

MINDBUSTER™

MICROVISION™

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GAME BOOKLET

MINDBUSTER™


Are you ready for a mind-boggling experience? Then play "Mindbuster", an electronic enigma that's sure to baffle you with two distinct game variations... "Rings" or "Lights Out". The object of both games is to solve the puzzle in the fewest number of moves. There are two styles of play for both game variations, too... either the computer devises the puzzle for you to solve; or you create your own puzzle to be solved, making it as easy or as difficult as you wish. Here's how you play:

1. Slide the ON/OFF switch up to ON position. The option selection screen appears.
 - A. Press GAME button to select either "Rings" or "Lights Out" game. Notice Game Indicator moves from "Rings" to "Lights" space on the screen, when you press the GAME button.
 - B. Press P/C (Player/Computer) button to select either a computer-devised puzzle or a puzzle you create yourself. Notice the Player/Computer Indicator moves from "Computer" to "Player" space on the screen, when you press the P/C button.


"RINGS"

"Rings" is an electronic version of the popular Ring Toss game.

You must surround a single, black block which looks like this ■

on the screen with a Ring Square which looks like this 

When the single, black block is properly surrounded, it looks

like this . When all the single, black blocks on the screen are surrounded with Ring Squares, the puzzle is solved!

HOW TO PLAY "RINGS" WITH THE COMPUTER-DEvised PUZZLE



Object:

Solve the puzzle in the fewest number of moves.

1. Select "Rings" game by pressing the GAME button. Make sure Game Indicator is in the lower left corner in the "Rings" space.
2. Select Computer-Devised puzzle by pressing P/C button. Make sure Player/Computer Indicator is in the upper right corner in the "Computer" space.
3. Press GO button. The puzzle to be solved appears on the screen.
4. Notice the small, black block at the bottom of the screen. This Block Indicator is located in the Computer Scoring Panel and it displays the minimum number of moves necessary to solve the puzzle. For example, if the Block Indicator is located 10 spaces inside the panel, then the computer says the fewest number of moves necessary to solve the puzzle is 10! As you play, your number of moves are recorded in the Computer Scoring Panel. When you reach the number of moves displayed by the Block Indicator, a warning beep will sound. If you have yet to solve the puzzle, and the beep sounds, it means that you have

failed to beat the computer and did not solve the puzzle in the minimum number of moves indicated. But don't give up. Continue to play and make moves until you solve it. Note, the Computer Scoring Panel is designed to keep track of as many as 32 moves. You, however, may play on and make more moves than 32!

5. **HOW TO MOVE:** the screen is divided into 9 positions, each one corresponding to one of the 9 numbered buttons on the keyboard. Once the puzzle is on the screen, the only playable positions are those where you can see either the

Ring Square symbol  or the small, black block surrounded by a Ring Square . Press the numbered

buttons on the keyboard that correspond to the playable positions on the screen. . .this is how you make legal moves. **IMPORTANT,** positions that have either no symbol or a single, black block are NOT playable positions (if you pressed any one of their corresponding buttons on the keyboard, you would not add-on, eliminate or change the position of any symbols on the screen, but you would use up one valuable move on the Computer Scoring Panel). Before you move, refer to the 9 diagrams, on pages 3 and 4, which graphically display what positions on the screen are affected by pressing certain buttons. REMEMBER, in order to press a button to make a legal move, the button must correspond to a playable position on the screen.

IF YOU PRESS BUTTON 1, THE FOLLOWING WILL HAPPEN:

The Ring Square in position 1 disappears. Ring Squares in positions 2, 4 and 5 (shaded areas) on the screen appear. **IMPORTANT,** if there were any Ring Squares in positions 2, 4 or 5 before button 1 was pressed, they would disappear when button 1 was pressed.

1	2	3
4	5	6
7	8	9

IF YOU PRESS BUTTON 2, THE FOLLOWING WILL HAPPEN:

The Ring Square in position 2 disappears. Ring Squares in positions 1 and 3 (shaded areas) on the screen appear. **IMPORTANT,** if there were any Ring Squares in positions 1 and 3 before button 2 was pressed, they would disappear when button 2 was pressed.

1	2	3
4	5	6
7	8	9

IF YOU PRESS BUTTON 3, THE FOLLOWING WILL HAPPEN:

The Ring Square in position 3 disappears. Ring Squares in positions 2, 5 and 6 (shaded areas) on the screen appear. **IMPORTANT,** if there were any Ring Squares in positions 2, 5 and 6 before button 3 was pressed, they would disappear when button 3 was pressed.

1	2	3
4	5	6
7	8	9

IF YOU PRESS BUTTON 4, THE FOLLOWING WILL HAPPEN:

The Ring Square in position 4 disappears. Ring Squares in positions 1 and 7 (shaded

areas) on the screen appear. **IMPORTANT**, if there were any Ring Squares in positions 1 and 7 before button 4 was pressed, they would disappear when button 4 was pressed.

1	2	3
4	5	6
7	8	9

IF YOU PRESS BUTTON 5, THE FOLLOWING WILL HAPPEN:

The Ring Square in position 5 disappears. Ring Squares in positions 2, 4, 6 and 8 (shaded areas) on the screen appear. **IMPORTANT**, if there were any Ring Squares in positions 2, 4, 6 and 8 before button 5 was pressed, they would disappear when button 5 was pressed.

1	2	3
4	5	6
7	8	9

IF YOU PRESS BUTTON 6, THE FOLLOWING WILL HAPPEN:

The Ring Square in position 6 disappears. Ring Squares in positions 3 and 9 (shaded areas) on the screen appear. **IMPORTANT**, if there were any Ring Squares in positions 3 and 9 before button 6 was pressed, they would disappear when button 6 was pressed.

1	2	3
4	5	6
7	8	9

IF YOU PRESS BUTTON 7, THE FOLLOWING WILL HAPPEN:

The Ring Square in position 7 disappears. Ring Squares in positions 4, 5 and 8 (shaded areas) on the screen appear. **IMPORTANT**, if there were any ring Squares in position 4, 5 and 8 before button 7 was pressed, they would disappear when button 7 was pressed.

1	2	3
4	5	6
7	8	9

IF YOU PRESS BUTTON 8, THE FOLLOWING WILL HAPPEN:

The Ring Square in position 8 disappears. Ring Squares in positions 7 and 9 (shaded areas) on the screen appear. **IMPORTANT**, if there were any Ring Squares in positions 7 and 9 before button 8 was pressed, they would disappear when button 8 was pressed.

1	2	3
4	5	6
7	8	9

IF YOU PRESS BUTTON 9 THE FOLLOWING WILL HAPPEN:

The Ring Square in position 9 disappears. Ring Squares in positions 5, 6 and 8 (shaded areas) on the screen appear. **IMPORTANT**, if there were any Ring Squares in positions 5, 6 and 8 before button 9 was pressed, they would disappear when button 9 was pressed.

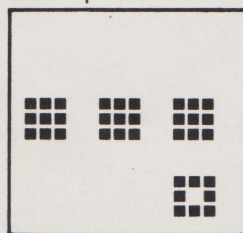
1	2	3
4	5	6
7	8	9

6. Make moves as outlined above. . . trying to solve the puzzle in the fewest moves possible by surrounding all the single, black blocks with Ring Squares.
7. **WARNING:** If the GO button is pressed at any time during the game, the game ends, the puzzle is erased and the option selection screen appears. The GO button must be pressed to start a new game!

8. During the course of play, it is possible that all the Ring Squares may be eliminated from the screen with only the single, black block or blocks remaining. If this happens, the game is automatically over, and you DID NOT solve the puzzle.

How to win the game:

When all the single, black blocks are surrounded by Ring Squares, a winning beep will sound indicating that you have solved the puzzle. Try to beat the computer and solve the puzzle in the minimum number of moves indicated in the Computer Scoring Panel (see Rule 4., on page 2, for a clearer explanation of this). **IMPORTANT**, it is possible that all the single, black blocks on the screen will be surrounded properly with Ring Squares and that extra Ring Squares will be present on the screen at the same time. . .if this occurs, it is not a win situation. An example of this is shown, below. . .positions 4, 5 and 6 show a single, black block properly surrounded by Ring Squares. . .but position 9 displays an extra Ring Square which disqualifies this solution attempt. But don't give up. Continue to play and make moves until you solve the puzzle!



HOW TO PLAY "RINGS" WHEN YOU CREATE YOUR OWN PUZZLE Object:


Solve the puzzle in the fewest number of moves.

1. Select "Rings" game by pressing the GAME button. Make sure Game Indicator is in the lower left corner in the "Rings" space.
2. Select Player-Devised puzzle by pressing P/C button. Make sure Player/Computer Indicator is in the upper left corner in the "Player" space.
3. Press GO button.
4. Now create your own puzzle to be solved by pressing any numbered buttons on the keyboard. . .the buttons you press will set up the single, black blocks in a definite pattern on the screen. If you make a mistake at this point and want to erase a block from a certain position, then just press that numbered button again and the block will disappear.
5. Press GO button.
6. Now set up the Ring Squares any place on the screen by pressing their corresponding numbers on the keyboard. If you make a mistake at this point and want to erase a Ring Square from a certain position, then just press that numbered button again and the Ring Square will disappear.
7. Press GO button. The puzzle you created is now ready for you to solve.
8. Try to solve the puzzle by surrounding the small, black blocks with Ring Squares in the fewest possible moves. Follow the series of 9 diagrams, on pages 3 and 4, that graphically display what positions on the screen are affected by pressing certain buttons. Play is the same as outlined in the instructions for "Rings". . .Computer-Devised Puzzle.

How to win the game:

When all the single, black blocks are surrounded by Ring Squares, a winning beep will sound indicating that you've solved the puzzle. In a Player-Devised game, the number of moves you make is computed in the Computer Scoring Panel at the bottom of the screen but the Block Indicator that displays the minimum number of moves necessary to solve the puzzle is NOT functional. Since there is no computer to beat in this game, keep track of your score (the number of moves it took you to solve the puzzle), press GO button, select your options and set up the same puzzle in a new game. Try to beat your previous score and solve the puzzle in the fewest moves possible.


"LIGHTS OUT"

An intriguing game in which you're challenged to eliminate all the Ring Squares which look like this , to get a totally clear screen.

HOW TO PLAY "LIGHTS OUT" WITH THE COMPUTER-DEvised PUZZLE

Object:

Solve the puzzle in the fewest number of moves.

1. Select "Lights Out" game by pressing GAME button. Make sure Game Indicator is in the lower right corner in the "Lights" space.
2. Select Computer-Devised puzzle by pressing P/C button. Make sure Player/Computer Indicator is in the upper right corner in the "Computer" space.
3. Press GO button. The puzzle to be solved appears on the screen.
4. Take a look at the Computer Scoring Panel and see how many moves the computer says is necessary to solve the puzzle. (See Rule 4., page 2, under "Rings. . . Computer-Devised Puzzle" for a further explanation).
5. **HOW TO MOVE:** the screen is divided into 9 positions, each one corresponding to one of the 9 numbered buttons on the keyboard. Once the puzzle is in the screen, the only playable positions are those where you see the Ring Square symbol . Move by pressing the numbered button on the keyboard that corresponds to one of the playable positions on the screen. This is called making a legal move! **IMPORTANT**, positions with no symbols are NOT playable positions (if you pressed one of their corresponding buttons on the keyboard, you would not add-on, eliminate or change the position of any symbol on the screen, but you would use up one valuable move on the Computer Scoring Panel).
6. Remember, you're trying to eliminate all the Ring Squares to get a clear screen. Follow the 9 diagrams, on pages 3 and 4, to see what buttons do what to the screen and move accordingly.

7. If the GO button is pressed at any time during the game, the game ends. You must press the GO button to start a new game, however!

How to win the game:

When all the Ring Squares are eliminated from the screen, a winning beep will sound indicating that you've solved the puzzle. Try to beat the computer and solve the puzzle in the minimum number of moves indicated in the Computer Scoring Panel (See Rule 4., page 2, under "Rings. . . Computer-Devised Puzzle" for further details).

HOW TO PLAY "LIGHTS OUT" WHEN YOU CREATE YOUR OWN PUZZLE

Object:

Solve the puzzle in the fewest number of moves.

1. Select "Lights Out" game by pressing the GAME button. Make sure Game Indicator is in the lower right corner in the "Lights" space.
2. Select Player-Devised puzzle by pressing P/C button. Make sure Player/Computer Indicator is in the upper left corner in "Player" space.
3. Press GO button.
4. Now create your own puzzle to be solved by pressing any numbered button on the keyboard. . . the buttons you press will set up the Ring Squares in a definite pattern on the screen. If you make a mistake at this point and want to erase a Ring Square from a certain position, then just press that numbered button again and the Ring Square will disappear.
5. Press GO button. The puzzle you created is now ready to be solved.
6. Try to solve the puzzle by eliminating all the Ring Squares to get a totally clear screen. Do it in the fewest possible moves. Follow the series of 9 diagrams, on pages 3 and 4, that graphically display what positions on the screen are affected by pressing certain buttons. Play is the same as outlined in the instructions for "Lights Out. . . Computer-Devised Puzzle".

How to win the game:

When all the Ring Squares are eliminated from the screen, a winning beep will sound indicating that you've solved the puzzle. In a Player-Devised game, the number of moves you make is computed in the Computer Scoring Panel at the bottom of the screen, but the Block Indicator that displays the minimum number of moves necessary to solve the puzzle is NOT functional. Since there is no computer to beat in this game, keep track of your score (the number of moves it took you to solve the puzzle), press GO button, select your options and set up the same puzzle in a new game. Try to beat your previous score and solve the puzzle in the fewest moves possible.

90 DAY LIMITED WARRANTY ON MICROVISION GAME CARTRIDGE

Electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials.

This warranty is void if electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, electronic game cartridge will either be repaired or replaced with a reconditioned product of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that the electronic game cartridge is replaced, the warranty on the replacement will be continued for 90 days. When sending back game cartridge, be sure to also return the console.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Post Warranty Repair Policy

After the 90 day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your product or replace it with a reconditioned electronic game cartridge on the condition that you return your product, shipping prepaid, to the address listed below along with proof of purchase date and your check or money order in the amount of \$7.50 per cartridge. Milton Bradley shall not be obligated to perform this service if electronic game cartridge has been abused, misused, improperly serviced or damaged due to accident. When sending back game cartridge, be sure to also return the console.

General Instructions

IMPORTANT—Before returning electronic game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS PLEASE READ CAREFULLY AND RETAIN THIS IMPORTANT INFORMATION FOR FUTURE REFERENCE

REMOVE THE BATTERIES FROM THE CONSOLE—DO NOT RETURN THEM

If your electronic game cartridge does not work, return it and any other game cartridges that do not work. Be sure to also return the electronic console with the cartridge or cartridges.

If the original packaging is available, repack console and game cartridge or cartridges in their packing and box. If not available, wrap carefully, making sure to surround the products with adequate padding. If the 90 day warranty period has expired and your purchase date is still within our one year time limit, send in \$7.50 per cartridge and proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the console and the game cartridge or cartridges.

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