TOKEN GUIDE:

- **LASER**: Provides the laser beam. Push the button at the top of this token to engage the beam.
- **TARGET/MIRROR**: Can be used as a target, a mirror, or both. Only the transparent red side of the token is a valid target.
- **BEAM SPLITTER**: Splits the beam into two paths. One path is reflected 90 degrees and the other path passes straight through the token.
- **DOUBLE MIRROR**: Both sides of this token reflect the beam 90 degrees.
- **CHECKPOINT**: Serves as a token that the laser beam must pass through.
- **CELL BLOCKER**: Prevents other tokens from being placed in the cell which it inhabits. This token will not block the path of the beam.

Lights and mirrors may make it feel like magic, but it’s really science and a good dose of brain power that are needed to direct the laser beam through this series of mind-challenging mazes. Get ready for a satisfying mental workout as you flex your strategic thinking muscles and ignite the targets and your mind!

**OBJECT**: For each challenge, arrange the laser and specified tokens on the grid in order to activate (light up) the indicated number of targets.

**SETUP**:  
1. Select a challenge card and place it in the card slot at the top of the game board for easy reference.
2. Set up the tokens on your grid to match the symbols illustrated on the challenge card.

**CHECK YOUR SOLUTION**: Remember, there is only one correct solution for each challenge. So when you solve a challenge, flip the card over to see if your solution matches!

**BONUS CHALLENGES**: If you like Laser Maze and have completed all of the challenges, check out our Expert Level Bonus Challenges here: ThinkFun.com/bonus

**ABOUT THE INVENTOR**: Laser Maze was invented by Luke Hooper, lead designer at Fat Brain Design. 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 Hea Huang, Tyler Sorens, Luke Hooper, and Tanya Thompson.

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

**SYMBOLS KEY CARD**: The Symbols Key Card is your quick reference guide to the symbols on the challenge cards:

- If a symbol shows the outline of the token, you must place the token in the cell indicated in the orientation pictured on the challenge card.
- If a symbol contains a question mark, you must figure out the correct orientation.

**NOTE**: The Target/Mirror token has two uses and can be represented by four different symbols:

These two symbols mean you must use this token as a target. (But it may also be used as a mirror.)

These two symbols mean you need to determine whether to use the token as a target, a mirror, or both.