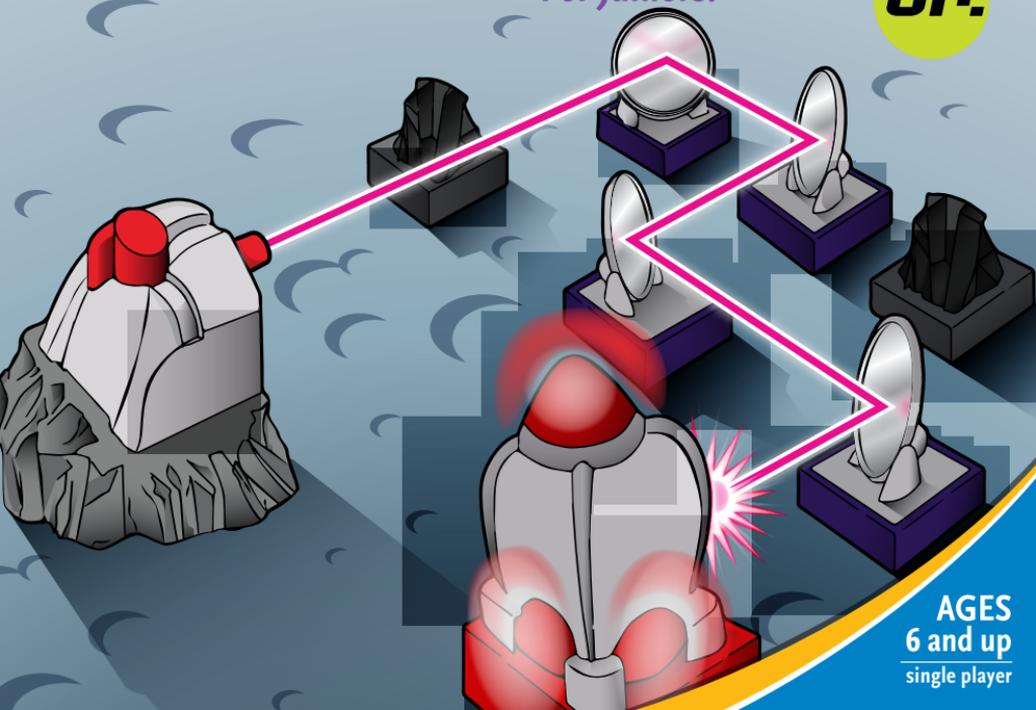




INSTRUCTIONS & SOLUTIONS

LASER MAZE™

Science Logic Maze
For Juniors!



AGES
6 and up
single player

LASER MAZE™

Jr.

INCLUDES:

Game Grid with Laser



40 Challenges (20 Double-Sided Cards)



Game Tokens - 11 Total:



Rocket Targets - 2



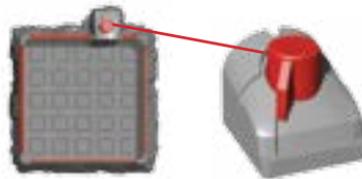
Satellite Mirrors - 5



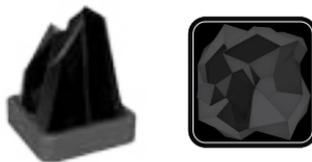
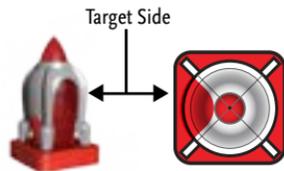
Beam Splitter - 1



Space Rock Blockers - 3



TOKEN GUIDE:



The **LASER** (attached to Game Grid) is what you use to ignite the rockets. Twist the red knob clockwise to turn the laser on and counterclockwise to turn the laser off.

ROCKET TARGETS are your final targets. The laser beam must hit the red Target Side of the rocket. Any other side of the rocket is not a correct target.

SATELLITE MIRRORS turn the path of the laser beam right or left by reflecting the beam 90 degrees.

The **BEAM SPLITTER** splits the path of the laser beam in two directions. One path will reflect 90 degrees right or left, and the other path will go straight.

SPACE ROCK BLOCKERS will block the path of the laser. Watch out for them!

You'll need to use science and logic to reflect the laser beam to the rockets. Carefully place the satellite mirrors to guide your path, but watch out for space rocks that might get in your way. It's one tricky job for any scientist, but with a little brain power you'll be sure to ignite the rockets and your mind.

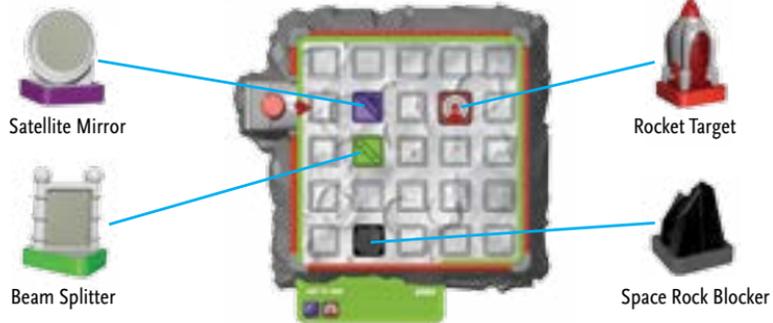
YOUR GOAL:

For each challenge, light up all of the rocket targets by correctly placing the "ADD TO GRID" tokens on the game grid.

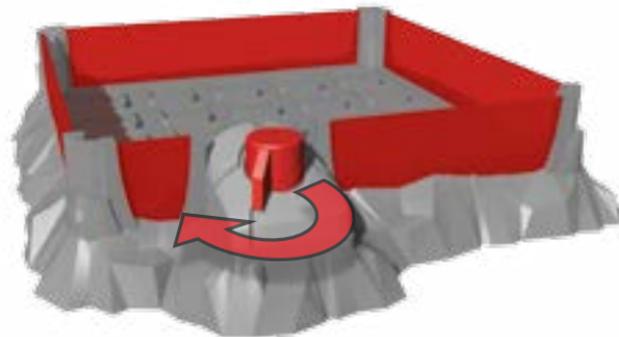
SETUP:

NOTE: Laser Maze™ Jr. does not come with AAA batteries. You must install two AAA batteries before playing. See page 15 for instructions on installing batteries.

1. Select a challenge card and slide it into the game grid.
2. Place the tokens on the game grid to match the location and orientation of the symbols on the challenge card.



3. Select the tokens shown on the "ADD TO GRID" tab of the challenge card. Any remaining tokens will not be used for this challenge.
4. Identify the rocket target symbols shown on the challenge card. Rocket symbols can be found on the game grid, or on the "ADD TO GRID" tab. If there are two rocket targets, you'll have to light up both of them to win.
5. Turn the red knob on the game grid clockwise to activate the laser beam.



STEPS TO PLAY:

1. Take a few minutes to play with each type of token to see how it works. Page 3 has a token guide, but the best way to understand how the tokens work is to place each one in front of the laser on the game grid to see where the laser goes.

2. Begin placing tokens from the “ADD TO GRID” tab. As you place each token, think about how it will direct the path of the laser beam. Take your time and follow these simple rules:

- a. You can move and/or rotate the “ADD TO GRID” tokens around as many times as you like, but the tokens shown on the grid in the challenge card cannot be moved or rotated.



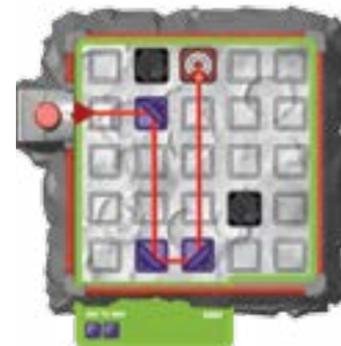
- b. You must place **all** of the tokens shown on the “ADD TO GRID” tab of the challenge card.

- c. If there are two rockets showing on the challenge card, you must ignite both of them. Remember, rocket symbols will be found in the game grid area or the “ADD TO GRID” tab.
- d. The laser must avoid the space rocks, but must touch **all** of the other tokens shown on the challenge card.

INCORRECT:
2 TOKENS ARE NOT USED



CORRECT:
ALL TOKENS ARE USED



3. When all the rockets light up—YOU WIN!

NOTE: When you're finished playing, don't forget to turn the red knob on the laser counterclockwise to deactivate the beam.

CHECK YOUR SOLUTION:

Remember, there is only one correct solution for each challenge. When you solve a challenge, check your answer starting on page **10** to see if your solution matches!

ABOUT THE INVENTOR:

Laser Maze™ was invented by Luke Hooper, President of FACTOR 10. 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

READY FOR MORE?

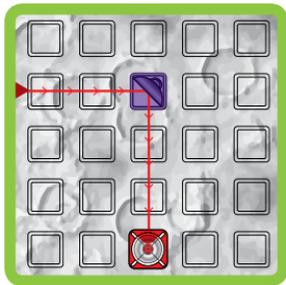
If you like Laser Maze™ Jr. and are ready for a challenge, check out the original Laser Maze! Continue the beam-bending fun with 60 new challenges and additional tokens including check points and double-sided mirrors.

www.ThinkFun.com/LaserMaze

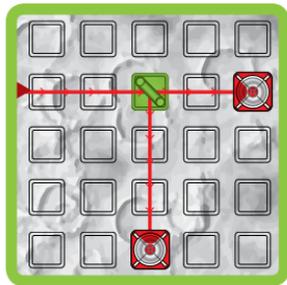


This Device complies with
21CFR part 1040.10 and 1040.11

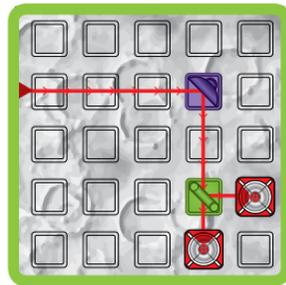
Easy Solutions:



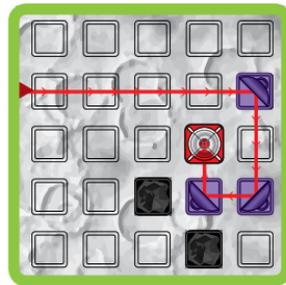
EASY • 1



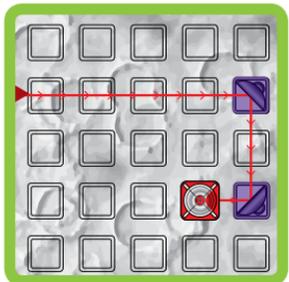
EASY • 2



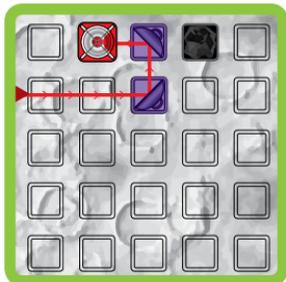
EASY • 9



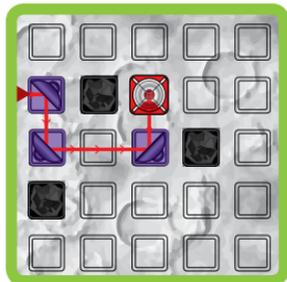
EASY • 10



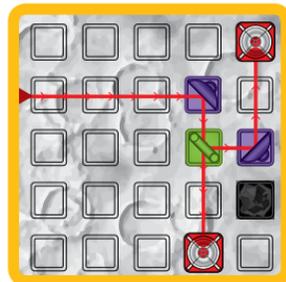
EASY • 3



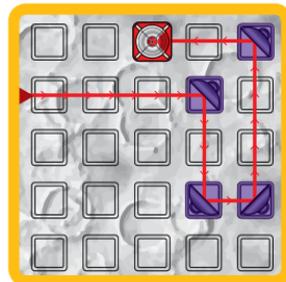
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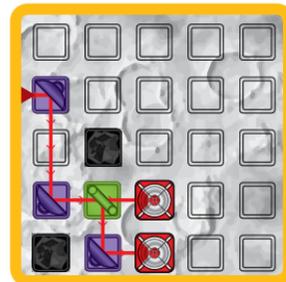
EASY • 5



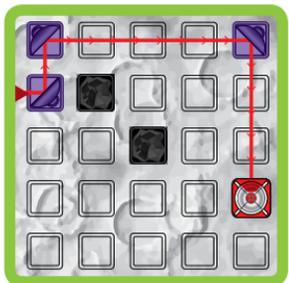
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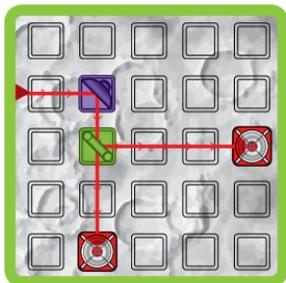
MEDIUM • 12



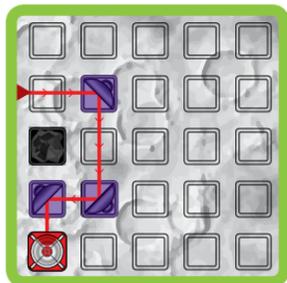
MEDIUM • 13



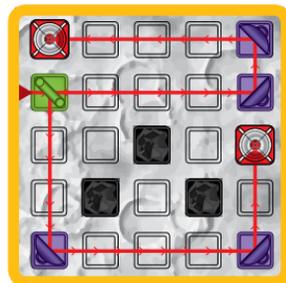
EASY • 6



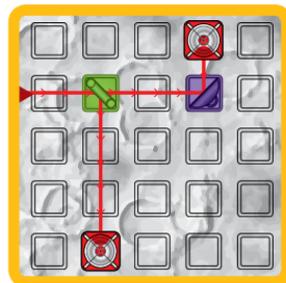
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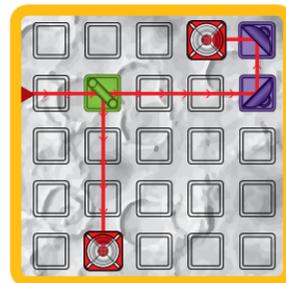
EASY • 8



MEDIUM • 14

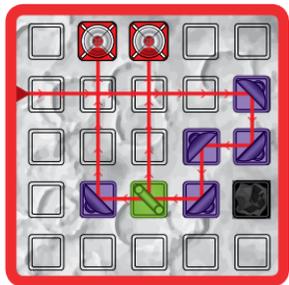


MEDIUM • 15

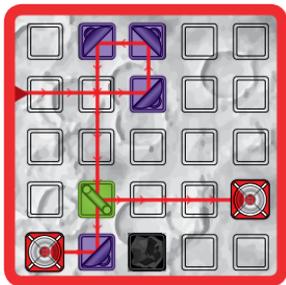


MEDIUM • 16

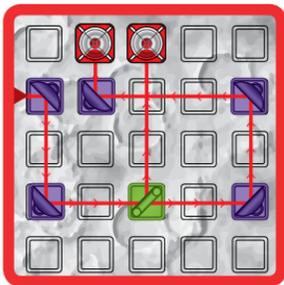
Medium Solutions:



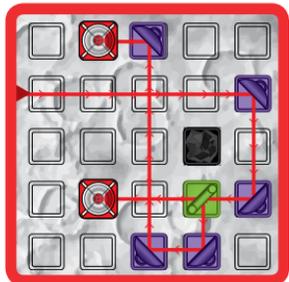
SUPER HARD • 33



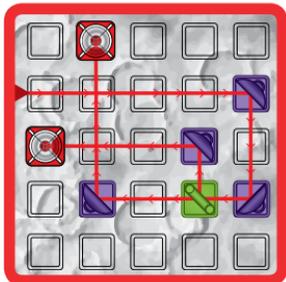
SUPER HARD • 34



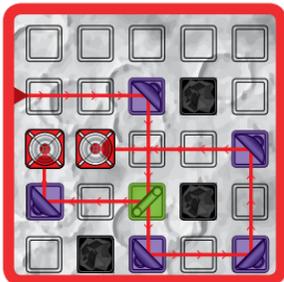
SUPER HARD • 35



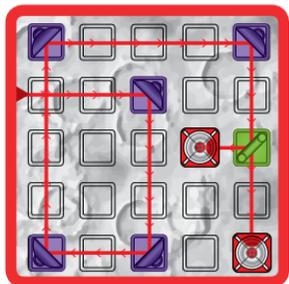
SUPER HARD • 36



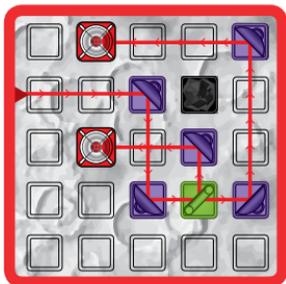
SUPER HARD • 37



SUPER HARD • 38

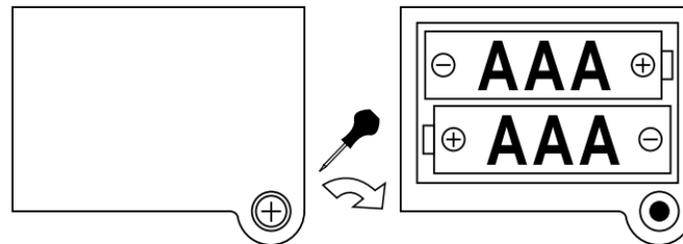


SUPER HARD • 39



SUPER HARD • 40

BATTERY INSTALLATION:  2 x 1.5v AAA or R03



IMPORTANT BATTERY INFORMATION:  **CAUTION**

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.
2. Remove batteries if product is not to be played with for a long time.
3. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Do not short-circuit the supply terminals.
6. **NON-RECHARGABLE BATTERIES ARE NOT TO BE RECHARGED.**
7. Remove rechargeable batteries before recharging.
8. Only charge rechargeable batteries under adult supervision.



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)

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.



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