



Linear Game Instructions

Road Block

Concentration and speed are required to hit the leading light before it moves on.

- 1 Player Game
- 65-second game
- Hit the leading light before it transitions to Red.
- As your score gets higher, the game speeds up to adjust to your ability.
- **Level 1:** Stop the line of four lights by hitting the leading light. Improve your score by hitting the light before it reaches its fourth and final spot. Lights move horizontally, vertically and diagonally across all four towers.
- **Level 2:** Lights move horizontally, vertically and diagonally. They bounce off the sides and move faster than level 1.
- **Level 3:** Lights move horizontally, vertically and diagonally. They bounce off the sides and move even faster than the previous levels.

Goalie

Test your skills as a goalie by defending your tower and launching attacks simultaneously.

- 2 Player game
- 60-second game
- Shoot lights past your opponent to score points.
- Lights make ascending and descending sound effects to indicate movement horizontally across the columns.
- All levels are two-sided play, with Red on the left two towers and Green on the right two towers.
- Speed increases when the light is volleyed.
- Players choose Red or Green.
- **Level 1:** Send your lights across the towers to get the game started. Stop incoming lights and score points by getting your light past your opponent's tower.
- **Level 2:** The game is the same as level 1, but now you can volley incoming lights to make them change color and become your lights, and increase in point value.
- **Level 3:** In addition to the regular Goalie play, your light occasionally flashes Yellow to indicate a slapshot opportunity. It moves faster and is worth more points.

Snake

This challenging game requires the player to anticipate the snake's movement and score points by hitting the snake's head and tail.

- 1 or 2+ Players
- 49-second game
- Destroy the snake by hitting lights from its head or tail.
- In every level: Any time the lights drop below three or four lights and the snake travels five nodes without being hit, the length of the snake increases by one light until it reaches its original length.
- **One player**
 - **Level 1:** A four-light snake moves across all four towers. Hit heads or tails to knock out the snake.
 - **Level 2:** A four-light snake moves across all four towers, horizontally, vertically and diagonally. While the game is the same, the lights move faster than in Level 1.
 - **Level 3:** In the most challenging level, the lights move even faster than before.
- **Two players: Choose Red or Green**
 - **Level 1:** One three-light snake for each color moves across all four towers. Hit your colored heads or tails to knock out your snake.
 - **Level 2:** One three-light snake for each color moves across all four towers horizontally, vertically and diagonally. Lights move faster than level 1.
 - **Level 3:** The game is the same as level 2, with lights moving faster than before.