




BRAINBOLT GENIUS 8436 Fast Light-Up Memory Game Instruction Manual

[Home](#) » [BRAINBOLT GENIUS](#) » BRAINBOLT GENIUS 8436 Fast Light-Up Memory Game Instruction Manual 

Contents

- [1 BRAINBOLT GENIUS 8436 Fast Light-Up Memory Game](#)
- [2 INSTRUCTION GUIDE](#)
- [3 1-Player Games](#)
- [4 2-Player Games](#)
- [5 Battery Installation](#)
- [6 FCC rules.](#)
- [7 Documents / Resources](#)
 - [7.1 References](#)
- [8 Related Posts](#)



BRAINBOLT GENIUS 8436 Fast Light-Up Memory Game



INSTRUCTION GUIDE



1-Player Games

IMITATION

All tiles will flash red. One tile will light up for 2 seconds and then the board will go dark. You have 7 seconds to press the same tile that was lit. Play continues with two lighted tiles. Press the same two tiles that were just lit. The game continues this way by adding one new light until all 21 tiles are lit. When all 21 lit tiles have been correctly pressed, a celebration sound will play. If you make a mistake, a buzzer noise will play, and the correct tiles will light up. When the game ends, the tiles will light up to indicate your score. The objective of this mode is to imitate the game and press the same tiles that were just lit. You can press the tiles in any order

SOLITAIRE

All tiles will flash green. One tile will light up and you must press that tile within 3 seconds. All tiles will turn off and another tile will light up. If the tile is different than the first tile, you must press it once within 3 seconds. If the tile is the same as the first tile, you must press that tile two times. Another tile will light up and the objective is the same: if it's a new tile, press it once. If it's a tile that has already been pressed, press it two times. If you make a mistake, a buzzer noise will play, and the correct tile will light up. When the game ends, the tiles will light up to indicate your score. The objective of this mode is to press all 21 tiles.

SEQUENCE

Press the Sequence button once for the standard mode. All tiles will flash blue, then one tile will light up. Press that tile within 3 seconds. Play continues when two tiles light up in sequence. Press those two tiles in the same sequence. Play continues with one additional tile added to the sequence until you reach 21. If you make a mistake, a buzzer noise will play, and the correct tiles will light up in sequence. When the game ends, the tiles will light up to indicate your score. If you get all 21 tiles in sequence, you're ready for Sequence Genius!

SEQUENCE GENIUS

Press the Sequence button twice for Sequence Genius and get ready! All tiles will flash green, then one tile will light up. Press the first tile within 3 seconds. Press the tiles multiple times to find the color you need (red, green, or blue). Play continues when two tiles light up in sequence. You must remember the sequence AND color of each tile. If you get all 21 tiles lit in sequence, you're truly a BrainBolt Genius! If you make a mistake, a buzzer noise will play, and the correct tiles will light up. When the game ends, the tiles will light up in sequence to indicate your score. The objective of this mode is the same as Sequence; you must match the sequence, but in Sequence Genius you must also match the color of each tile.

LIGHTS OUT

All tiles will flash blue. Two tiles will light up and remain lit for 2 seconds. Then all tiles will go dark and only one tile will turn on. You must press the missing tile within 3 seconds. If you press the correct missing tile, play continues with one additional tile lit each round. Play will continue this way until 21 tiles are lit. The objective is always the same: press the one missing tile. If you make a mistake, a buzzer noise will play, and the correct tiles will light up. When the game ends, the tiles will light up to indicate your score.

REPEAT

The repeat button is intended to give players a second chance in single player modes. If you make a mistake, press the Repeat button to see the lights again. In Solitaire mode, the lights will turn on in the original order from the beginning. In all other modes, gameplay will resume at the same stage when an error was made.

2-Player Games

IMITATION 2-Player

If you press the 2-player button after pressing the Imitation mode button, you will begin a 2-player game. The gameplay is the same as single player mode, but players take turns and pass the game between one another after successfully completing a turn. Player 1 is red and Player 2 is blue. Play continues until both players reach 21 tiles or one player makes a mistake. The first player to win 5 rounds is the winner. Each player's score will be displayed after each round.

SEQUENCE 2-Player

If you press the 2-player button after pressing the Sequence mode button, you will begin a 2-player game. The gameplay is the same as single player, but players take turns and pass the game between one another after successfully completing a turn. Player 1 is red and Player 2 is blue. If both players reach 15 tiles, play continues with 1 fewer tile lighting up on each turn. The round ends when one player makes a mistake. The first player to win 5 rounds is the winner. Each player's score will be displayed after each round.

Battery Installation



- Use a Phillips-head screwdriver to loosen the battery door screw.
- Game requires 3 AAA batteries, not included.
- Batteries must be inserted with the correct polarity.
- Do not mix old and new batteries.
- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries: alkaline, standard (carbon zinc), or rechargeable batteries.
- Only use batteries of the same or equivalent type.
- Remove exhausted batteries from the game.
- Do not short-circuit the supply terminals.
- Only charge rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the game before charging.
- To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the game if they will not be used for more than two weeks.
- Please retain these instructions for future reference.

Inventor Brad Ross is often jolted with sparks of inspiration as he's walking amidst the hustle and bustle of his hometown, New York City. The secret to his brilliance is keeping his brain lightning sharp and that's why he is passionate about inventing games that give kids' brains the ultimate challenge and shock! Developed in Southern California by Educational Insights.

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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

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Documents / Resources

	<p>BRAINBOLT GENIUS 8436 Fast Light-Up Memory Game [pdf] Instruction Manual 8436 Fast Light-Up Memory Game, 8436, Fast Light-Up Memory Game, Light-Up Memory Gam e, Memory Game, Game</p>
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References

-  [Educational Games and Toys for All Ages | Educational Insights](#)