



Random Game Instructions

Light Grabber

Speed is the key when following the lights and sounds to achieve the maximum score of 999.

- 1 or 2+ Players
- 47-second game
- Choose Red or Green team.
- Hit your own colored light as fast as it appears to score points.
- Each light has its own sound, providing 16 sound effects and audio cues in addition to the lights.
- Soundtrack speeds up during the last 10 seconds.
- **Level 1:** Two-sided play with Red on the left towers and Green on the right towers.
- **Level 2:** Crossover play on all four towers requiring players to use the entire board to hit their colored lights plus bonus lights.
- **Level 3:** Crossover play with Red and Green all over, bonus lights and decoy lights that laugh at you!

Light Thief

This fast-paced game requires quick thought, speedy response and agility.

- 2 Players: Red and Green player
- 50-second game
- Hit your light before your opponents hit theirs to “steal” their light and their points.
- Players will hear two sound effects – one for each player.
- Soundtrack speeds up during the last 10 seconds.
- **Level 1:** Two-sided play with Red on the left towers and Green on the right towers.
- **Level 2:** Crossover play on all four towers requiring players to use the entire board to hit their own colored lights before their opponent gets to theirs.
- **Level 3:** Crossover play with Red and Green all over, plus Yellow switcher lights that move your opponent’s light to a new location.

Bubble Burst

Test your speed and coordination by hitting the bubbles (lights) before they pop.

- 1 or 2+ Players
- 45-second game
- A 1 player game can be 2 people playing as a team; You can even play as a team of 4 or more.
- Hit your lights before they pop; the quicker you burst your bubbles, the more points you earn.
- When a bubble pops, it knocks out all surrounding lights on your playing side.
- Soundtrack speeds up during the last 10 seconds.
- Color transitions for each player:
 - Player 1 – Red to Orange to Yellow
 - Player 2 – Green to Lime to Yellow
- Color equates to point value; yellow is the lowest.

One player

- **Level 1:** Hit the lights appearing on all four towers before they “pop” (go out).
- **Level 2:** The lights change color faster and new bubbles appear more quickly than in level 1.
- **Level 3:** The lights change color even faster and new bubbles appear even more quickly than in previous levels.

Two players

- **Level 1:** Players choose Red or Green. Red plays on the left two towers, Green on the right two towers. Hit your lights before they “pop” (go out).
- **Level 2:** Same as level 1 but faster.
- **Level 3:** Same as level 2 but faster.