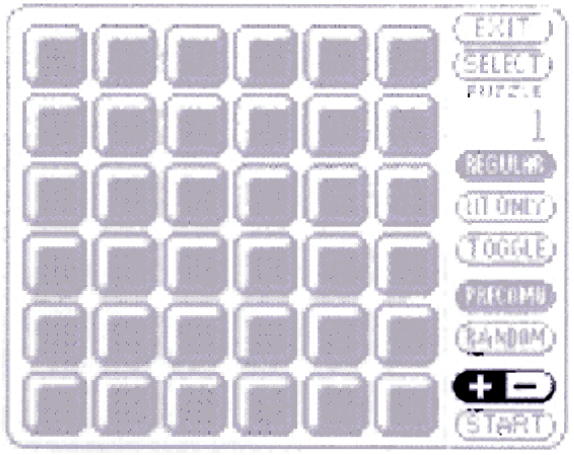
There are 2 types of puzzles to consider when playing any of the games in LIGHTS OUT. The puzzles can be PRECOMP (precomputed) or RANDOM

You can choose PRECOMP puzzles for REGULAR, LIT ONLY and TOGGLE games There are 168 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. PRECOMP puzzles begin at 3 steps, and can go as high as 30 steps.

RANDOM puzzles are just that, randomly generated. You'll never know what puzzle is next, so use your LIGHTS OUT logic to solve one of the possible 60 billion puzzles RANDOM may be selected for REGULAR, LIT ONLY and TOGGLE games

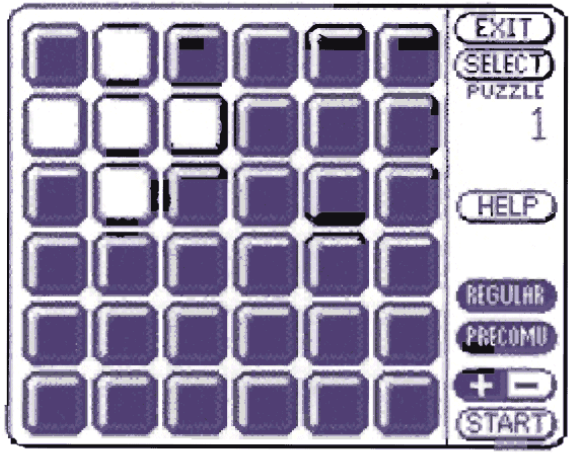
EFFECT PATTERNS

There are two effect patterns that may be selected when playing LIGHTS OUT: "+" and "X."
All of the games can be played with one of these two "effect patterns." When first playing LIGHTS OUT, you should see the highlighted "+" symbol toward the bottom of the screen. This indicates the default effect pattern. If this is kept as the selection, you will use a "+" pattern to solve the puzzles in your game. If you wish to switch effect patterns, simply touch the other pattern. The new symbol should now be highlighted

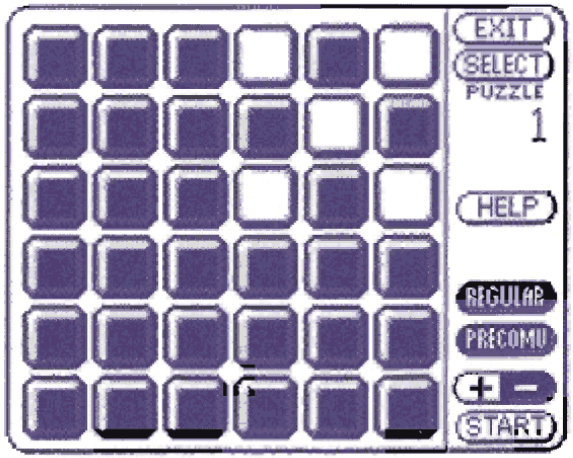


So, how does an effect pattern work? Well, if you solved the first puzzle using the QUICK START, you saw that pressing buttons has an effect on lit and unlit buttons. Pressing a lit button causes it to turn off, and pressing an unlit button will light it. But, depending upon the effect pattern, the buttons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

Notice how the lit buttons are shaped like a cross?



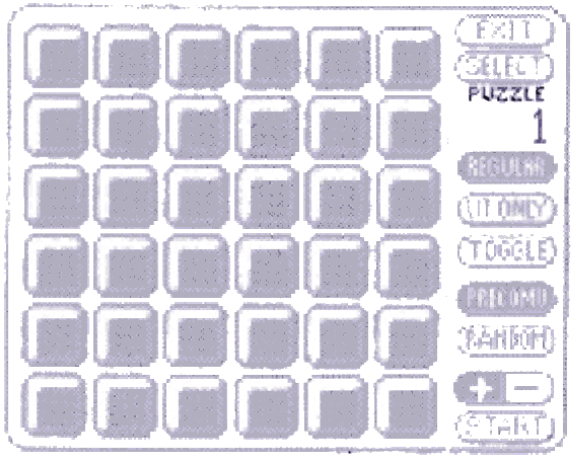
If you press the lit button in the middle of the cross, all the lights would go out since the buttons directly next to or on top/bottom of the selected button are also affected. Remembering this idea is the key to solving puzzles.



The idea is the same for the "X" effect pattern Do you see how the lit buttons look like an "X"?

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

LEVELS



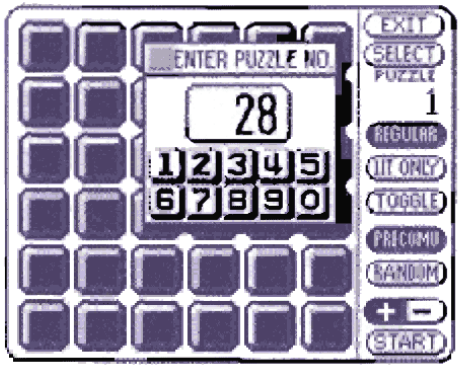
There are a total of 28 levels for each the PRECOMP and RANDOM puzzles selections in LIGHTS OUT. Each level contains 6 puzzles. In PRECOMP mode, when you solve a puzzle, you move on to the next one. When you finish the sixth puzzle in a level, you move on to the next level. Level 1 puzzles are always 3 step puzzles, level 2 are 4 step puzzles, and so on, until you reach level 28, which are 30 step puzzles.

NOTE. Only PRECOMP puzzles are numbered.

The following grid explains the minimum number of steps in which each puzzle can be completed. Remember that the goal is always to use the fewest number of steps possible

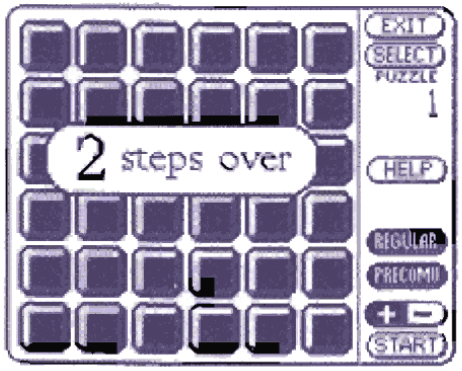
PUZZLE NUMBERS	MINIMUM NUMBER OF STEPS	PUZZLE NUMBERS	MINIMUM NUMBER OF STEPS
1-6	3	85-90	17
7-12	4	91-96	18
13-18	5	97-102	19
19-24	6	103-108	20
25-30	7	109-114	21
31-36	8	115-120	22
37-42	9	121-126	23
43-48	10	127-132	24
49-54	11	133-138	25
55-60	12	139-144	26
61-66	13	145-150	27
67-72	14	151-156	28
73-78	15	157-162	29
79-84	16	163-168	30

PUZZLE SELECTION



LIGHTS OUT will allow you to return to previously solved puzzles and try them again.
Press the SELECT button with the stylus. The Level Selection screen will appear. Enter a puzzle number and press the START button. The puzzle you selected will appear
NOTE: LIGHTS OUT will not allow you to select a puzzle that you have not completed. You must work your way up through all the puzzles in order, then you may elect to return to one of your favorites.

PUZZLE STEPS



How well you solve a puzzle is gauged by the number of steps it takes to complete it. If you complete the puzzle in the minimum number of steps for that difficulty level, the LIGHTS OUT grid will reward you with a "Victory Lap." If, however, you take more than the minimum number of steps, you will not get this animation, and the game will tell you how many steps over you went If you take more than 10 steps over the minimum, the puzzle is considered lost, and you must "Try Again."

SOLVING PUZZLE 1

STEP 1. This is a 3-step puzzle. You should see that buttons 1, 3, 5, 6, 7, 9 and 11 are lit (figure 1). Your goal is to turn all the lights out. Press button 5. You can see that button 5 and two adjacent buttons (6 and 11) are no longer lit. But the other adjacent button, 4, formerly off, is now lit (figure 2). All the other buttons are unchanged.

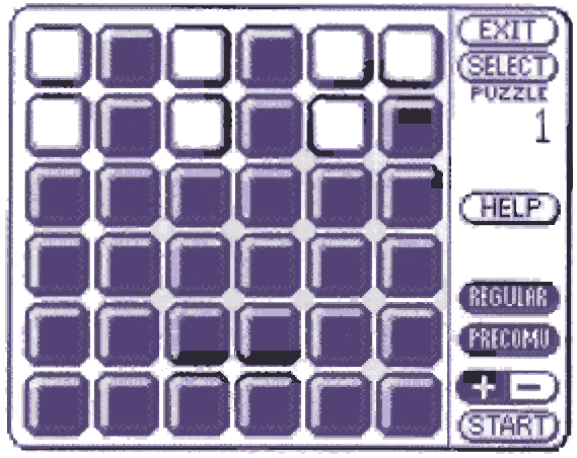


Figure 1

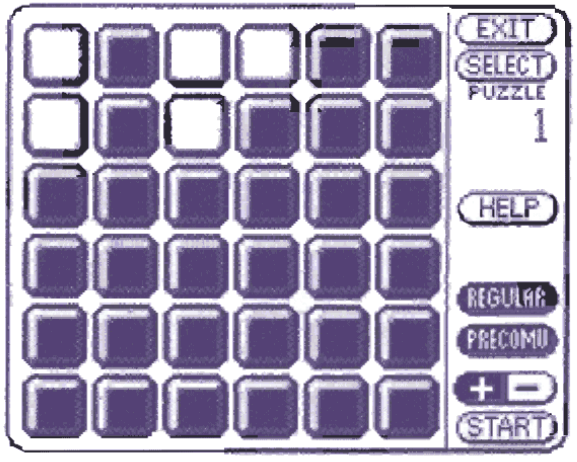


Figure 2

STEP 2. Now press button 3. Buttons 3, 4, and 9 will go out, but button 2 will be lit (figure 3). The other buttons are not affected.

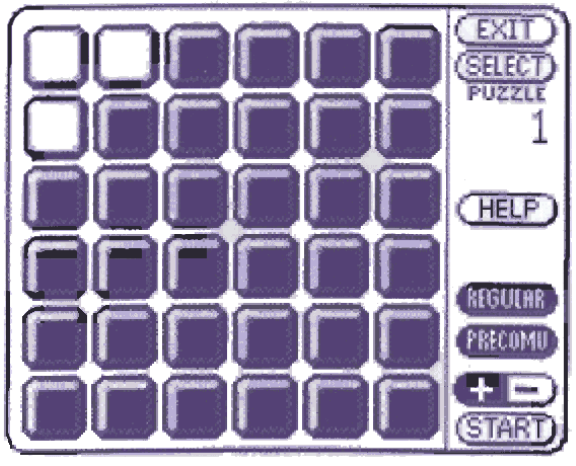
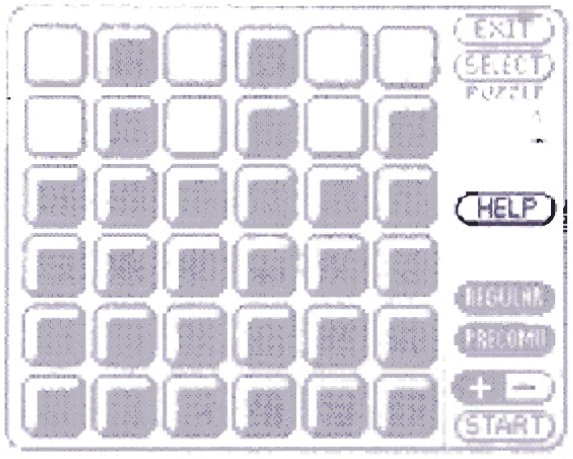


Figure 3

Step 3: Finally, press button 1 to finish the puzzle. Buttons 1, 2, and 7 will all now go off. You turned out all the lights and have solved the first puzzle!

As you play through this first puzzle, you can see the effect the touch of a lit and unlit button has on the rest of the grid. 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, to the left and to the right of the button you press (this is the "+" effect pattern). This is the general strategy to remember in 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



LIGHTS OUT comes with a HELP feature that you may find very useful when you seem stuck. You may 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. Pressing a button before you press the HELP button will disable the function for the remainder of the puzzle

SAVE FEATURE

There may, on occasion, be times when you will actually have to put down your **game.com** system, shut it off, and give it a rest. If you do, don't worry. Your last "position," or "level," will be saved automatically. For example, let's say you are working on one of those tricky 20 step puzzles, and you need to shut **game**.com off. When you return and turn the system back on, you will find yourself back at the last game you had played.

DEFECTIVE CARTS

If you find that your new LIGHTS OUT **game.com** cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges
Instead write to us at:

TIGER ELECTRONICS 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 repair or replace your cart promptly.

90 DAY LIMITED WARRANTY

Tiger Electronics, Inc (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 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. $10. Payments must be by check or money

order payable to Tiger Electronics, Inc.

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:

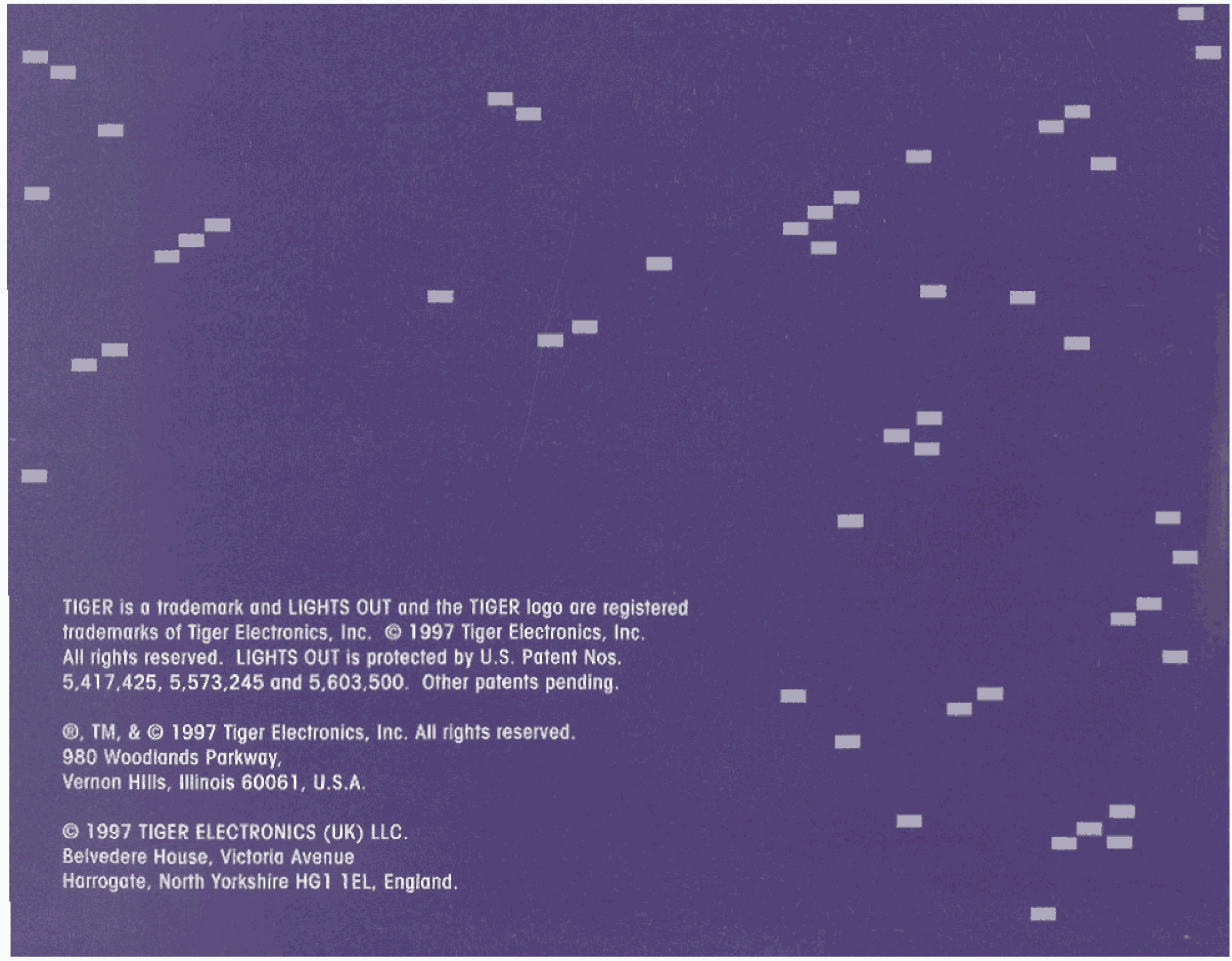
Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

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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