ORBIX ™

ELECTRONIC
LIGHT & SOUND PUZZLER
INSTRUCTIONS

Will you be one of the first on your planet to solve the mystery of ORBIX? The answer is now in your hands.

YOUR CHALLENGE

Press the buttons on ORBIX in the correct sequence to light up all 12 lights. When you do, ORBIX blinks and signals a victory tune.

ORBIX challenges you with four different puzzles and thousands of different light patterns. You choose a puzzle and ORBIX selects the light pattern at random. It is actually possible to solve even the most complex patterns in only 12 "moves." See how many moves it takes *you!*

INSTALLING BATTERIES

Using a Phillips head screwdriver, remove the three screws from ORBIX as shown in Figure 1. Then remove the battery holder and insert two "AAA" size alkaline batteries as shown. *Make sure you match up the (+) and (-) symbols as shown.* Reinsert battery holder and tighten screws.
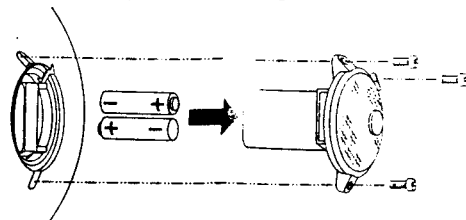
Figure 1

TESTING BATTERIES

After installing the batteries, ORBIX will automatically light up and beep. If ORBIX doesn't light up and beep, the batteries may be weak or improperly installed.

Caution: Batteries may leak or damage ORBIX if improperly installed. Remove batteries during extended storage. Never mix battery types.

ON/OFF

ORBIX is powered on or off by pressing and releasing any two *opposite* buttons at the same time. See Figure 2. When ORBIX is powered on, it sounds a signal and all 12 lights blink for a few seconds.

ORBIX will shut off automatically after a few minutes if no buttons are pressed.

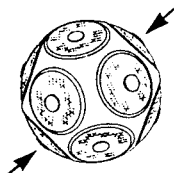### EXAMPLE

Press and release two opposite buttons as shown.

CHANGING PUZZLES

After ORBIX is powered on as described above, it then emits *one* beep/flash if it was

Figure 2

set on Puzzle 1; *two* beeps/flashes for Puzzle 2; *three* beeps/flashes for Puzzle 3 and *four* beeps/flashes for Puzzle 4. To switch between puzzles, press and hold any two adjacent buttons until ORBIX beeps/flashes the next level number. To stop on that puzzle, release the buttons. To continue, press and hold the buttons until the desired puzzle beeps/flashes. Then release the buttons. See Figure 3 for an example. To decide which puzzles to solve, see *The Four Puzzles in Detail* on page 6.

EXAMPLE

To move to Puzzle 2, press and hold two adjacent buttons as shown. When you hear two beeps, immediately release the buttons. Keep holding down buttons to move to the next puzzle.
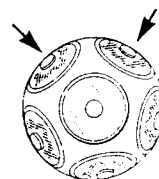

Figure 3

SOUND CONTROL

At any time after ORBIX is powered on, you can turn the sound off. To do so, press and *hold* any two buttons that are separated by *one* button until a short beep is heard. See Figure 4. To turn the sound back on, repeat this procedure until two short beeps are heard.

EXAMPLE

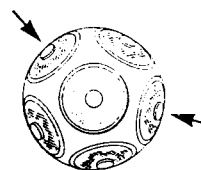*To turn the sound off, hold down two buttons as shown until you hear a short beep.*

ELECTRONIC MEMORY

Saving Your Sequence

Figure 4

When ORBIX is powered off, the light configuration showing at that moment will be saved in memory. When ORBIX is powered back on, you may resume where you left off.

Saving Your Victories

If you light all 12 lights on ORBIX, you may want to "save it" to show your friends later. While all 12 lights are blinking, power off ORBIX as described earlier. When ORBIX is powered back on, it will continue blinking to prove your previous success. To start a new puzzle after a victory, simply press any button. Remember, whenever you power up after a victory, ORBIX will continue blinking until you press a button.

Returning to Start

At any time during play, you may return to the original starting pattern (the light configuration that existed when ORBIX was last switched on). To do so, first make sure the sound mode is on. Then press and *hold* any two buttons that are separated by *one* button until you hear one beep followed by two quick beeps. See Figure 5.

EXAMPLE

To return to the starting position, hold down two buttons as shown until you hear one beep and then two quick beeps.
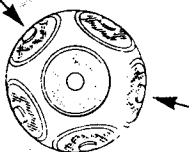
Figure 5

THE FOUR PUZZLES IN DETAIL

Puzzle 1

When you press any button, you reverse the 5 surrounding lights (on-to-off or off-to-on). The button pressed remains unchanged (on or off). You can press both lit and unlit buttons in Puzzle 1. See Figure 6.

EXAMPLE

Press this unlit button. It stays unlit.

These lights will go out.

These unlit lights will light up.

Figure 6

Lights Out! In Puzzle 1, you may discover a way to shut *off* all the lights. If you do so, ORBIX will signal a tune. Continue playing until all the lights are turned on.

Puzzle 2

This puzzle is the same as Puzzle 1 except that nothing happens when you press an unlit button. Only lit buttons can be pressed on this puzzle. See Figure 7.

EXAMPLE

Press this lit button. It stays lit.

These lights will go out.
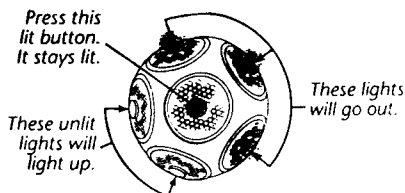
These unlit lights will light up.

Figure 7

Puzzle 3

When you press any *unlit* button, you reverse the 6 lights (on-to-off or off-to-on) on the opposite side of ORBIX. The button pressed also lights up. Nothing will happen if you press a lit button. See Figure 8.
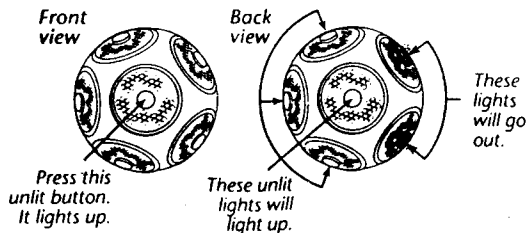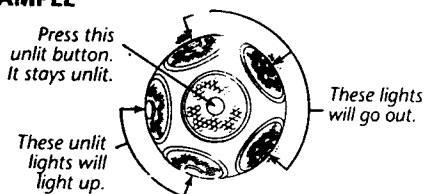
EXAMPLE

Front view

Back view

These lights will go out.

Press this unlit button. It lights up.

These unlit lights will light up.

Figure 8

Puzzle 4

When you press any lit button, it remains lit and the following 2 things can happen:

* If the light directly opposite the pressed button (on the other side of ORBIX) was also lit, the five lights surrounding the pressed button will reverse (on-to-off or off-to-on).

* If the light directly opposite the pressed button was *unlit*, then all but the pressed button will reverse (on-to-off or off-to-on).

Nothing will happen if you press an unlit button.

SOLVING THE PUZZLE

When you light up all 12 lights on ORBIX, it blinks and signals a victory tune. To start a new puzzle, simply press any button.