



# LASER<sup>™</sup>

## CHESS

—The Beam Directing Strategy Game—

### INSTRUCTION MANUAL



**AGES**  
**8 to Adult**  
two-player

# INTRODUCTION

A game of capture has never been this much fun! Laser Chess combines the fun of bending lasers and illuminating pieces with chess-like strategy. You have to strike your opponent's King while protecting your own from getting zapped! Simple rules and only a few basic moves make Laser Chess easy to learn and quick to play.



CAUTION—Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

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.



CAN ICES-3 (B)/NMB-3(B)

# INCLUDES:

Game Tokens-(26 total)



**KING**  
1 ea.

**SWITCH**  
2 ea.

**DEFENDER**  
2 ea.



**DEFLECTOR**  
7 ea.

**LASER**  
1 ea.

Game Grid



## TOKEN GUIDE:



**Laser:** Each player has one Laser that remains in the corner of the game Grid throughout the game. Press the button on top at the end of each turn to activate the laser. The Laser is not a playing token and cannot be eliminated from play.



**Deflector:** The mirrored side of the Deflector reflects the laser 90 degrees. A Deflector is eliminated from play when any of its non-mirrored surfaces are hit by the laser.



**Defender:** The front side of a Defender blocks the laser and the Defender will remain in play if hit from the front. However, a Defender can be eliminated from play if the laser strikes either of its sides or its back.



**Switch:** Both sides of the Switch reflect the laser 90 degrees. The Switch can also swap places with an adjacent Deflector or Defender. A Switch can never be eliminated from play.



**King:** The game ends when the laser strikes a King.

## HOW TO PLAY:

**OBJECT:** Be the first player to strike your opponent's King with a Laser.

**SETUP:** The first time you play, pull the tab from the bottom of each Laser piece to activate the batteries.



**NOTE:** Laser Chess requires two standard model LR44 button cell batteries (AG13). See page 11 for instructions on replacing batteries.

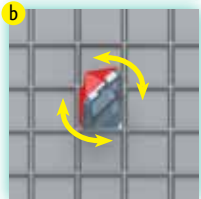
1. Determine which player will use the gray/red tokens and which player will use the blue/white tokens.
2. Select a board setup found on page 10 and set up the board as shown. If you are new to the game, begin with the ACE configuration. As you become familiar with the game you can advance to CURIOSITY, GRAIL, MERCURY and SOPHIE. Once you've mastered play, use your creativity to invent your own starting positions!

## STEPS TO PLAY:

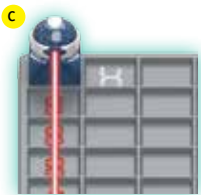
1. The blue/white player goes first. Players take turns with each player moving only their own tokens. All playing tokens, including Kings, can be moved.
2. On a turn a player must first take one of the following actions:



a. Move any one token one space in any direction (including diagonally) following the Movement Rules on pg. 7.



b. Rotate a token 90 degrees in either direction without moving spaces.



c. Rotate his or her own Laser to point in the direction of either the first column or the first row. Rotation of the Laser must always be done before it is fired.



3. To complete a turn, a player activates the laser by the button on top of his or her own Laser. Tokens are then removed from the board based on where the beam lands. Refer to the Token Guide on page 4 for a description of when to eliminate pieces from play.

If the laser beam lands on a player's own token, the token is still eliminated from play according to the descriptions in the Token Guide.

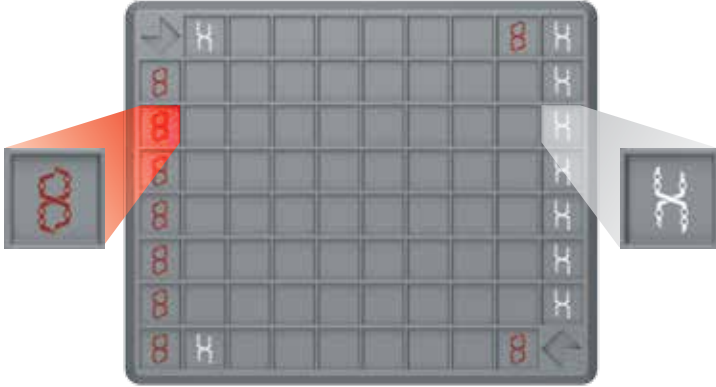
**IMPORTANT:** The Laser is fired only one time at the end of a player's turn and the turn is over whether or not the laser hits a token. A Laser cannot be fired as a "test" mid-turn while a player is still deciding on a move to make. Once a move is made the move cannot be taken back and the Laser must be fired.

## MOVEMENT RULES:

1. A token may only be moved OR rotated in one turn, not both.
2. A token may only be rotated 90 degrees at a time.
3. **SPECIAL MOVE** – This move is made only by a Switch token. The Switch may swap places with an adjacent Deflector or Defender of either color. Neither token rotates during the swap. A Switch cannot swap places with a King or another Switch piece.



4. Red/gray tokens can never move into spaces with white helix patterns and blue/white tokens can never move into squares containing red helix patterns. (Located along the edges of the board.)



### **WINNING THE GAME:**

When either laser beam lands on a King token, that King is removed and the game is over. If you are the player whose King remains— **YOU WIN!**

If you accidentally hit your own King—your opponent wins the game.

**NOTE:** If at any time during play an identical board arrangement appears for a third time in the same game (i.e. the same tokens of the same colors occupy the same squares in the same orientations), the player making the next move can declare a stalemate.

### **ABOUT THE INVENTORS:**

Laser Chess™ was invented by Luke Hooper, Founder of FACTOR 10 Design. A biomedical and mechanical engineer, Luke dreamed up the concept behind the game while he was in college. Since then, Luke has made a career out of creating interactive new products that expand the way we think. He hopes Laser Chess will help achieve his goal of changing the way people see the world through innovative play.

Michael Larson earned his PhD in Mechanical Engineering from MIT. He has co-founded four companies which make products ranging from surgical instruments to headbands that help people get better sleep. He has enjoyed teaching others about invention, design and product development during his 25 years as a university professor. He has seven issued patents with six patents pending. Michael has won numerous awards, including “Inventor of the Year” by the University of Colorado. He has piloted a jet aircraft, steered a nuclear submarine, and can wiggle his ears. One at a time.

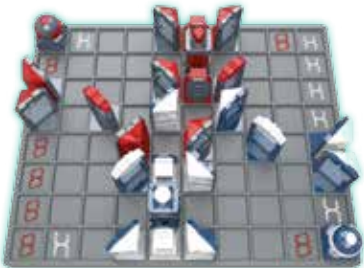
## BOARD SETUPS:



ACE



CURIOSITY



GRAIL

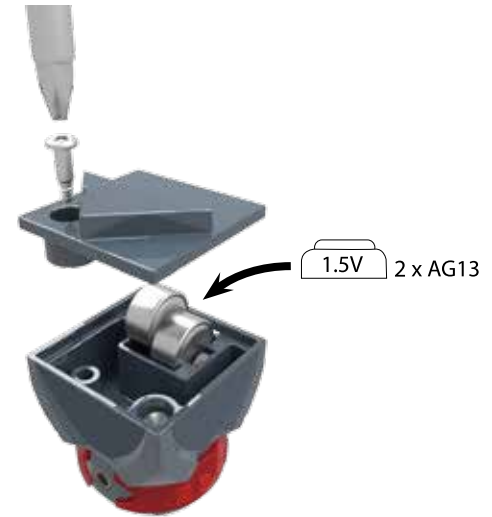


MERCURY



SOPHIE

## BATTERY REPLACEMENT:



### IMPORTANT: BATTERY INFORMATION CAUTION

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

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