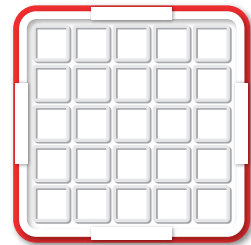


LASER MAZE™

BEAM-BENDING LOGIC GAME

INCLUDES:

Game Grid



60 Challenge Cards with Solutions & Symbols Key Card



Game Tokens - 11 Total



Laser - 1



Target/Mirror - 5



Beam Splitter - 2



Double-Mirror - 1



Checkpoint - 1



Cell Blocker - 1

TOKEN GUIDE:



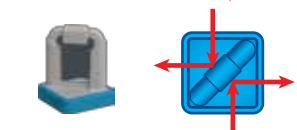
LASER: Provides the laser beam. Push the button at the top of this token to engage the beam.



TARGET/MIRROR: Can be used as a target, a mirror, or both. Only the transparent red side of the token is a valid target.



BEAM SPLITTER: Splits the beam in two paths. One path is reflected 90 degrees and the other path passes straight through the token.



DOUBLE-MIRROR: Both sides of this token reflect the beam 90 degrees.



CHECKPOINT: Serves as a token that the laser beam must pass through.



CELL BLOCKER: Prevents other tokens from being placed in the cell which it inhabits. This token will not block the path of the laser.

Lights and mirrors may make it feel like magic, but it's really science and a good dose of brain power that's needed to direct the laser beam through this series of mind challenging mazes. Get ready for a satisfying mental workout as you flex your strategic thinking muscles and ignite the targets and your mind!

OBJECT:

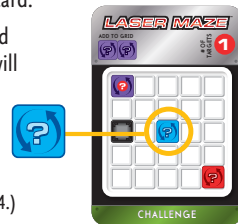
For each challenge, arrange the laser and specified tokens on the grid in order to activate (light up) the indicated number of targets.

SETUP:

Note: The first time you play, pull the tab from the bottom of the laser token to activate the battery.

1. Select a challenge card and place it in the card slot at the top of the game grid for easy reference.
2. Set up the tokens on your grid to match the symbols illustrated on the challenge card.

NOTE: The exact location and orientation of some tokens will be given. However, if the symbol contains a question mark, it is up to you to figure out the orientation. (See Symbols Key Card on page 4.)



3. Select the tokens underneath the words "ADD TO GRID" for use in this challenge. Any remaining tokens will not be used.



4. Make a mental note of the "# OF TARGETS" identified for the challenge.

SYMBOLS KEY CARD:

The Symbols Key Card is your quick reference guide to the symbols on the challenge cards.



If a symbol shows the outline of the token, you must place the token in the cell indicated in the orientation pictured on the challenge card.



If a symbol contains a question mark, you must figure out the correct orientation.

NOTE: The Target/Mirror token has two uses and can be represented by four different symbols:



These two symbols mean you must use this token as a target. (But it may also be used as a mirror.)



These two symbols mean you need to determine whether to use the token as a target, a mirror or both.

ThinkFun's Mission is to Ignite Your Mind!®

ThinkFun® is the world's leader in addictively fun games that stretch and sharpen your mind. From lighting up young minds to creating fun for the whole family, ThinkFun's innovative games and mobile apps make you think while they make you smile.



www.ThinkFun.com



© 2012 ThinkFun Inc. All Rights Reserved.
MADE IN CHINA, 104. #1004. IN02.

STEPS TO PLAY:

- Each token is designed with a special function. Before beginning, play with the various tokens on the grid and gain an understanding of how they work. On page 2 you will see a Token Guide. In addition, the Symbols Key Card can be used as a handy reference for identifying the tokens.
- Place the specified tokens on the game grid. As you place each token, think carefully about how position and function can be used to direct the laser beam(s). Take your time and follow these simple rules:

- The tokens shown on the grid in the challenge card illustration must stay in their fixed location. If the symbol contains a question mark, they may be rotated, but they can not move to a different cell.
- You must place all of the tokens specified under "ADD TO GRID".



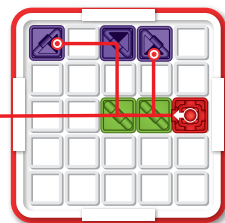
Incorrect:
Only 1 of the 3
"ADD TO GRID"
tokens is used

5

- You must activate the exact number of targets specified on the challenge card.

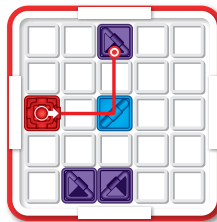


Incorrect:
Only 2 of the 3 required
targets are activated

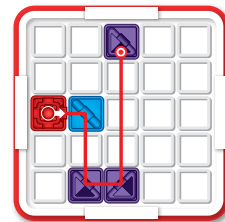


- The laser must touch all of the tokens shown on the challenge card at least once (excluding the Cell Blocker).

Incorrect:
2 tokens are not used



Correct:
All tokens are used



6

- Once you think you've correctly arranged the tokens on the grid, push the button on top of the laser token to engage the beam.

- If the correct number of targets are activated and the laser beam touches all of the tokens on the grid (excluding the Cell Blocker) – **YOU WIN!**

CHECK YOUR SOLUTION:

Remember, there is only one correct solution for each challenge. So when you solve a challenge, flip the card over to see if your solution matches!

ABOUT THE INVENTOR:

Laser Maze™ was invented by Luke Hooper, lead designer at Tekspire Design. A biomedical and mechanical engineer, Luke got started designing strategy games with his invention of **The Laser Game: Khet®**. Through his work, Luke continues to create products that integrate the latest technology into play. He hopes Laser Maze will help achieve his goal of changing the way people see the world through innovative play.

CHALLENGE DEVELOPMENT BY:

Wei-Hwa Huang, Tyler Somer, Luke Hooper, and Tanya Thompson.

7

BATTERY REPLACEMENT:

1.5V 2 x AG13



IMPORTANT: BATTERY INFORMATION ⚠ CAUTION

- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
- Remove batteries if product is not to be played with for a long time.
- Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
- Remove exhausted or dead batteries from the product.
- Do not short-circuit the supply terminals.
- Do not use rechargeable batteries.
NON-RECHARGABLE BATTERIES ARE NOT TO BE RECHARGED.



This Device complies with
21CFR part 1040.10 and 1040.11

Caution-use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAN ICES-3 (B)/NMB-3(B)

8



INSTRUCTION MANUAL

LASER MAZE

BEAM-BENDING
LOGIC GAME



AGES
8 to adult
single player