



Crossed Signals Game Instructions

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Game is in English only.

OBJECT OF THE GAME

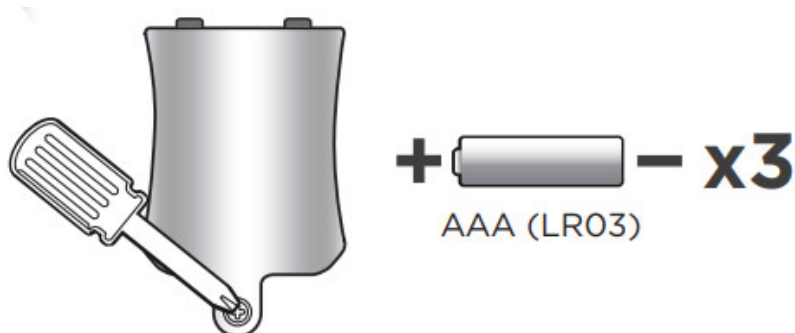
Follow the lights and move the sticks up, down or shake 'em. It's that simple. Or is it?
Pay attention and don't get your signals crossed!

CONTENTS

1. pair of light sticks

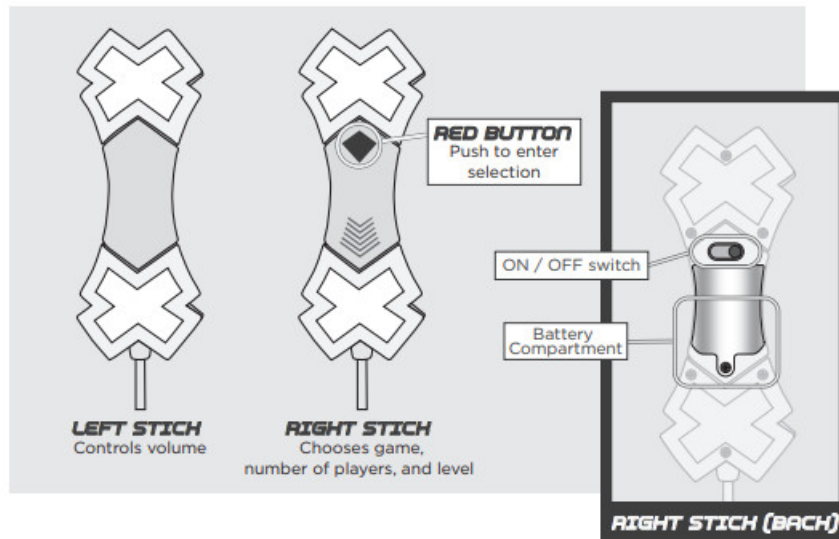
SET UP

Install 3 AAA batteries.



BATTERY INSTALLATION

- Requires 3 AAA (LR03) batteries (not included).
- Unscrew the battery cover with a Phillips head screwdriver (not included).
- Install 3 new AAA (LR03) batteries in the orientation (+/-) shown.
- Replace the battery cover and tighten the screw.
- Replace the batteries if sounds distort.
- For longer life, use alkaline batteries.
- When exposed to an electrostatic source, the product may malfunction.
- To resume normal operation, remove and re-install the batteries.



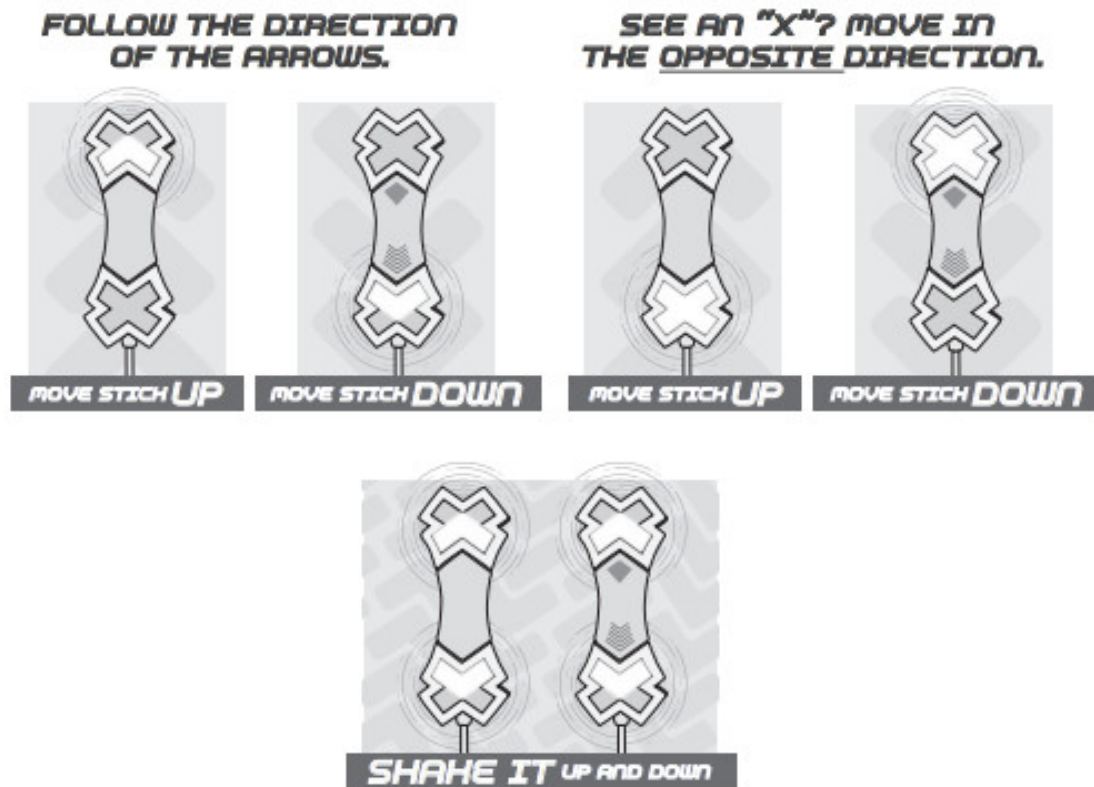
1. Turn the switch on the back of the Right Stick to the “on” position.
2. Raise or lower the Left Stick to adjust the volume.
3. Raise or lower the Right Stick to hear the game modes. Press the red button to select.
4. Raise or lower the Right Stick to select the number of players. Press the red button to select.
5. Raise or lower the Right Stick to choose a level. (This is for Light Pursuit, Speed Signals and Go-No-Go only.) Press the red button to select.

NOTE: Once you start a game, you cannot change the volume.

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LEARN THE LIGHTS!



GAME MODES

LIGHT PURSUIT

Players: 1-4

Levels: 4

To Play: Follow the light commands. Move in the wrong direction and the turn ends. If you complete a level, the next level will automatically start.

Note: In a multiplayer game, the next player must press the red button to begin their turn.

Winning: The player with the highest score wins!

Try playing as a team! Select one-player mode and have each player hold a stick in their hand. See how far you can go together!

SPEED SIGNALS

Players: 1-4

Levels: 4

To Play: How many points can you get in 1 minute? Follow the light commands. The game won't stop when you make a mistake, but you also won't earn points.

Note: In a multiplayer game, the next player must press the red button to begin their turn.

Winning: The player with the highest score wins!

GO-NO-GO

Players: 1-4

Levels: 4

To Play: Follow the light commands only if the game says, "GO!" If the game says, "NO!", hold the sticks still. If you make a wrong move, the game ends. If you complete a level, the next level will automatically start.

Note: In a multiplayer game, the next player must press the red button to begin their turn.

Winning: The player with the highest score wins!

SIGNAL SHOWDOWN

Players: 2

Levels: 1

To Play: Each player holds one stick. Both players watch the light on their stick and move at the same time. The player who does it first scores a point.

Winning: The first player to score 7 points wins!

To stop a game and start over, turn the power switch off and back on again.

NOTE: The unit will go to sleep after 60 seconds of inactivity.

Press the button to start a new game.

WARNING: This toy produces flashes that may trigger epilepsy in sensitized individuals.

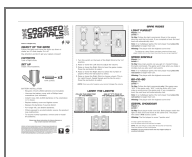
Please keep these instructions for future reference as they contain important information.

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Documents / Resources



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CROSSED SIGNALS, GYG89

References

- [Les Jouets Mattel France - Bienvenue sur Les Jouets Mattel](#)