Ages 9 & up

LIGHTS OUT™

3D

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Introduction

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Welcome to Lights Out 3D from Tiger Interactive. Lights Out 3D presents you with over one hundred million puzzles with 3D animation, graphics, and sound. Lights Out 3D offers several graphic environments, which you will experience as you advance through ever more difficult puzzles. You can get hints (except for the final few steps of a puzzle) if you're stuck, check your score to evaluate your expertise, even create your own puzzles. Play with a friend or play against the computer. Either way, Lights Out 3D provides hours of challenge and fun.

System Requirements

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Lights Out 3D requires the following minimum system configuration:

PC USERS

- 486-DX2- 66Mhz processor or better
- 8 MB of RAM
- 5 MB virtual memory
- SVGA graphics card and compatible monitor
- Display set to 640x480, 256 colors
- Mouse or compatible pointing device
- Double-speed CD-ROM drive or better
- SoundBlaster™ 16-compatible audio card
- Windows 3.11™ or later operating system
  Note: This product is fully compatible with Windows 95™
- Apple® QuickTime 2.0™ or later

MACINTOSH® USERS

- 68030-33Mhz processor or better
- 8MB of RAM 640x480,
- 256-color graphics card with compatible monitor
- Mouse or compatible pointing device
- Double-speed CD-ROM drive or better
- System 7.1 or later operating system
- Apple QuickTime 2.0 or later

Installation

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The Lights Out 3D CD-ROM disk included with this package is a "hybrid" that contains both PC and Macintosh™ versions of the program. Note: If, after installing the game, you have trouble with the program, please refer first to this manual for possible solutions. If the problem is of a technical nature, please read the section of the manual entitled Technical Notes. If you cannot resolve the problem after consulting the manual, refer to the Technical Support section of this manual for information about how to get in touch with the technical support staff at Tiger Interactive.

PC USERS

1. If you are using Windows 95, the installation program launches automatically when you insert the CD-ROM disk into the CD-ROM tray and close the tray. If you are using Windows 3.11 (or later), insert the CD-ROM disk into the CD-ROM tray, close the tray, and select RUN from the FILE menu. Type D:\INSTALL.EXE and click **OK**. Note: If your CD-ROM drive has a designation other than "D," substitute the correct designation.

2. Follow the on-screen instructions to complete installation. A complete installation (including QuickTime) requires about 5 MB of hard drive space.

NOTE: Lights Out 3D requires Apple QuickTime 2.0 (or later). QuickTime is included on the Lights Out 3D CD-ROM disk. During the installation process, you will encounter a dialog box with **EASY**, **NO QUICKTIME**, and **QUICKTIME ONLY** options. If you do not have QuickTime installed on your computer or if you're not sure whether you do or not, click the **EASY** button, which will install both Lights Out 3D and QuickTime. If you already have QuickTime 2.0 or later installed on your computer, click the **NO QUICKTIME** button, which will install only the Lights Out 3D program. If you've already installed the game, but need to install QuickTime, click the **QUICKTIME ONLY** button.

MACINTOSH USERS

1. Insert the Lights Out 3D CD-ROM disk into the CD-ROM tray and close the tray.
2. The CD-ROM disk contains two items: the Lights Out application (with the message "DRAG TO DISK" to its right) and a folder named "PUT IN SYSTEM FOLDER." Drag and drop the Lights Out application onto your hard drive.
3. Lights Out 3D requires Apple QuickTime 2.0 (or later) in the EXTENSION folder, which is located within the SYSTEM folder on your hard drive. If QuickTime already is installed on your computer, you need not do anything with the folder named "PUT IN SYSTEM FOLDER." If QuickTime is not already installed on your computer, you need to install it from the Lights Out 3D CD-ROM disk. To install QuickTime, first double-click your hard drive icon, then double-click the SYSTEM folder on your hard drive. Next, double-click the "PUT IN SYSTEM FOLDER" on the Lights Out 3D CD-ROM disk. From the EDIT MENU on your desktop, click **SELECT ALL**, which will highlight all of the items in "PUT IN SYSTEM FOLDER." Now drag and drop the highlighted items into the EXTENSION folder.

Technical Notes

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- Make sure that you have at least 5 MB of space on your hard drive for a complete installation.

- Ensure that your display is set to 640x480 and 256 colors. If you have a PC running Windows 95, you can check the display by selecting **SETTINGS** from the START MENU, then select **CONTROL PANEL**. Double-click the **DISPLAY** icon. Then select the SETTINGS file tab. On the SETTINGS MENU, if "256" appears next to "Color palette" and "640x480" appears under "Desktop area," you need not make changes. If your display is set to something other than 256 colors and 640x480 resolution, you need to change the display setting in order to play Lights Out 3D. To change resolution, click and drag the slider under "Desktop area" until "640x480" appears. To change the display, click the "down" arrow next to "Color palette" and select "256 colors" from the drop-down menu. If there is no "256 colors" option on the drop-down menu, click the **CHANGE DISPLAY** button. Click the **CHANGE** button under "Adaptor type." Make sure that you have the disks that came with your video card handy and then click the **HAVE DISK** button. Follow the on-screen prompts, then select "Super VGA 640x480 256 colors" from the list of available drivers, and complete the installation by following the on-screen prompts.

PC users running Windows 3.11 (or higher) can check the display by double-clicking the MAIN folder on the desktop, then double-clicking the **WINDOWS SETUP** icon. If the "Display:" cell lists "Super VGA 640x480 256 colors," you need not make changes. If your display is set to something else, you need to change the display setting in order to play Lights Out 3D. To change the setting, select **CHANGE SYSTEM SETTINGS** from the OPTIONS MENU in the setup window. Click the "down" arrow next to the "Display:" cell and select "Super VGA 640x480 256 colors" from the drop-down menu. You may be prompted for your Windows disks or the disks that came with your video card in order to install the driver. Follow the on-screen instructions.

Macintosh users can check their display setting by selecting **CONTROL PANELS** from the APPLE MENU on the desktop. Then select **MONITORS** from the list of control panels available. Ensure that the number next to "Colors" reads "256." Click the **OPTIONS** button and ensure that the "Select a monitor setting:" cell reads "640x480."

- PC users should make sure that virtual memory is enabled and set to a memory size of at least 5 MB. If you're running Windows 95, select **SETTINGS** from the START MENU, then select **CONTROL PANEL**. Double-click the SYSTEM icon. Click the PERFORMANCE file tab. Click the **VIRTUAL MEMORY** button. If "Let Windows manage my virtual memory settings (recommended)" is selected, you shouldn't have any problems running Lights Out 3D. If "Let me specify my own virtual memory settings" is selected, make sure the "Minimum" is set to at least 5 MB. Use the scroll arrows to increase the minimum if necessary and then follow the on-screen prompts.

  If you're running Windows 3.11 (or higher), double-click the MAIN folder on the desktop, then double-click the **CONTROL PANEL** icon. Double-click the **386 ENHANCED** icon in the Control Panel. Then click the **VIRTUAL MEMORY** button. If virtual memory is set to less than 5 MB (5,000 KB), click **CHANGE** and type in at least "5,000" (KB), then click **OK** and follow the on-screen prompts.

- Macintosh users who experience memory problems can allocate more memory to the application by highlighting the Lights Out icon on the hard drive (after installation) and then selecting **GET INFO** from the FILE MENU on the desktop. In the "Preferred Size" field, you can increase the memory allocation.

- This CD-ROM disk was designed to work on computers with 8-bit display and at least 8 MB of RAM. If you are using 16-bit display and experience any problems, try setting your display to 8-bit.

Getting Started

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Once you have installed Lights Out 3D, the program launches automatically whenever you insert the CD-ROM disk into the CD-ROM tray and close the tray if you are using a PC with Windows 95. Windows 95 users also can launch the game by highlighting Lights Out InterActive on the START MENU program list, then selecting the Lights Out application icon. If you are using a PC with Windows 3.1 (or later) or a Macintosh, double-click the Lights Out application icon from the folder in which you installed the game to launch the program. Regardless of the system you have, the Lights Out 3D CD-ROM disk must be in the CD-ROM drive in order to play the game.

After the loading screens, you'll reach the MAIN MENU. To skip these loading screens and go directly to the MAIN MENU, simply press the spacebar when the program begins to load. Note that you also can skip animation sequences that appear before some of the individual games by pressing the spacebar.

To dive right in and try out a game, click the green button next to **NEW** on the MAIN MENU (which takes you to the GAME SCREEN) to start the default Classic Lights Out game, played with the cross effect pattern on a 5x5 matrix. You can select any other type of game or mode of play from the GAME SCREEN by clicking on the GAME button.

Object of the Game/How to Play

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Lights Out is a puzzle game played with game pieces (called "buttons") on a matrix (grid) playing area. In each game, there are two sets of buttons - those considered to be "lit" and those considered to be "unlit." The object of the game is to "turn off" all of the lit buttons (so that all game pieces on the matrix are of the same "unlit" color and/or shape) in a minimum number of steps. You turn buttons on or off by pointing the cursor on a game piece and clicking the mouse button. (The only exceptions are the *Fliput* and *Lights In* games - read the section entitled *Types of Games* for further information.) Clicking on a "lit" or "unlit" game piece changes not only the game piece that you clicked, but also adjacent game pieces as well. Notice that the change creates a certain pattern. There are two "effect patterns" with which the game can be played: the + (cross) effect pattern and the **X**

(diagonal) effect pattern. If you click the game piece in the middle of the effect pattern, all the lit game pieces that are part of the pattern turn off, and all of the unlit game pieces in the effect pattern turn on. Clicking on a game piece that is lit turns it off. Clicking on a game piece that is unlit turns it on. Remember, clicking on a game piece affects the game pieces directly above, below, or next to it (+ effect pattern) or diagonally adjacent to it (**X** effect pattern). The effect pattern that you choose has no effect on the goal of the game.

There are lots of types of games from which to choose. You can find a detailed description of how each game works and its specific goal in the section of the manual entitled Types of Games. In any type of game, puzzles appear in order of the number of steps required to solve the puzzle beginning with puzzles that require the fewest steps. Puzzles are divided into levels and generally include three puzzles in each level.

The playing area consists of four types of matrices: 5x5, 6x6, 7x7, and, for the Fliput game only, 8x8. Game logic remains the same regardless of the size of the matrix. Almost all of the different games can be played in all of the matrix sizes. The bigger the matrix, the more puzzles and levels of difficulty there will be.

The Main Menu

The MAIN MENU includes the options **NEW**, **LOAD**, **HELP**, and **QUIT**. To select an option, move the mouse pointer to the button that designates the option you want and click the left mouse button. This point-and-click interface is used throughout the game.

If you're playing for the first time, click the **NEW** button, which takes you to the GAME SCREEN. If you played before and saved your user information, click the **LOAD** button, which takes you to the LOAD SCREEN where you can load the puzzle that you want to play. Here's a little more information about each of these options:

NEW
LOAD
HELP
QUIT

LIGHTS OUT

NEW

This option leads to the first puzzle in the *Classic Lights Out* game, played with the cross effect pattern on the 5x5 matrix.

LOAD

Select a user name from the LOAD SCREEN to retrieve information about that particular user. A table shows how far the selected player has advanced in each type of game and effect pattern. Use the table to load a particular type of game, starting at the last "PRE-PROGRAMMED" puzzle solved by that player. Another table gives access to new puzzles entered and saved by the selected player using the *Insert Puzzle* game. Note that if you have not entered user information, you will get the error message "There is no file to load." Simply click **OK** to return to the MAIN MENU.

HELP

Select this option go to a menu that offers ON-LINE HELP, the TUTORIAL, the ABOUT screen, and the BUTTON INDEX. From this menu, select **BACK** if you want to return to the MAIN MENU. See the section of the manual entitled *The Help Menu* for further information.

QUIT

Click the **QUIT** button to exit the program (you are given options to quit with or without saving before exiting the program).

The Game Screen

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The GAME SCREEN includes the matrix on which the game is played, the "Infobox," and buttons that lead to other areas and menus of the program, all of which are explained in the following paragraphs.

THE MATRIX

The matrix is the Lights Out "playing field." This is the area where you actually play the game by moving the mouse pointer to the game piece you wish to "turn on" or "turn off" and clicking the mouse button to change the

selected game piece (as well as adjacent game pieces depending on the effect pattern that you have chosen). Watch and listen to the TUTORIAL, which will help you get a feel for the game.

THE INFOBOX

The infobox, located on the right side of the GAME SCREEN, displays information about the type of game being played, the puzzle number, the optimal (minimum)number of steps required to solve the puzzle, the number of steps you've made so far, and the number of extra steps that you've made beyond the optimal number of steps required.

The infobox can be minimized from the SETTINGS SCREEN, or by clicking the round button at the bottom of the infobox on the right side. If you minimize the infobox, it will include only a small counter that displays the number of steps made. Click the round button again to restore the entire infobox to the screen.

To change the "TYPE OF GAME:" from the infobox, click the scroll arrows above or below the current game type until the desired type of game appears. The new game type will have the same effect pattern and matrix size as the previous type of game. You also can change the type of game, as well as the matrix size and the effect pattern, from the GAME MENU. Click the **GAME** button to reach the GAME MENU. To change the type of game to *Lights In, Insert Puzzle, 2 Players, Fliput,* or *3 Color,* you will have to do so from the GAME MENU (although you can change to a 3 Color game using the "TYPE OF GAME:" scroll arrows if the matrix size is 6x6). Only *Classic, Lit Only, Toggle, Looping,* and *3 Color* (when already in a 6x6 matrix) games can be selected with the "TYPE OF GAME:" scroll arrows on the GAME SCREEN.

In addition, you can change the puzzle number by clicking on the scroll arrows to the right of the current puzzle number until the puzzle number that you want appears in the "PUZZLE NUMBER:" cell. Note that you can select only puzzle numbers that you have already completed or the current puzzle number. You cannot skip ahead to higher-level puzzles.

The "OPTIMAL NUMBER OF STEPS:" cell shows the minimum number of steps required to solve the current puzzle. The "STEPS MADE:" cell displays the number of steps you have taken so far. The counter stops at 99 steps, although you can continue to play beyond that number. The "EXTRA STEPS:" cell shows the number of steps you have taken beyond the optimal number of steps required to complete the puzzle. At the top left corner of the screen, you will see the current effect pattern (**+** or **X**). You can change the effect pattern only from the GAME MENU.

GAME SCREEN ACTIVE BUTTONS

START, HINT, GAME, and **MENU** buttons appear at the bottom of the GAME

SCREEN. If you click the **MENU** button, a second set of active buttons appears, including **FILE, SETTINGS, HELP,** and **BACK**. A description of the function of both sets of buttons follows.

START

To restart the current game from the beginning, click the **START** button. You might want to restart a game if you're not happy with your current attempts to solve the puzzle.

HINT

If you're stuck, click the **HINT** button to get back on track. The hint function shows you the best possible step to make by making the game piece on the matrix that you should click next blink. Execute the step suggested before clicking the **HINT** button again. For 3-5 step puzzles, you can get hints all the way to the end of the game. For puzzles that require more than five steps to resolve optimally, you can get hints until the last five steps required to solve the puzzle. From that point on, no hints are available. In addition, hints are not available at all for *Lit Only, Toggle, Insert Puzzle, Lights In, 2 Players,* and two-player *Fliput* games. When no hint is available, the **HINT** button is dimmed and clicking it results only in a "beep."

GAME

Use this button to reach the GAME MENU, where you can select game type, effect pattern, "PRE-PROGRAMMED" or "RANDOMIZED" puzzles, and the size of the matrix. This menu is described in detail later in the manual in the section entitled *The Game Menu.*

MENU

This option brings up a new set of active buttons, including **FILE, SETTINGS, HELP,** and **BACK**.

FILE

If you click the **FILE** button, a menu appears with **NEW, SAVE, LOAD, STATISTICS, QUIT,** and **BACK** options. These options are described in greater detail later in the manual in the section entitled *The File Menu.*

SETTINGS

This button brings up a menu of configuration options. From the SETTINGS MENU, you can turn the infobox on or off, turn sound on or off, turn button (game piece) animation on or off, or select buttons that can be used while playing *Classic Lights Out, Lit Only, Toggle,* or *Looping.* These selections are described in the section of the manual entitled *The Settings Menu.*

HELP

If you click the **HELP** button, a menu appears that offers ON-LINE HELP, the TUTORIAL, the ABOUT screen, and the BUTTON INDEX, which are all described in further detail in the section of the manual entitled *The Help Menu*.

BACK

Click the **BACK** button to return to the first set of GAME SCREEN active buttons.

The Game Menu

From the GAME MENU (reached by clicking the **GAME** button on the GAME SCREEN), you can choose the type of game you'd like to play, the matrix size, the mode of play ("PRE-PROGRAMMED or "RANDOMIZED"), and the effect pattern (+ or X). After completing your selections, click the **PLAY GAME** button to start the game.

TYPE OF GAME & MATRIX SIZE

There are nine types of games *(Classic, Lit Only, Toggle, Looping, Lights In, 3 Color, Insert Puzzle, 2 Players, and Fliput)* and four matrix sizes (5x5, 6x6, 7x7, and, for *Fliput* only, 8x8). Matrix size refers to the size of the grid on which the game is played. For example, a 5x5 matrix includes five rows and five columns of game pieces (a total of 25 game pieces). Most of the games can be played in 5x5, 6x6, or 7x7 matrix sizes according to your choice, except for *Lights In* (5x5 only), *3 Color* (6x6 only), *2 Players* (6x6 only), and *Fliput* (8x8 only). For a description of each type of game, see the section of the manual entitled *Types of Games*.

To select a particular game, click the desired matrix size cell from the three matrix size columns to the right of the type of game that you want to play. When you click one of the cells, both the matrix size cell and the type of game cell turn orange to indicate the active selection.

MODES OF PLAY

Lights Out 3D includes two modes of play: "PRE-PROGRAMMED" and

"RANDOMIZED." "PRE-PROGRAMMED" puzzles come up sequentially in order of difficulty in terms of the number of optimal steps required to solve the puzzle. When you play "PRE-PROGRAMMED" puzzles, the first puzzle of each game type that appears requires the fewest steps to solve.

In "RANDOMIZED" mode, puzzles requiring the same number of steps for optimal solution appear randomly within each game type that supports the "RANDOMIZED" option. The first puzzle that appears on the matrix will require the same number of steps as the last puzzle you played in "PRE-PROGRAMMED" mode. The "RANDOMIZED" option is available only for *Classic, Lit Only, Toggle,* and *Looping* games. When you play in "RANDOMIZED" mode, an **R** button appears in the infobox instead of a puzzle number on the GAME SCREEN. To move on to a new puzzle, which will require the same number of steps for optimal solution as the previous puzzle, click the **R** button. If you want to solve puzzles that require fewer steps for optimal solution, click the "down" scroll arrow next to the "OPTIMAL NUMBER OF STEPS:" cell in the infobox. If you wish to get back to the highest level you have achieved, click the "up" scroll arrow.

In "RANDOMIZED" mode, when you use the "TYPE OF GAME:" scroll arrows in the infobox to change the type of game, notice that the "OPTIMAL NUMBER OF STEPS:" cell changes along with the type of game. This is because you only can play games in "RANDOMIZED" mode that match the highest number of optimal steps for solution (or fewer) that you have achieved in "PRE-PROGRAMMED" mode for each type of game.

If you're unhappy with your effort to solve a puzzle in either "PRE-PROGRAMMED" or "RANDOMIZED" mode, click the START button. The same puzzle will reappear on the matrix with the "STEPS MADE:" cell reset to "0."

EFFECT PATTERN

There are two effect patterns available: + (cross) and **X** (diagonal). Clicking on a game piece affects the game pieces directly above, below, or next to it (+ effect pattern) or diagonally adjacent to it (**X** effect pattern). When you click a game piece, all of the lit game pieces that are part of the effect pattern turn off, and all of the unlit game pieces turn on. Clicking on a game piece that is lit turns it off. Clicking on a game piece that is unlit turns it on.

To select an effect pattern, click on the pattern you want (+ or **X**), located above the words "Effect Pattern" on the right side of the GAME MENU. The cells of the pattern selected appear in red.

PLAY GAME

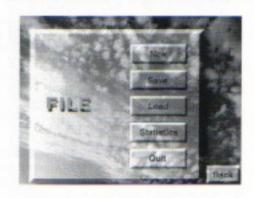When you have finished with your selections on the GAME MENU, click the **PLAY GAME** button to start the game.

The File Menu

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To reach this menu, which includes the options **NEW, SAVE, LOAD, STATISTICS, QUIT**, and **BACK**, click the **MENU** button from the GAME SCREEN to bring up the second set of buttons, then click the **FILE** button. A description of FILE MENU functions follows.
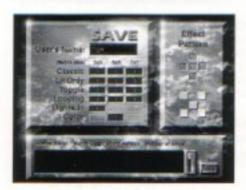

NEW

This option leads to the first puzzle in the *Classic Lights Out* game, played with the cross effect pattern on the 5x5 matrix. You can use this button to start over under a different user name. This option also appears on the MAIN MENU.

SAVE

Click this button to reach a screen that allows you to enter and save your "USER'S NAME" and save your game information. Game information can be saved only for "PRE-PROGRAMMED" puzzles of the *Classic, Lit Only, Toggle, Looping, Lights In*, and *3 Color* game types. Note that you must save a user name to be able to retrieve games that you've already played, to save game scores, and to save puzzles of your own creation.

To save a "USER'S NAME" and game information, first type the name in the "USER'S NAME:" cell. (Normal word-processing keys such as the backspace key and the delete key function as you would expect in the "USER'S NAME:" cell.) Click the **BACK** button. A dialog box appears with the prompt "*Are you sure you want to save?*" Click the **YES** button to save your user information. Then click the **BACK** button on the FILE MENU to return to the GAME SCREEN. If you click the **NO** button, your user information will not be saved and you'll go back to the FILE MENU.

You can save up to 13 user names. Once you've reached 13 names, you must delete a user name before you can add a new one. To delete a name, first type the new user name that you want to add and then click **BACK**. Click the **YES** button when the "*Are you sure you want to save?*" prompt appears. Click the OK button when "THE USER'S LIST IS FULL!" prompt appears. The list of user names appears. Click the user name that you want to delete, then click the **YES** button at the "*Are your sure you want to delete the selected user?*" prompt. The selected user name is deleted and the new name is entered automatically onto the list of user's names. (Click the **NO** button if you decide not to delete a user name.) If you've deleted a user name and added a new user name, you still need to save the new user name by clicking the **BACK** button and then clicking the **YES** button at the "Are you sure you want to save?" prompt.

LOAD

Click the **LOAD** button to open a screen from which you can load saved game information for a particular user name. To load, click the arrow to the right of the "USER'S NAME:" cell, which will open a complete list of saved user names. Click on the user name you want to load.

Once the user's information loads, a table appears with information about the games that the user has played. The table shows how far a user has advanced in each type of game by effect pattern used. Note that you can load only the puzzles that you solved and saved in "PRE-PROGRAMMED" mode. The number of the last PRE-PROGRAMMED puzzle played and solved appears in red. To look at games you've played with a different effect pattern, just click on the effect pattern cell you want on the right side of the screen. The table then displays games played with the selected effect pattern. The cells of the selected effect pattern appear in red. To return to any game listed in the table, click the number in the cell of the game that you want.

The lower table on the LOAD MENU lists *Insert Puzzle* games that the current user has created and saved. To return to one of these games, click the puzzle that you want to play. To scroll through the list of puzzles available, click and drag the slider that appears to the right of the table.

Click the **BACK** button to return to the FILE MENU (or to the MAIN MENU if you

entered the LOAD MENU from there rather than from the FILE MENU).

STATISTICS

Click this button to display a screen that
tracks your scores by type of game, by
matrix size, and by effect pattern. The
number in each cell in the table shows you
the total points you've accumulated for
each type of game in each matrix size for
the selected effect pattern. The "TOTAL
SCORE:" cell represents the sum of scores
from all of your games regardless of game
type, matrix size, or effect pattern. The cells
of the selected effect pattern appear in
red. To look at scores for the other effect
pattern, just click on the "EFFECT PATTERN"
cell you want on the right side of the screen. The table then displays scores you've
earned in the other effect pattern.

The table displays scores only for the current player. If you wish to see scores for
other user names, load the user name that you want from the LOAD MENU and
then return to the STATISTICS SCREEN. The following table explains how scoring
works.

TYPE OF GAME	5X5 MATRIX POINTS PER STEP WHEN SOLVED IN OPTIMAL # STEPS	6x6 MATRIX POINTS PER STEP WHEN SOLVED IN OPTIMAL # STEPS	7x7 MATRIX POINTS PER STEP WHEN SOLVED IN OPTIMAL # STEPS	POINTS DEDUCTED FOR EACH STEP BEYOND OPTIMAL # STEPS
Classic	10	12	14	-5
3.Color	n/a	12	n/a	-5
Looping	16	18	20	-5
Lit Only	12	16	18	-5
Lights In	14	16	18	-5
Toggle	16	18	20	-5

NOTE: Scores are recorded only for "PRE-PROGRAMMED" Classic. 3 Color, Looping, Lit
Only, Lights In, and Toggle puzzles.

QUIT

Click the **QUIT** button to exit *Lights Out 3D*. A screen appears that gives you options to **QUIT WITHOUT SAVING, QUIT & SAVE,** or **CANCEL**. If you click the **QUIT WITHOUT SAVING** button, you'll exit the program immediately. If you click the **QUIT & SAVE** button, the SAVE MENU appears to give you a chance to save game information. To save game information for the current user name, simply click the **BACK** button, click the **YES** button at the "*Are you sure you want to save?*" prompt, and then you'll be back to your desktop. If you change your mind about quitting the program, click the **CANCEL** button to return to the FILE MENU (or to the MAIN MENU if you entered the QUIT MENU from there rather than from the FILE MENU.

BACK

Click the **BACK** button to return to the GAME SCREEN.

The Settings Menu

To reach this menu, click the **MENU** button from the GAME SCREEN to bring up the second set of buttons, then click the **SETTINGS** button. From the SETTINGS MENU, you can adjust playing preferences, including the **INFOBOX, SOUND, BUTTONS ANIMATION,** and **CLASSIC BUTTONS**. A description of the adjustments you can make follows.

INFOBOX

Click this button to turn the infobox "ON" or "OFF." When turned off, the infobox is minimized to include only a small counter that displays the number of steps made. The default setting is "ON." Note: You cannot turn off the infobox during the *Fliput* or *2 Player* games.

SOUND

Click this button to turn sound "ON" or "OFF." When you turn the sound off, you'll still hear sound during games that have opening animation. Turning the sound off affects only the "button" sounds during a game. The default setting is "ON."

BUTTONS ANIMATION

Click this button to turn certain animations "ON" or "OFF." If set to "OFF," there will be no opening animation before games that normally include animation sequences, no "reward" animation when you solve a puzzle in the optimal number of steps, and no "morphing" animation when you click game pieces on the matrix. The default setting is "ON." Note that even when buttons animation is set to "ON," *Lights In, 3 Color, Insert Puzzle, 2 Players,* and *Fliput* games have no opening animation, *Insert Puzzle, 2 Players, and Fliput* games have no reward animation, and *3 Color* and *Fliput* games have no game piece "morphing" animation.

CLASSIC BUTTONS

Click this button to use one set of plain buttons (game pieces) while playing *Classic, Lit Only, Toggle,* and *Looping* games. This set of plain buttons includes no morphing animation when you click on game pieces. The default setting is "OFF."

BACK

Click the BACK button to return to the GAME SCREEN.

The Help Menu

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To reach this menu, which includes the options **ON-LINE HELP, TUTORIAL, ABOUT, BUTTON INDEX,** and **BACK**, click the **MENU** button from the GAME SCREEN to bring up the second set of buttons, then click the **HELP** button. A description of HELP MENU functions follows.

ON-LINE HELP

Click the **ON-LINE HELP** button to bring up information about *Lights Out 3D* that you can search by a key word. The list of key words appears in the "KEY WORD:" cell at the top of the screen. Click on the "up" and "down" scroll arrows to the right of the "KEY WORD:" cell to see a list of the key words available. The help text for each key word appears in the text box as you scroll through the list. Alternatively, press the

first letter of a key word on your keyboard to bring up information in the text box that corresponds to the letter you press. If no key word is available for the letter, text for the key word that begins with the letter closest to the letter you pressed appears in the text box. In addition, you can click and drag the slider to the right of the text box to scroll through the help text. When you first arrive at the ON-LINE HELP screen, the help text for the current type of game appears automatically.

Click the **BACK** button to return to the HELP MENU.

TUTORIAL

If you click the **TUTORIAL** button, a menu of topics appears, including "OBJECTS OF GAME PLAY," "LOGIC OF GAME PLAY," "HOW TO PLAY THE GAME," "TYPES OF GAMES," and "QUIT TUTORIAL." The tutorial gives you vocal and visual information about how to play the game and the different types of games. After each tutorial (except for the "TYPES OF GAMES" tutorial), a menu appears offering options to "REVIEW" (replay) the tutorial that you just heard, "MOVE ON" to the next tutorial, or return to the "TUTORIAL MENU." After the "TYPES OF GAMES" tutorial, a menu appears offering options to "REVIEW" the tutorial that you just heard, "PRACTICE" any of the games, "MOVE ON" to the next tutorial, or bring up the "GAME MENU," from which you can choose a tutorial about any of the different types of games. Click the **QUIT TUTORIAL** button from the TUTORIAL MENU to return to the HELP MENU.

ABOUT

The ABOUT SCREEN includes a list of people who contributed to the making of *Lights Out 3D*. Click the **MATH** button to get information about the math logic used in the game. On both the CREDITS SCREEN and the MATH SCREEN, click the "left" or "right" scroll arrows to scroll through the information in the text box.

From the MATH SCREEN, click the **CREDITS** button to return to the CREDITS SCREEN. From either the CREDITS SCREEN or the MATH SCREEN, click the **BACK** button to return to the HELP MENU.

BUTTON INDEX

Click the **BUTTON INDEX** button to reach a useful screen that shows the on-off (or lit-unlit) morphing of all of the objects used as buttons (game pieces). The BUTTON INDEX SCREEN is something of a tutorial in itself, because it illustrates the basic goal of the

game in which the pictured "buttons" appear. Elsewhere in the manual, the goal of the game is described as "turning off" all of the "lit" game pieces on the matrix. The BUTTON INDEX SCREEN shows what each object used as a game piece looks like when it is "on" (lit) or "off" (unlit). This screen also shows the color-change sequence of game pieces in the 3 Color game (see the section of the manual entitled "*Types of Games*" for more information).

Click **BACK** to return to the HELP MENU.

BACK

Click the **BACK** button to return to the GAME SCREEN (or to the MAIN MENU if you entered the HELP MENU from there rather than from the GAME SCREEN).

Create Your Own Puzzles
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You can create, play, save, and print Classic-type puzzles of your own design. From the GAME MENU, just click the cell next to "INSERT PUZZLE" that represents the matrix size (5x5, 6x6, or 7x7)of the puzzle you wish to create. Click on the "EFFECT PATTERN" cell of the effect pattern that you wish to use in the puzzle you create. Then click the **PLAY GAME** button. This brings up the screen on which you create puzzles. For detailed instructions about how to create your own puzzles, see the section of the manual entitled *Types of Games* under the heading *Insert Puzzle*.

Types of Games
■ ■

The following section describes all of the types of games that you can play. Each game introduces a twist that makes it different from any of the other games, but the overall goal is always the same (except for the *Fliput* and *Lights In* games) - to "turn off" all of the "lit" games pieces (referred to as "buttons" in the software) so that all of the game pieces on the matrix are "unlit." In early puzzle numbers in a 5x5 matrix, "lit" game pieces are represented by red pyramids. "Unlit" game pieces are represented by green cubes. In low-numbered 6x6 matrix puzzles, footballs represent lit game pieces and basketballs represent unlit game pieces. In low-numbered 7x7 matrix puzzles, chalk represents lit game pieces and 6-balls represent unlit game pieces.

As you progress to higher-numbered puzzles, the game piece (or "button")

graphics change. There are 11 sets of graphics to represent lit and unlit game pieces, from footballs (lit) and basketballs (unlit) to half-eaten apples (lit) and uneaten apples (unlit). You won't always see red pyramids and green cubes. However, the goal is to turn off all of the "lit" pieces, regardless of the graphics. If you find yourself confused about which game piece graphic represents "lit" as opposed to "unlit," check out the BUTTON INDEX SCREEN, which shows the entire range of game piece graphics and tells you which pieces are lit (described as "ON" in the menu) and which are unlit (described as "OFF" in the menu). Click the **BUTTON INDEX** button on the HELP MENU to reach the BUTTON INDEX SCREEN.

Classic Lights Out

In this game, the object is to switch off all of the "lit" game pieces to make all game pieces on the matrix "unlit." For example, in the early 5x5 matrix puzzles with cube and pyramid game piece graphics, you have to figure out how to make all of the game pieces on the matrix green cubes. You can click on either a green cube or a red pyramid, which will change the game piece on which you clicked as well as adjacent game pieces in the effect pattern (+ or **X**). This game can be played on all matrix sizes using either "PRE-PROGRAMMED" or "RANDOMIZED" puzzles and either effect pattern.

Lit Only

This game is similar to the Classic game, except that you can click only on lit game pieces. The object is to switch off all of the lit game pieces so that all game pieces on the matrix are unlit when the puzzle is solved. Remember, you can click only the lit game pieces! Unlit game pieces will not change if you click them. This game can be played on all matrix sizes using either "PRE-PROGRAMMED" or "RANDOMIZED" puzzles and either effect pattern.

Toggle

To solve a puzzle in this game, you have to click the lit and unlit game pieces in turns. For example, if you first click an unlit game piece, your next step is to click a lit game piece, then an unlit game piece, and so on. If you click game pieces in the wrong order, the matrix will remain unchanged. This game can be played on all matrix sizes using either "PRE-PROGRAMMED" or "RANDOMIZED" puzzles and either effect pattern.

Looping

As usual, the object is to switch off all of the lit game pieces. The twist is that the effect pattern can "wrap around" to the opposite side of the screen. If you click a game piece in an outer row or column of the matrix, the portion of the effect pattern

that normally would be "off the board" and therefore not displayed will affect game pieces on the opposite side of the matrix as part of the effect pattern in a Looping game. This game can be played on all matrix sizes using either "PRE-PROGRAMMED" or "RANDOMIZED" puzzles and either effect pattern.

Lights In

The goal of this game is to recreate the puzzle displayed on the small matrix on the normal game matrix in the minimal number of steps. "Lit" game pieces appear in red on the small matrix. Your goal is to end up with lit and unlit game pieces in exactly the same position on the normal game matrix as they appear on the small matrix. This game can be played only on a 5x5 matrix with the cross effect pattern.

3 Color

3 Color is a puzzle game similar to *Classic Lights Out*, played with three colors instead of two on a 6x6 matrix. Game pieces are green, blue, or red. The goal is to change all game pieces to red. The game pieces change colors as follows when you click them: red to blue, blue to green, and green to red. This game can be played only on a 6x6 matrix using the cross effect pattern.

Insert Puzzle

This game gives you the chance to create your own *Classic*-type puzzles that can be played on all matrix sizes except 8x8 using either effect pattern. Insert *Puzzle* games that you create follow the rules of the Classic game. You need to have saved your user name on the SAVE SCREEN before you create a puzzle in order to be able to save the puzzle you create. (To reach the SAVE SCREEN, click the **FILE** button from the GAME SCREEN and then click the **SAVE** button on the FILE MENU. See the section of the manual entitled "*The File Menu*" for more detailed information about saving a user name.)

From the GAME MENU (reached by clicking the **GAME** button on the GAME SCREEN), click the cell next to "INSERT PUZZLE" that represents the matrix size (5x5, 6x6, or 7x7)of the puzzle you wish to create. Click on the "EFFECT PATTERN" cell of the effect pattern that you wish to use in the puzzle you create. Then click the **PLAY GAME** button. This brings up the screen on which you create puzzles. This screen is very similar to the normal GAME SCREEN. The active buttons at the bottom of the screen function as they normally do on the GAME SCREEN with the exception that the **HINT** button is not active and a **SAVE** button appears.

The infobox is slightly different as well. For one thing, there's a "PUZZLE NAME:" cell instead of a "PUZZLE NUMBER:" cell. After you have created and saved puzzles, click the "up" and "down" scroll arrows next to the "PUZZLE NAME:" cell to select and load

saved puzzles onto the matrix for play. Other infobox differences are explained in the next few paragraphs.

To make a puzzle, simply click the game pieces on the matrix that you want to be "lit." Each time you click an unlit game piece on the matrix, it becomes "lit." Conversely, you can return a game piece you've marked as lit to an unlit state by clicking on the game piece again.

When you have finished creating your puzzle, click the **CHECK** button in the INSERT PUZZLE infobox. The "SOLVABLE" cell turns red if the puzzle you've created can be solved. If you've created a solvable puzzle, the "OPTIMAL NO. OF STEPS:" cell displays the minimum number of steps required to solve the puzzle that you've created. If the "UNSOLVABLE" cell turns red, your puzzle cannot be solved. (Click the **CLEAR** button in the infobox to erase your puzzle and try again.) After your puzzle has been "checked," you can try to solve it (provided, of course, that you've created a solvable puzzle!). If you solve the puzzle within up to five extra steps of the optimal number of steps required, your solution will be saved (so that it can be printed) along with the puzzle itself when you save the puzzle. If you solve the puzzle in more than five extra steps, your solution will not be saved, and a printout will include only the puzzle (with no solution). To save a puzzle that you've created, click the **SAVE** button. The INSERT PUZZLE MENU appears. From this screen, you can save, delete, and print any puzzle that you've created, as well as preview a printout of your puzzles. Type in the puzzle name that you want to use in the "PUZZLE NAME:" field. The "PUZZLE NAME:" field accepts letters and numbers. After typing a puzzle name, click the **SAVE** button. The puzzle name now appears in the list of saved puzzles. After a puzzle has been saved, you can retrieve it by clicking the **LOAD** option from the FILE MENU. Then click the puzzle name in the lower table on the LOAD SCREEN. Each "user name" can save up to 10 puzzles. When the list is full, you have to delete a puzzle that you've created in order to make room for the newly-created puzzle. To delete a puzzle, click on the puzzle name that you want to delete, then click the **DELETE** button.

You can print puzzles and their solutions. If you haven't solved your puzzle or if your solution required more than five steps beyond the optimal number of steps, you can print (or preview) the puzzle, but not the solution. Puzzle solutions only appear in the printout (or preview) if you've solved the puzzle within 5 extra steps of the optimal number of steps required. The prompt "*You did not solve the puzzle in the optimal number of steps! It will be printed without the solution.*" appears when you attempt to print or preview such a puzzle. To print a puzzle, first make sure that a printer is connected to your computer, then click on the puzzle name that you want to print. Next, click the **PRINT** button. A print dialog box appears. Make whatever print-option changes you want or need to make (print range, print quality, printer setup, number

of copies, etc) in the print dialog box, ensure that a printer is connected to your computer, and then click the OK button to print your puzzle. To preview a puzzle printout, click on the puzzle name that you wish to preview and then click the **PRINT PREVIEW** button. To return to the INSERT PUZZLE MENU after previewing a printout, just click anywhere inside the previewed printout.

Click the **BACK** button on the INSERT PUZZLE MENU to return to the INSERT PUZZLE GAME SCREEN.

Fliput

The object of the game is to have more game pieces of your color on the matrix than your opponent when the game ends. The game ends when both players have depleted their stock of available moves, of which there are two types: "FLIPS" and "PUTS." Designed for either two players or one player against the computer, this game can be played only on an 8x8 matrix using the + (cross) effect pattern. There are four levels of increasing difficulty. You can change levels from the FLIPUT GAME SCREEN by clicking on the "up" or "down" scroll arrows to the right of the "LEVEL" cell at the bottom of the screen.

A "PUT" places a game piece on an unoccupied spot on the matrix. Just click the spot where you want to make a PUT when it's your turn. Each player gets 32 puts. In a "FLIP," you click one of your own PUT game pieces, which changes the game piece to your opponent's color, but also changes any of your opponent's game pieces that are in the cross effect pattern of the game piece you clicked to your color. Game pieces that have been flipped are marked with a blue "X." Each player gets 22 flips. Once a game piece is flipped, you can't flip it again. If you try, a beep sound will be heard. However, a flipped game piece can still change color if it is in the cross effect pattern of another game piece that is flipped.

The game ends when both players make all of their PUTS and FLIPS. A "GAME OVER" message appears, and the player with the highest score (shown in each player's infobox) wins. To begin another game, click the **START** button.

To begin playing, first click either the **1 PLAYER** button or the **2 PLAYER** button on the right side of the screen, depending on whether you want to play against the computer or a friend. If you click the **1 PLAYER** button, a "FIRST MOVE:" cell opens on the left side of the screen. Click the "PLAYER" cell if you want to make the first move, or click the "COMPUTER" cell to have the computer go first. Then click the **START** button to begin play. (Note that in a two-player game, you don't have to click the **START** button.) Game pieces placed by the computer are green. Game pieces placed by the player are red. When the computer makes a move, the game piece placed by the computer blinks for a few seconds. In both one-player and two-player

games, the infobox of the player who will make the next move will be highlighted.

Unlimited hints are available in a one-player game. Simply click the **HINT** button. A game piece will blink on the matrix for a few seconds. Remember the spot on the matrix where the game piece blinked and click on that spot to PUT or FLIP your game piece there. In a two-player game, no hints are available.

Unlimited "undo" moves also are available. To undo a move, click the **UNDO** button. In a one-player game, each time you click the button, the last moves that were made both by you and by the computer will be "undone." In a two-player game, each time you click the button, only the last move made will be "undone" (as opposed to both player's last moves). You can click the **UNDO** button as many times (including consecutively) as you want.

You can switch back and forth between a one-player game and a two-player game any time you want (even in the middle of a game) simply by clicking either the **1 PLAYER** button or the **2 PLAYER** button.

2 Players

The object of the game is to switch off all of the lit game pieces. Each player, in turn, makes one move (the player whose infobox is highlighted has the next move). If the move is correct as judged by the computer's pre-programmed optimal path to complete the puzzle in the minimum number of steps, the computer executes the move and enters a point in favor of the player in the "SCORE" cell of the player's infobox. Incorrect steps are not executed and no points are awarded. When all game pieces are unlit, a GAME OVER message appears on the screen. The player with the highest score wins. After a game ends, click the NEW button to start a new puzzle.

The computer generates puzzles randomly that require 6-15 steps to solve optimally. This game can be played only on a 6x6 matrix using either effect pattern. No hints are available for this game.

Credits

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For Tiger Interactive (Publisher):

Executive Producer:	Rita Zimmeret, *VP Tiger Interactive*
	Roger Shiffman, *Executive Vice President, Tiger Electronics*
	Stewart Sims, *Senior VP Marketing, Tiger Electronics*
	Gayle Campbell, *Executive Assistant*

Technical Support

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If you have questions about this software product, please first read the instruction manual. If you still have questions, our technical support department can help. Please write to us at:

Tiger Interactive
980 Woodlands Parkway
Vernon Hills, IL 60061

Or, if you need to talk with someone immediately, call us at 1-888-TIGR-SOS (844-7767) Monday through Friday between 8:00AM and 8:00PM Eastern Time. In order to help us answer your question as quickly as possible, please provide the following information when you call or write:

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> Repair Dept.
> 980 Woodlands Parkway
> Vernon Hills, Illinois 60061 U.S.A.

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QUICK START INSTRUCTIONS

FOR PC. USERS:
WINDOWS 95

1. Place CD-ROM in CD drive of computer.
2. CD should install automatically. Follow on-screen instructions.

NOTE: Lights Out requires QuickTime 2.0 (or later). If you already have the correct version of QuickTime, select the "NO QUICKTIME" option during installation. If you don't have QuickTime 2.0 (or later), or are unsure of the version, select the "EASY" option.

3. When running the program after installation, select "Programs" from the "Start" menu.
4. Select "Lights Out Interactive."
5. Select "Lights Out."

WINDOWS 3.11 (or later)

1. Place CD-ROM in CD drive of computer.
2. Select "Run" from "File" menu.
3. Type D:\install.exe and click "OK."
4. Follow the on-screen instructions to complete installation. NOTE: Lights Out requires QuickTime 2.0 (or later). If you already have the correct version of QuickTime, select the "NO QUICKTIME" option during installation. If you don't have QuickTime 2.0 (or later), or are unsure of the version, select the "EASY" option.

MACINTOSH

1. Place CD-ROM in CD drive of computer.
2. Drag "Lights Out" application icon and drop it onto your hard drive icon.
3. Lights Out requires QuickTime 2.0 (or later) in the "EXTENSION" folder, which is located within the "SYSTEM" folder on your hard drive. If you don't have QuickTime on your hard drive, you must double-click your hard drive icon, then double-click the "SYSTEM" folder on your hard drive. Next, double-click the "PUT IN SYSTEM FOLDER" icon on the Lights Out CD-ROM disc. From the "EDIT" menu on your desktop, click "SELECT ALL," which will highlight all of the items in "PUT IN SYSTEM FOLDER." Now drag and drop the highlighted items onto the "EXTENSION" folder.

IF YOU HAVE TROUBLE WITH THE INSTALLATION PROCESS, PLEASE SEE THE DETAILED INSTRUCTIONS AND TECHNICAL GUIDE IN THE USER'S MANUAL.

WIN/MAC

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