Lakeside's COMPUTER PERFECTION™

OPERATING INSTRUCTIONS
AND GAME RULES FOR 1 OR 2 PLAYERS

THE ULTIMATE PLAYMATE...

Lakeside

GAME CONTROLS

ON/OFF   The transparent dome acts as an on/off switch. In the closed position batteries are switched off. Batteries are switched on when the lid is rolled back. At that time Computer Perfection will sound out a welcome and light its lights. If you forget to close the dome after game play Computer Perfection will sound off a warning signal within a minute asking you to come back and close its dome.

GAME   You can choose to play 1 of 4 games. The first two are solitaire
1-2-3-4   games, the second two are for two players. Individual games are described later.

SKILL   You may play any of the 4 games at any one of 3 skill levels.
3-2-1   Beginners skill level 1 will allow you 99 tries to beat the Computer. Intermediate skill level 2 only allows you 30 tries and when the advanced skill level 3 is set the Computer will win if you don't defeat it in 12 tries. If you do not end a game within the set skill level, the Computer will stop the game and lock out any further play attempt. To reset for another game press the set button.

MODE
T-N-R
TEST (T)   When any of the games are played in the TEST mode any button pressed for the first time will light up the next correct light. This mode is used for periodic checking of lights and sounds.

NEW (N)   When any of the games are played in the NEW mode the Computer will pick a new sequence of buttons to lights. The Computer is programmed to always pick a new sequence in this mode in a totally random manner.

REPEAT (R) Once any of the games have been played and you want to replay the same game or any of the other games with that same sequence of buttons to lights, switch to the REPEAT mode to retain the desired sequence in the Computer's memory. As long as the lid isn't closed and the mode switch is left on REPEAT, that same sequence will be set for play in any of the games.

SET Once you have decided on GAME-SKILL-and MODE press the set button to start the game. Any time the set button is pressed it will reset the game. The set button must be pressed before game play can start. Do not change positions of GAME-SKILL-or MODE switches during game play.

SCORE At the end of game 1, 2, or 4 Computer Perfection will automatically give the player's score. Pressing the score button will make Computer Perfection repeat the score. For the first two games numerical scores are given, two lights will come on, momentarily, one at a time, to give a two digit score.

Example: First a 2 comes on, then a 5. Your score is 25.

Scoring in Game 4 is based on how many lights out of 10 you lit correctly. At the end of the game the Computer will flash one player's set of lights and then the other's. The player with more than 5 lights on wins. If each of you have lit 5 lights, it's a tie. Game 3 does not require a numerical score. Computer Perfection holds the display of lights at the end of the game if skill level has been exceeded. It flashes all lights when a player has successfully turned all lights on or off.

GAME BUTTONS When pressing the blue game buttons press them on their inside edges.

When pressing buttons 4 thru 7, pull your hand away from in front of the face plate to see what light is being turned on or flashed.

TIME DELAY Once you start pressing the blue game buttons a new button must be pressed within 12 seconds or the Computer penalizes you 1 point in the single player games and makes you lose a turn in the two player games. When the lights stop flashing and a sound is heard you have lost your turn.

GAME 1

COUNTDOWN—FOR 1 PLAYER

OBJECT   To light all 10 lights in proper order (1 thru 10), in the least number of moves (presses of the blue game buttons).

THE GAME   As you press the game buttons remember what lights are being lit by which buttons. A light will only stay on if it is the right one. It will flash and then turn off if it is a wrong one.

TO START   Set the game controls for Game 1-Skill 1-Mode N. Press the set button.

THE PLAY   Starting with the bottom left button and working around clockwise press the blue game buttons. Note the number of each light that comes on and which button activated it. If you delay more than 12 seconds between presses the Computer will penalize you 1 point.

When the button that activates light number 1 is pressed, light number 1 will come on and stay on. Now find the button that lights light number 2 and so on. The game is over when all 10 lights are on.

END OF GAME   When the game is over the Computer will sound out the "game over" routine and show your score (see scoring). The lower your score the better you are.

REPLAY   To improve your score or to try for a perfect score of 10, set the mode switch to R, press the set button and replay the game with the same sequence of buttons to lights.

SKILL LEVEL   For the real challenge of beating the Computer set the skill level switch to 2 before pressing the set button. Now you must win the game in 30 presses or less or the Computer will stop you from continuing play. The advanced player can try to replay the game at skill level 3. There you must win in 12 presses or less.

GAME 2

BLACK HOLE—FOR 1 PLAYER

THE GAME The object of Black Hole is the same as Countdown— to light all ten lights in sequence. There is one big important difference. IF YOU PRESS A BUTTON THAT HAS ALREADY LIT A CORRECT LIGHT THE COMPUTER WILL TURN OFF ALL THE LIGHTS THAT ARE ON AHEAD OF THAT LIGHT PLUS THAT LIGHT.

TO START Set the controls for Game 2-Skill 1-Mode N. If you have just played Game 1 you can try Game 2 with the same sequence you found in Game 1 by switching to Mode R.

Press the set button.

THE PLAY If you turn off any lights by mistake, press the button you just pressed to re-light one of the lights and try to remember what buttons you already pressed that turned lights on. You must press them again to get all the extinguished lights back on and then continue the game to a win. Don't make the same mistake twice!

END OF GAME Your score will be given as described under scoring.

REPLAY As with all games you may replay the sequence to improve your score and still reset the skill level to increase your challenge.

GAME 3

BRAINBATTLE—FOR 2 PLAYERS

OBJECT   **Player on the left**—turn all lights off starting with number 1.
Player on the right—turn all lights on starting with number 6.

THE GAME   When this game is set, lights 1 thru 5 will come on and stay on.
Players take turns pressing 1 button at a time. First player to
accomplish the object wins the game. In this game a game
button can turn lights off as well as on.

TO START   Set the game controls. Game 3-Skill 1-Mode N. Press the
set button.

THE PLAY   On a turn, each player presses 1 game button. If your object is to
turn all lights on, you must find the buttons for lights 6-7-8-9-0. If
your object is to turn lights off, you must find 1-2-3-4-5. But wait!
The game isn't over. As you are accomplishing your task your
opponent is also getting closer to winning. If you are turning
lights off chances are that by the time you have turned off 5
lights Your opponent has turned some lights on. You must
continue. The game isn't over until **ALL** lights are either on or off.
You must now look for 6-7-8-9 and 0.

HELPING   In this game if you press a button that your opponent is looking
THE   for, your press will help the opponent by turning a light on or off.
OPPONENT

END OF   Keep going until your opponent is completely eliminated. If both
GAME   players are good you each might make several revolutions
around the board. Chasing each other around and around. When
all lights are on or off, or the skill level is exceeded the game will
be over.

TIME   If the time delay signal is heard (12 seconds after the last button
DELAY   was pushed) the player who waited too long loses that turn. The
next push belongs to the other player.

SKILL   In this game if the skill level is exceeded the Computer will hold
LEVEL   the final display. By counting the lights that are off, you can
determine who came closest to winning. In any case the
Computer actually won.

GAME 4

LIGHTRACE—FOR 2 PLAYERS

OBJECT A race to turn on more than 5 lights.

THE GAME The player sitting on the left tries to light in order, lights 1-2-3-4-5-6. Player on the right tries to light 0-9-8-7-6-5. This is the quickest of the games. As soon as all ten lights are on the game is over.

TO START Set the game controls. Game 4-Skill 1-Mode N. Press the set button.

THE PLAY It is important that the player sitting to the left start the game in order to maintain accurate scoring. Players then take turns pressing 1 button each. Remember if you press a button that lights the next light in your opponent's sequence it will stay lit and hurt your game. If you get the time delay signal you lose your turn. If you press a button after the delay signal the Computer scoring memory will no longer be accurate for that round.

END OF GAME As soon as a player has turned on more than 5 lights that player has won. The game is not over though until all 10 lights are on.

SCORING. At the end of the game the Computer will flash one player's set of lights and then the other's. The player with more than 5 lights on wins. If each of you have lit 5 lights, it's a tie.

SKILL LEVEL MODE As in all games, try replaying Lightrace at more advanced skill levels in the R mode to repeat the same sequence.

HANDLE WITH CARE

COMPUTER PERFECTION is a sensitive electronic product. It uses the latest technology in miniaturized circuitry. It should be handled with careful attention to the proper use of game controls and instructions.

HOW TO INSTALL BATTERIES

Install two 9 volt batteries to connectors—alkaline batteries recommended for longer life.

If lights and sounds become erratic, fresh batteries are required.

To clean the clear top dome, wipe with liquid window cleaner or mild soap and soft tissue. Do not use any abrasive cleaners.

If you have any questions write to— or call toll free: 800-328-6266

TO REMOVE BATTERY COVER PUSH TAB
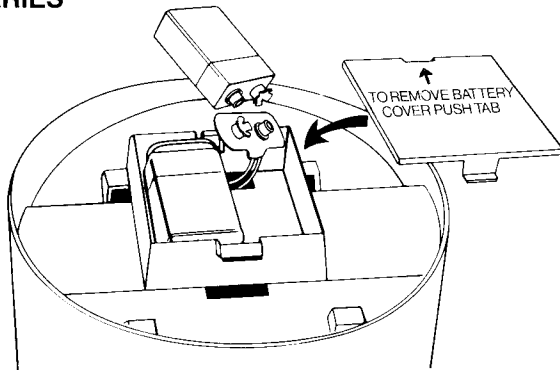
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