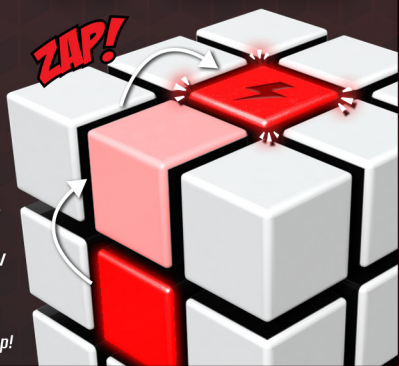


## TILT 'N' ZAP

In this game the flashing Cube stays in the centre of the top face. A lit Cube starts moving around the Spark. Try to Zap the lit Cube as it passes the flashing one on top. Tilt to Zap when it lands in 1 of the 4 spaces next to the flashing Cube. You have 3 lives and the end of the game Rubik's Spark will show your score.

Tip! At first take your time, but watch out in later levels – the target light speeds up!



# Rubik's® SPARK

THE AMAZING NEW ELECTRONIC GAME!

## FOLLOW THE PATH

In this game Rubik's Spark will show you a path. You must remember the path and using bubble control, copy the sequence. At each level another Cube is added to the path. Complete the sequence and you level up. You have 3 lives and at the end of the game Rubik's Spark will show your score.

Tip! Be careful! Don't rush or guess as no mistakes are allowed.



SHAKE AND TILT TO WAKE UP!



ENSURE THE RUBIK'S LOGO IS NOT COVERED AS SPARK WILL SLEEP IF IT'S DARK!

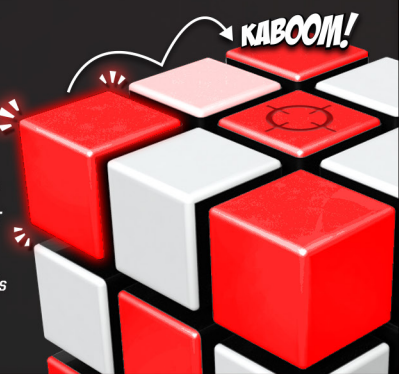
Unique Bubble Control. The flashing Cube is the one you need to control. As you tilt and turn the Spark, the flashing Cube will always try to move up like a bubble – guide the flashing Cube where you want it to go.



## SEEK AND DESTROY

In this game your mission is simple... You need to guide the flashing Cube using bubble control to destroy other lit Cubes. Complete the task and you level up. Each level gets more difficult – you have 3 lives and Rubik's Spark will show your score.

Tip! You had better be quick - your targets become harder to catch!

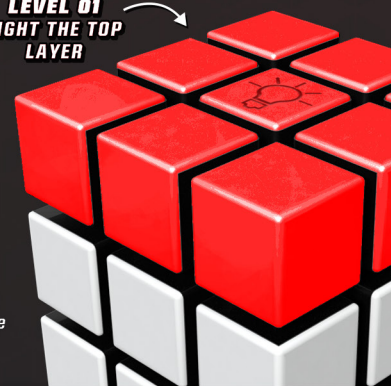


## LIGHT THE CUBE

In this game you must light the Cubes that the Spark shows you. Guide the flashing Cube to repeat the lights Spark has demonstrated. Each level gets more difficult. You have 3 lives and the end of the game Rubik's Spark will show your score.

Tip! As you level up things get quicker and change. Watch out for disappearing lights and be careful not to knock out the already lit cubes!

LEVEL 01  
LIGHT THE TOP LAYER



## SNACKIN' SNAKE

In this game you need to guide the flashing Cube to find and eat the 'blinking Cube'. As you eat the lights your snake grows a tail. Complete the task and level up – each level gets more difficult. You have 3 lives and Rubik's Spark will show your score.

Tip! Hurry – your food disappears and your growing tail gets in the way!



## RUBIK'S DJ

No rules just fun!  
Tilt and turn Rubik's Spark to make your own music!





## STEP 01

Switch the Spark from Try Me to On and if needed, Off and On to reset the Spark.



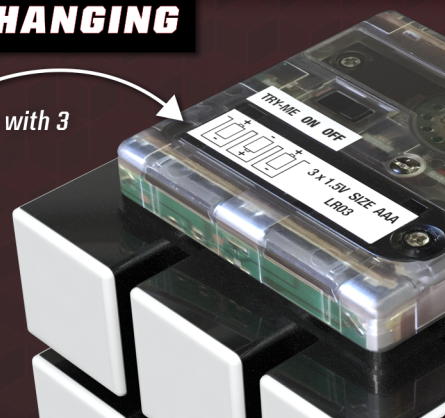
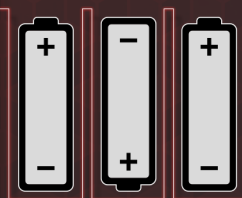
Shake and Tilt Spark to wake up!



## BATTERY CHANGING

### REPLACE BATTERIES

Replace demo batteries with 3 AAA alkaline batteries.



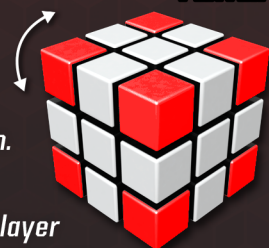
## STEP 02

**SINGLE PLAYER**



Tilt the Spark when either single or multiplayer lights are shown.

**MULTI PLAYER**



NB: In multiplayer mode the games are the same except for a pause after each level to indicate it is time to pass it on to next player.

## IMPORTANT: BATTERY INFORMATION

### ⚠ CAUTION:

#### 1. TO AVOID BATTERY LEAKAGE

- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
- Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
- Remove exhausted or dead batteries from the product.
- Remove batteries if product is not to be plated with for a long time.
- Do not short-circuit the supply terminals.
- RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

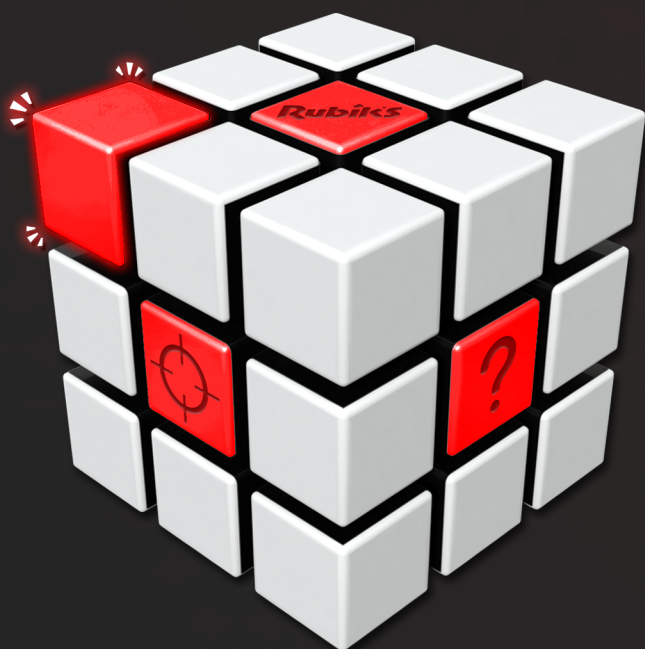
2. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching it off and back on again or removing and re-inserting batteries) if necessary.

## STEP 03

Now it is time to choose a game!

The 6 centre Cubes will show you an icon – 1 for each game. Guide the flashing Cube using bubble control to the game you want to play.

See reverse for game instructions!



## SLEEP / WAKE / RESET

If you make a mistake or simply want to start a new game – wait 45 seconds for Spark to sleep and restart. The Spark has no memory so for each game and score the player always starts from the beginning.

## LEGAL + WARNINGS

© 2016 John Adams Leisure Ltd. IDEAL® is a registered trademark of John Adams Leisure Ltd. John Adams are constantly endeavouring to improve quality standards and therefore colours, sizes and contents may vary from those shown. Packaging and leaflets are printed on recycled material wherever possible.

Designed in the UK. Made in China.

John Adams Leisure Ltd, Marketing House, Blackstone Road, Huntingdon, Cambridgeshire, PE29 6EF, England. Please retain our address for reference.

Email: [customerservices@johnadams.co.uk](mailto:customerservices@johnadams.co.uk). Tel: 01480 414361.

To see more of our range why not visit us at: [www.idealboardgames.co.uk](http://www.idealboardgames.co.uk)

© 1980 RUBIK'S® used under license. Rubik's Brand Ltd. All rights reserved

"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."

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

WARNING! Not suitable for children under 36 months. Choking hazard - contains small parts.

VISIT [WWW.RUBIKS.COM](http://WWW.RUBIKS.COM)  
FOR HINTS, TIPS AND INSTRUCTIONS AND  
TO SEE MORE OF THE RUBIK'S RANGE!

**Rubik's**  
**SPARK**