

# GETTING STARTED QUICK!

## Quick Play:

We have provided the following Quick Play instructions for those players who want to play LIGHTS OUT CUBE right now....and catch up on little instruction details later. You can use this as a quick reference anytime you play! Now get set to turn the LIGHTS OUT!

## Object:

To turn all the lights out on the Cube, but each time you press a lit or unlit button, it not only changes that button, but also the adjacent buttons! You must try to turn the lights out in the minimum number of moves!

## Game:

The Lights Out Cube plays very much like our classic Lights Out game. It contains three different game play modes, but for purposes of the Quick Start game play, we will begin with Mode 1, Puzzle 1! Your game contains an On/Off/Reset button, a Start button (top-left), a Sound button (top right), a Help Button (lower right) a Puzzle Button (center) and a Game Button (lower left). All of these button functions can be found on FACE 1 of your Lights Out Cube. We'll talk more about each one of these buttons/functions a bit later.

## How to Play:

Press the "On/Off/Reset" Button - to turn on the Cube. You'll see a quick "startup" sequence, and can now choose one of the following functions (while in this STARTUP mode):

- START** - Press to start your game (with your game and puzzle already selected). Once you press the START button, all 54 of the puzzle buttons are now used as LED light buttons for solving puzzles and not for making further selections.
- GAME** - To toggle between the three different game modes.
- PUZZLE** - To select from the available puzzles in the game. After pressing this button, you are allowed to select the puzzle you want by using one of the 54 puzzle buttons on the Cube.
- SOUND** - To toggle the sound: on/off (can only be used before starting the game).
- HELP** - The HELP function allows you to receive a hint from the computer. The HELP button will give you the first move of the puzzle. However, once a player has pressed any other button, this feature

is disabled until the puzzle is solved or re-started.

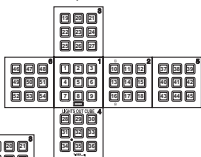
NOTE: HELP is not available for puzzles that require less than 6 steps and is not available for the final puzzle, puzzle #54.)

## SOLVING A PUZZLE

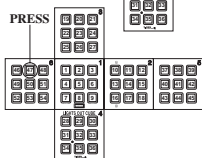
Here is a puzzle for you to solve in 4 steps:

diagram 1

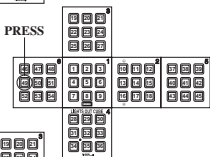
As you can see in diagram 1, the lit buttons are 4, 22, 31, 42, 47, 49, 51, AND 53.



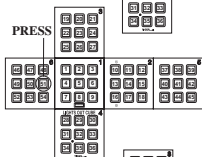
Step 1: Press button 47 and see what happens:



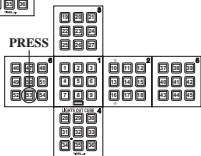
Step 2: Now press button 49 and see what happens:



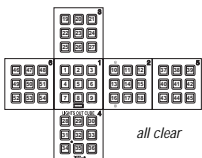
Step 3: Now press button 51 and see what happens:



Step 4: Now press button 53 to complete the puzzle!



As you solve this first puzzle, you can see the effect the touch of a lit and unlit button has on the rest of the Cube. Touching a button that is unlit will turn it on. But the touch of a button, whether on or off, also will change the lights directly above, below or next to the button you press! This is the strategy you will learn as you try to solve more puzzles in the minimum number of moves!



### HELP:

The HELP function allows you to receive a "hint" from the computer. The HELP button will only give you the first move of a puzzle. However, once a player has pressed any other button, this feature is disabled until the puzzle is solved or re-started. (NOTE: HELP is not available for puzzles that require less than 6 steps and is not available for the final puzzle, puzzle #54.)

### GAME

Selects between Modes 1, 2, and 3. Press it after you turn on your game to make your selection. If you need to change modes in the middle of a game, the easiest way is to turn the unit off, turn it back on, and then press GAME to select game. Or if you are in mode 1 or 2, hold the ON/OFF/RESET button for 2 seconds and the unit will go back to the puzzle selection mode. Holding the ON/OFF/RESET button for 2 seconds again, will cause the unit to go back to the beginning. Then the players can select game mode.

### SOUND:

Toggles the sound on or off if you want to play in silence (on a plane, train or in school!), This feature only works before a game is started. Press it once to deactivate sound or twice to regain sound.

If you want to toggle sound during a game, the easiest way is to use the ON/OFF RESET button to turn the unit off, then turn it back on, and press SOUND. However, you can also hold the ON/OFF/RESET button for 2 seconds, and the unit will go back to puzzle selection mode if it is game mode 1 or 2. Then you can hold the ON/OFF/RESET button for 2 seconds again, and the unit will go back to the beginning. Now, press the SOUND button!

Or you are in mode 3, the first time you hold the ON/OFF/

RESET button, the unit goes back to the beginning.

Now that you have solved a puzzle in Mode 1, you have a better idea of what it takes to turn the Lights Out! Remember there are 54 pre-programmed puzzles, millions of randomly generated puzzles and over 200 quadrillion possible puzzles in all, just wait to challenge you in 3 different game modes, so you've only just begun!

Use the rest of the instructions that follow to learn how to solve harder puzzles in Mode 1. Random puzzles in Mode 2, and the option of creating your own puzzles in Mode 3! Now read on...you've got some work (and fun) ahead of you!

## CONTENTS

GETTING STARTED QUICK! .....	1
INTRODUCTION .....	4
THE GAME .....	5
PLAYING THE GAME .....	6
SOLVING PUZZLE ? .....	7
HELP FEATURE .....	9
SAVE FEATURE .....	9
SELECTING PUZZLE MODES .....	9
SELECTING SPECIFIC PUZZLES .....	10
INSERTING THE BATTERIES .....	12
DEFECT & DAMAGE .....	12
90 DAY LIMITED WARRANTY.....	13

## INTRODUCTION

They said it couldn't be done..but here it is. A puzzle more addictive than all the other LIGHTS OUT games.... You are holding in your hands the LIGHTS OUT CUBE!

The LIGHTS OUT CUBE is unique because of its' multi-dimensional approach to puzzle-solving. It's truly a puzzle with all the angles -- not just a flat puzzle but a six-sided cube requiring multi-dimensional problem solving!

The object of each game remains similar to our classic LIGHTS OUT: Turn all of the LIGHTS OUT. It still seems so easy...at first!

The problem is that every press of a button has an effect on the puzzle. Lights that are on will shut off, and "off" lights will turn on. (So, if you touch a button that is lit, it will shut off. Conversely, touching an unlit button will cause it to light up).

Moreover, when you touch a button, it not only changes that light, but it also changes the adjacent lights (those that are directly above, below, or next to the pressed button). Every pre-programmed puzzle has a solution. Your goal is to solve each puzzle in the fewest number of "moves" or steps.

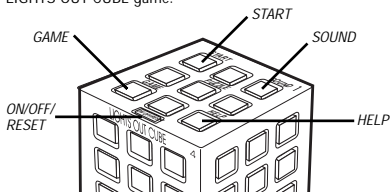
The first puzzles are simple, to help you get a feel for the game, and get the basic "logic" behind LIGHTS OUT. Later puzzles get progressively more challenging, requiring a little more brain power to solve. Once you start to solve some of the 54 puzzles in MODE 1, you can try your hand at MODE 2, which features THOUSANDS of randomly selected puzzles...or for a real mind-melter, take on MODE 3, and create and solve your own puzzles. (With over 200 QUADRILLION POSSIBLE PUZZLES!!!)

THE LIGHTS OUT CUBE is so addictive, you may not be able to put it down, but, if you should shut it off for any reason, the memory function will keep track of your progress, and let you play from the last puzzle solved.

NOTE: Changing batteries will reset unit to Mode 1 Puzzle. What follows is a basic guide to the game and its functions, and a "walk through" of a sample puzzle. So get to work...its time to turn the LIGHTS OUT!

## THE GAME

Before you get started, you may want to become accustomed to the different buttons and features on your LIGHTS OUT CUBE game.



THE LIGHTS OUT CUBE has 3 different GAME MODES of play. The goal in all 3 MODES is the same, but each one provides a different challenge, and beginning players will probably want to start with MODE 1.

MODE 1 - 54 pre-programmed puzzles, each progressively more difficult.

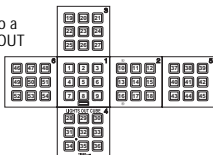
- MODE 2 - THOUSANDS of randomly selected puzzles.  
 MODE 3 - Create your own puzzles, and try them out on a friend!
- ON/OFF/RESET: Turns the game ON or OFF. Your LIGHTS OUT CUBE will shut off automatically after 3 minutes of non-play. Holding this button for over two seconds during game play will reset the game to puzzle selection on modes 1 and 2. If you are in mode 3, it will reset the unit to game selection.
- START: a) Starts each game (after a MODE has been selected).  
 b) Confirms an input puzzle (MODE 3)
- GAME: a) Selects between MODES 1,2, or 3
- SOUND: Toggles the sound ON and OFF. This button only works before the game starts -- you can NOT toggle sound once the game begins.
- HELP: Receive "hints" from the computer (MODES 1 AND 2). The HELP button will give you the first move of a puzzle. However, once a player has pressed a button, this feature is disabled until the puzzle is solved or re-started. Use this button INSTEAD OF THE START BUTTON if you want help. (So press HELP to begin a puzzle with the first move automatically given by the unit.)

## PLAYING THE GAME

PRESS THE "ON/OFF/RESET" BUTTON to turn on the unit. You will now see a pattern of lights chasing around the board. You must now select an option. You could press START to start a game (the last puzzle played, in the last mode played), or select a new MODE with the GAME button, or use the PUZZLE button to select a particular puzzle.

PRESS THE "START" BUTTON. If this is your first time playing LIGHTS OUT CUBE, four lights on FACE 1 of the cube will be lit.

To understand the solution to a puzzle, think of the LIGHTS OUT CUBE puzzle display in terms of numbers. Each button (or light) on the cube can be assigned a number from 1 to 54 (see adjacent illustration)



For Puzzle 1 (Mode 1), you should see buttons numbers 11, 13, 14, 15, and 17 lit up on your display.

Since your goal is to shut off the lights in the fewest moves possible, you will need to decide which buttons to press. Remember, each button press effects the surrounding buttons, so play your moves carefully. For example, if button 14 is pressed, all of the lights on the cube will be shut off. Congratulations...you just solved PUZZLE 1.

## LOOPING-

Since the CUBE is 3-dimensional, you have to consider the LOOPING feature that creeps up in more advanced puzzles. In a typical puzzle, you'll see that pressing a button has an effect on adjacent lights. But, since this is a cube, buttons on the outer rows of each side "wrap-around" to the next side. So, a button on the right side of FACE 3 is also adjacent to buttons on FACE 2, and possibly FACE 5 if its in the top row. Keep this in mind when solving a puzzle. You'll soon find yourself twisting and turning the cube to "chase" the lights until they are all out.

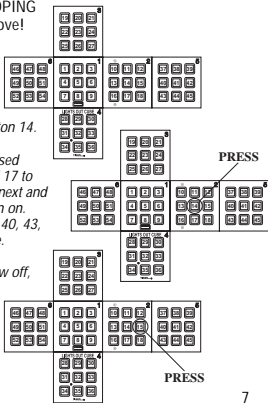
## SOLVING A PUZZLE (This example is for Puzzle 11)

Follow the steps below to solve this puzzle in 4 steps -- the minimum number of moves! This puzzle will be tougher, since it uses the LOOPING feature described above!

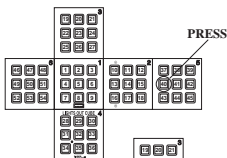
*STEP 1* When you start, buttons 11, 12, 13, 15, 17, 18, 37, 38, 40, 42, 43, and 44 will be lit. Press button 14.

*Pressing button 14 caused buttons 11, 13, 15, and 17 to shut off, and the lights next and below button 14, to turn on. Buttons 12, 18, 37, 38, 40, 43, and 44 stayed the same.*

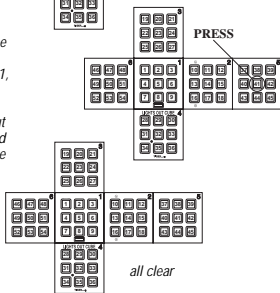
*STEP 2* Button 15 is now off, but 14 is lit. Press button 15. Button 15 will turn on. Buttons 12, 14, 18, and 40 will turn off and buttons 37, 38, 42, 43, and 44 will stay the same.



**STEP 3** Press button 40. Now buttons 38, 40, 41, 42, and 44 are lit. Now you have 5 buttons to go.



**STEP 4** This is your final move. The only lights on the board are 38, 40, 41, 42, and 44. Press button 41. All the lights have gone out and you have turned the Lights Out in the minimum number of moves! You should see a "victory" pattern of lights chasing around the entire display -- Now you can move on to puzzle 2!



After a puzzle has been solved in MODE 1, you can try to improve your solution by accessing that puzzle again in MODE 1. To select a played puzzle, just press the button number corresponding to the puzzle number during puzzle selection. The game will then start with that puzzle again -- there's no need to press the START button.

Since the CUBE has 6 sides (numbered 1-6) with 9 buttons on each face, figure that the buttons are numbered this way

FACE 1 #1-9

FACE 2 #10-18

FACE 3 #19-27

FACE 4 #28-36

FACE 5 #37-45

FACE 6 #46-54

Note - You cannot select a puzzle number higher than the last puzzle you were working on. For example, if the last puzzle you complete is number 12 in MODE 1, you cannot select puzzle 14 until you solve 13 first!

Remember, if necessary, you can always shut off the game and it will return you to the beginning of the last puzzle you were working on when you're ready to play again! Your Lights Out Cube game will shut-off automatically after 3 minutes of non-play.



## THE HELP FEATURE

If you seem to be stuck on a puzzle, this is a good way to get you back on the right track. The Help feature can be used in MODES 1 and 2 only on puzzles requiring 6 moves or more. However you cannot receive help for the last puzzle, puzzle #54.

When you start a puzzle, you can either jump right in by pressing the START button or you can start a puzzle by pressing the HELP button instead of the START button in order to get advice. When you press HELP instead of START to begin a game, the computer will show you the best possible move to make, and then automatically make that move for you. Remember, this help feature can only be used at the beginning of a puzzle (that means when a puzzle starts, before you make a move. Pressing a button makes the HELP feature INACTIVE).

## THE SAVE FEATURE

As we mentioned, you can shut off the game and return to the "current" puzzle at any point. There are a few exceptions, however. This save feature will not work in MODE 3 with the player-created puzzles, and the game will be reset when the batteries are removed for replacement.

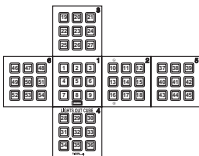
## SELECTING PUZZLE MODES

Now that you have solved a puzzle in Mode 1, it is time to learn how to access each of the 3 different Puzzle Modes in the LIGHTS OUT CUBE.

After turning "the Cube" on, pressing the GAME button automatically defaults you to MODE 1. Press GAME again to bring up MODE 2, and a third time for MODE 3.

Mode 1 lets you try to solve 54 pre-programmed puzzles, each one more difficult than the last. Solving a beginning puzzle can be as few as 1 step, while the more advanced puzzles could require 10 steps!

*This Lights Out Cube diagram indicates you are on puzzle 17 in Mode 1 which should require 6 steps to solve!*



During game play, you can escape from the current puzzle and select another puzzle to play. You can choose any puzzles ranging from the 1st to your highest achieved one. (You cannot select a puzzle higher than your LAST SOLVED PUZZLE)

For selecting the first 9 puzzles, press PUZZLE, then the desired puzzle number (on FACE 1) to start the game. For the next 9 puzzles, you can input the number by pressing a button on FACE 2.

This follows for all puzzles through #54.

For example,

For puzzle #17, press the bottom-middle button on FACE 2.

Or for puzzle #28, press the top-left button on FACE 4.

If the selected puzzle number is bigger than the most updated puzzle number, then it is an invalid input and you will hear a "beep" sound. You then should input a puzzle number again. If the input is valid, the game starts again.

You can restart the game by pressing the ON/OFF/RESET button for over 2 seconds and then pressing the number button of the puzzle.

To change the mode in the middle of a game, the easiest way is to turn off the unit, then turn it back on and press the GAME button to select game. Or if in mode 1 or 2, holding the ON/OFF/RESET button over 2 seconds causes the unit to go back to the puzzle selection mode. Holding the ON/OFF/RESET button over 2 seconds again causes the unit to go back to the beginning. Then you can select your game mode again.

## REMEMBER

The challenge of The Lights Out Cube is to solve a puzzle in the minimum number of moves required. When you solve a puzzle in the minimum number of moves, you will be rewarded with a blinking light show chasing around the entire display. The Lights Out Cube will then automatically display the next puzzle! If you go over the minimum number of moves, the number of moves you exceed by will flash on your display, but you can still proceed to the next puzzle as long as you do not exceed 10 moves!

For example, solving a 4 step puzzle in 6 steps will display two blinking lights! If you solve a puzzle in more than 10 steps over the minimum number of moves, a lighted "X" will appear on screen and you will have to try again before

advancing to the next puzzle! Up to 8 excess moves will register on the game board.

## **MODE 2**

MODE 2 is similar to MODE 1, except that all the puzzles are randomly generated by the computer. You will be able to tell how many moves are required to solve a puzzle right before the puzzle appears as you did in MODE 1 (see previous charts).

NOTE: When you access MODE 2, the default game, or first game in MODE 2, the computer allows you to do the same puzzle level you achieved in MODE 1. So if you have solved puzzle 8 in MODE 1, then you can play puzzle number 9 in either MODE 1 or MODE 2.

In Mode 2, you can go back to any puzzle level up to the last puzzle level you achieved in Mode 1. To select a previous puzzle, you need to hold the ON/OFF/RESET button for over 2 seconds, and then press the number button of that puzzle. The game then starts automatically.

## **MODE 3**

Your career as a "Cubist" takes on a whole new dimension in mode 3, which you could call the "Lights In" mode, since you are now given the chance to input your own puzzles to challenge yourself and your friends! Of course, you have to figure out how to solve them too, so don't try to get too tricky!

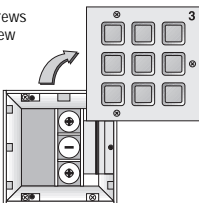
When you select MODE 3 with the GAME button and push START, you are able to press as many of the buttons on the keypad as you like. Each time a button is pressed once, it will light up. When you have finished creating, you press the START button again -- but this time you need to hold the START button for over 2 seconds so that the unit knows you are trying to start the game instead of adding to your puzzle creation!

There are no minimum moves required in the game. Once you clear the board, you will have successfully completed that particular game and you will see the "Lights around the board" reward finish!

Note: it is possible to create a puzzle that is so difficult, it may not have an answer! We recommend creating easy puzzles first, then work your way up to more advanced puzzle types.

## INSERTING THE BATTERIES

1. Unscrew the 3 battery screws using universal philip screw driver.
2. Open the battery door.
3. Replace three pcs 1.5V "AA" batteries or LR06 with battery polarity marking indicated in the compartment.
4. Close the battery door and fasten the battery screws using universal philip screwdriver.



### 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 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.

## DEFECT & DAMAGE

If a part of your 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. (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.\$20.00.

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:

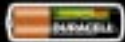
**TIGER ELECTRONIC TOYS, REPAIR CENTER**  
980 Woodlands Parkway, Vernon Hills,  
Illinois 60061, U.S.A.

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.

**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.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**TIGER RECOMMENDS**



®, TM, © 1997 TIGER ELECTRONICS, INC.

All rights reserved.

980 Woodlands Parkway,

Vernon Hills, Illinois 60061, USA.

[www.tigertoys.com](http://www.tigertoys.com)

© 1996 TIGER ELECTRONICS (UK) LLC.

Belvedere House, Victoria Avenue,

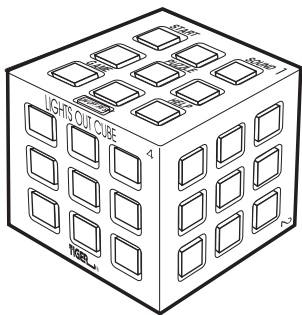
Harrogate, North Yorkshire, HG1 1EL

**PRINTED IN HONG KONG**

75092001IWTIE-01

MODEL 7-592  
Ages 8 and up

# LIGHTS OUT



# OUT CUBE TM

## THERE'S A NEW CUBE ON THE BLOCK!

LIGHTS OUT enters the next dimension with the LIGHTS OUT CUBE! Have you got what it takes to solve 200 quadrillion possible puzzles? Hold it in your hands -- turn it over and around, twist it, -- become mesmerized by its infinite challenges!

Get your thinking cap out, and get ready to put the LIGHTS OUT...

Cube-style!