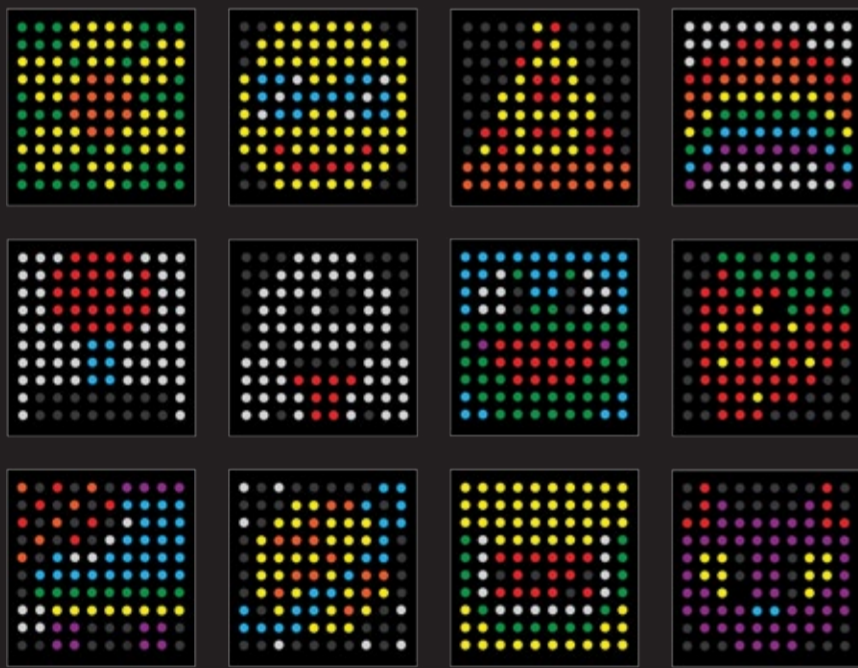


CREATE



SLIDE BUTTON ON BACK TO
CREATE MODE

Press any color changing button on the front panel to turn on - cycle through the colors by pressing the same button the number of times indicated on the template guides.
Create art using one of these templates or make your own design!



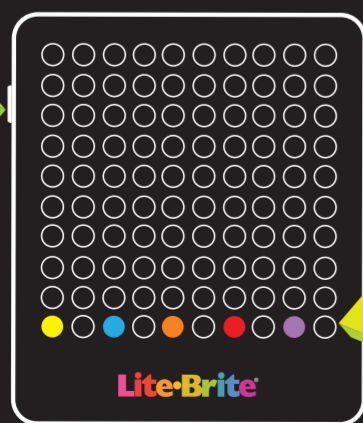
COLOR
CYCLE
KEY



HOW TO SAVE UP TO 5 IMAGES:

1. Press and hold Select button for 3 seconds
2. Choose 1 of the 5 lit up buttons on the bottom row
3. Press and hold Select Button for 3 seconds to store image in the selected location

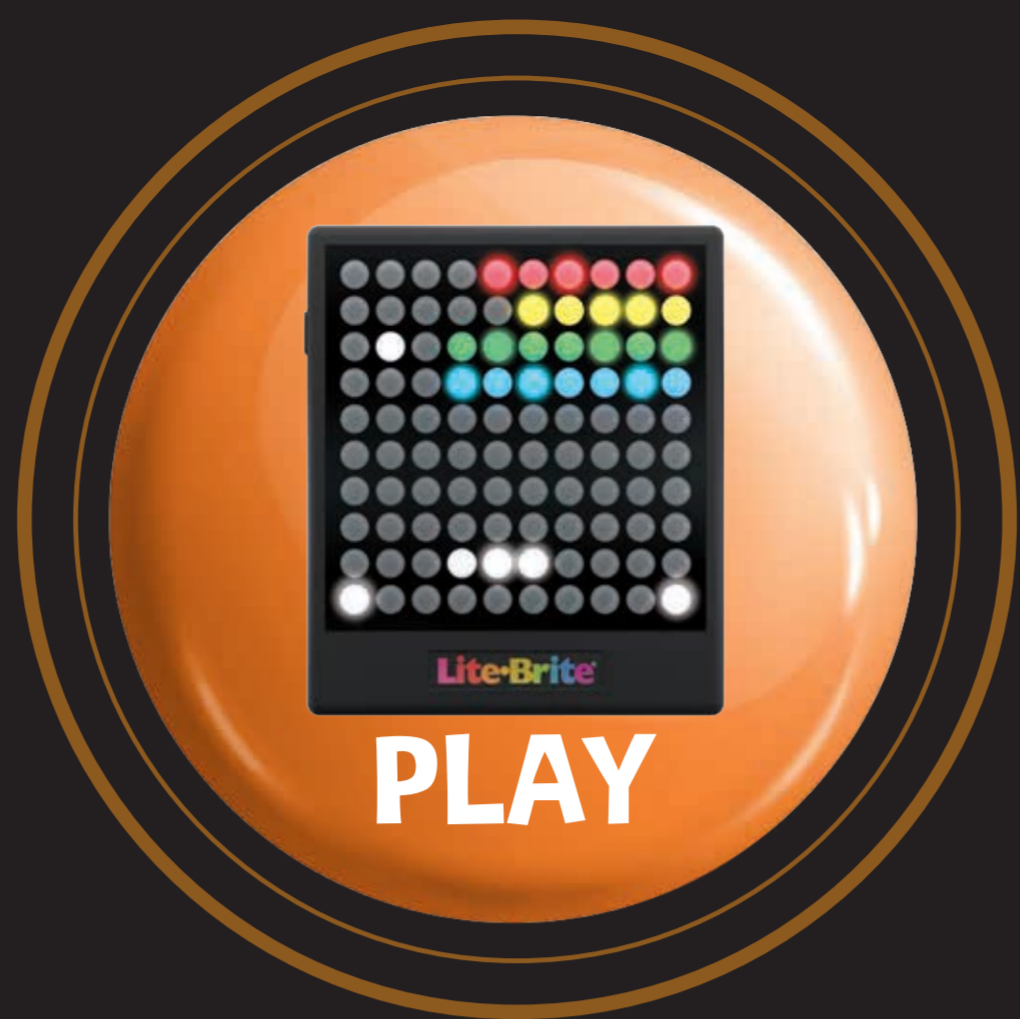
SAVING:
SELECT BUTTON



LOADING:
IMAGE LOCATION

HOW TO LOAD SAVED IMAGES:

1. Press and hold Select button for 3 seconds
2. Press 1 of the 5 lit up buttons to load preview of image
3. Press the same flashing button to load the image

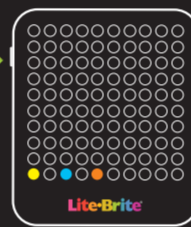


PLAY



SLIDE BUTTON ON BACK TO
PLAY MODE

SELECT BUTTON
HOLD FOR 3 SECONDS TO
EXIT GAME
TAP TO PAUSE/RESUME GAME



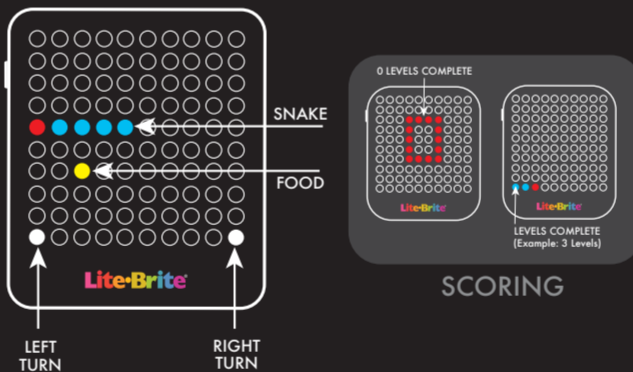
3 FUN GAMES!



There are 3 different game choices in Play Mode. Press one of the color LED buttons lit on the bottom row to show a preview of that game. Press Select button to pause/resume game. (Hold Select button to exit game)

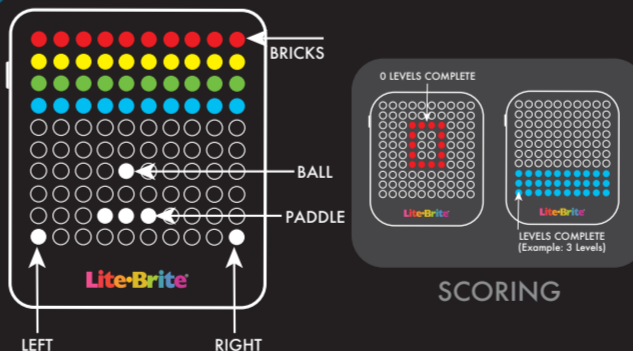
● SNAKE GAME

Directions:
Make the Lite Snake grow longer by eating the food on the screen. Move the Snake around by pressing the Left Turn & Right Turn Snake buttons on the bottom of the screen. Game ends when you hit the side of the screen or your own Lite Snake.



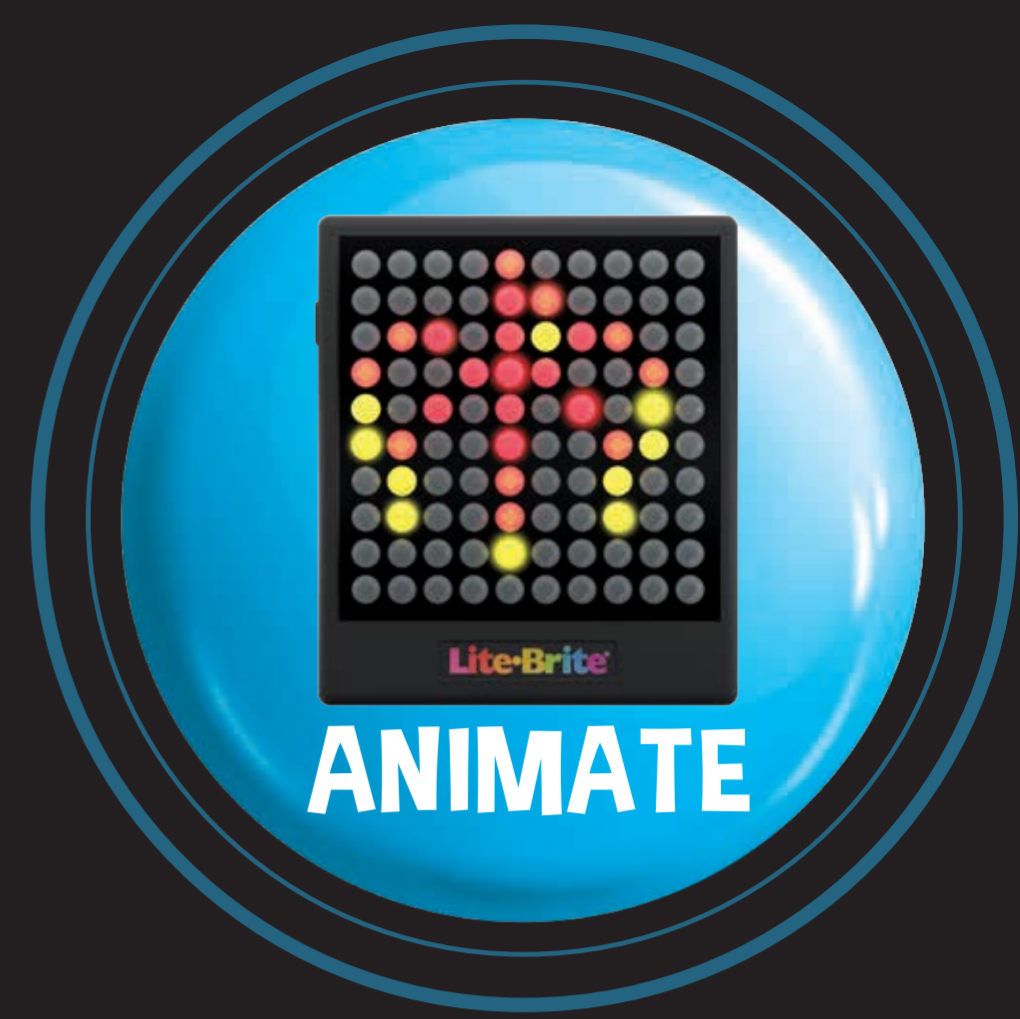
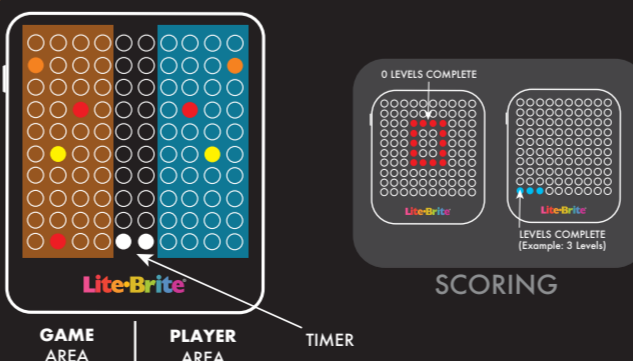
● BRICK GAME

Directions:
Try to break all of the Lite Bricks by using your paddle to bounce the ball off of them. Move the paddle by pressing the Paddle Left and Paddle Right buttons on the bottom of the screen.



● MIRROR GAME

Directions:
Try to mirror the LED button pattern displayed in the game area (left 4 columns) on the player area (right 4 columns). A 20 second timer will count down in the middle. Game ends when it reaches the bottom.

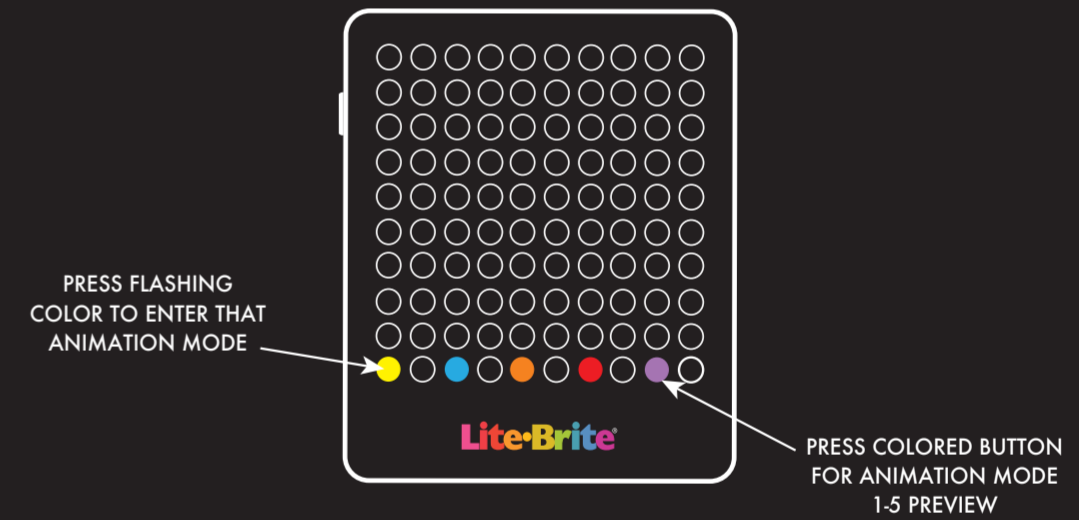


ANIMATE



SLIDE BUTTON ON BACK TO
ANIMATE MODE

There are 5 built-in interactive Animation Modes. Press one of the 5 color LED buttons that are lit on the bottom row to show a preview of that animation. Press flashing button to activate that mode.



CHECK OUT THESE AWESOME ANIMATIONS!



Lite·Brite® TOUCH

CREATE PLAY & ANIMATE

INSTRUCTIONS

6+



www.basicfun.com
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 customerservice@basicfun.com

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 GREEN PARK, READING, RG6 2UB,
 ENGLAND.
 K'NEX Basic Fun C/O, Regional
 Express GmbH, Darmstädter Landstr.
 116 60598 Frankfurt, Germany.

3 x 1.5V AA/LR6
 Included

MICRO USB



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 reserved. TEL: 1-561-997-8901
 (Manufactured under license. Basic Fun products are safety tested and
 comply with ASTM F963. MADE IN CHINA.)
 Each sold separately, subject to availability. Colors and styles may vary from
 photos as we continue to modify and improve our products.
 ADULTS NOTE: Remove all tags and plastic fasteners before giving toy to
 child. Please keep this package and instruction sheet for future reference.
 WARNING! Not suitable for children under 36 months, Small Parts.
 Choking hazard.
 WARNING! Not suitable for children under 36 Months.
 Misuse of transformer can cause electrical shock.
 WARNING! This toy produces flashes that may trigger epilepsy in sensitised
 individuals

**WARNING: CHOKING HAZARD - Small Parts.
 Not for Children Under 3 years.**

FOLLOW ONE OF THESE...



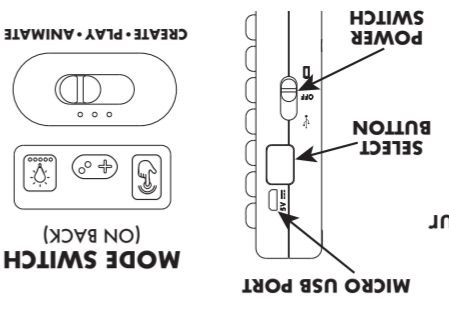
AMAZING TEMPLATES...



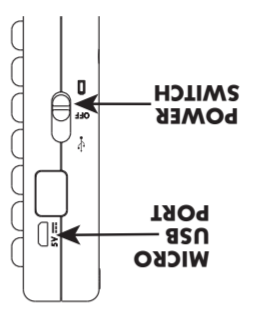
AND WOW YOUR FRIENDS!



TURN ON UNIT
 After installing your batteries or connecting your
 or USB position. The Power Switch is located
 on the (top) left side of the unit, below the
 Select Button. Then move the Mode Switch
 located on the back of the unit
 to the desired mode.



BATTERY INSTALLATION
 Using a Phillips/crosshead screwdriver (not included), loosen the screw in the
 battery compartment cover (screw stays attached to cover). Remove the cover.
 Insert 3x AA batteries. Alkaline batteries recommended. Replace cover and
 tighten screw.

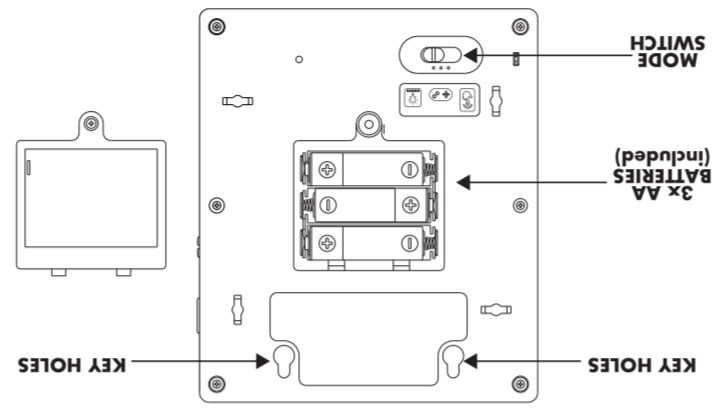


POWERING UNIT
 The Lite·Brite Touch unit can be powered through
 two methods: 1) battery power and 2) USB port.
 Please remove any batteries if using the USB
 cable to power the unit. The unit can have the
 batteries and USB plugged in at the same time.
 There will be some drain to the batteries.

USB INFORMATION
 The unit may also use a MICRO USB cable (not included) to power it. Plug in the
 cable into the MICRO USB port on the top left side of the unit. NOTE: The USB
 cable DOES NOT charge the unit - the power will cut off from your unit once
 unplugged.

LEGAL/ELECTRONICS SAFETY STATEMENTS

BATTERY INFORMATION
 Rechargeable batteries are only to be charged under adult supervision.
 Rechargeable batteries are to be removed from toy before being charged.
 Do not attempt to recharge non-rechargeable batteries.
 Do not mix alkaline, standard (carbon-zinc), and/or rechargeable batteries.
 Do not mix old and new batteries.
 Only use batteries of the same or equivalent type as recommended.
 Insert batteries with the correct polarity.
 Remove exhausted batteries from the product.
 Do not short-circuit the supply terminals.
 Dispose of batteries safely.
 Do not dispose of this product in a fire. The batteries inside may explode or leak.
 Some times a build-up of static electricity (from carpets, etc.) may cause the figure to
 stop working. If this happens, re-install batteries to reset the toy.
 In an environment with radio frequency interference, the product may malfunction. If
 this happens, re-install batteries to reset the toy.



DISPLAYING YOUR LITE BRITE TOUCH
 The unit can be displayed either hanging on a wall or placed on a flat surface. For wall
 display, use 2 wall mount screws (not included) to affix the unit to the wall by the two keyholes
 on the back.

FCC STATEMENT
 This device complies with Part 15 of the FCC Rules.
 Operation is subject to the following two conditions:
 (1) the device may not cause harmful interference, and
 (2) this device must accept any interference received,
 including interference that may cause undesired
 operation.
 Warning: Changes or modifications to this unit not
 expressly approved by the party responsible for
 compliance could void the user's authority to operate
 the equipment.
 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 communication. 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.

USB POWER INFORMATION
 Plug the cable into 5V DC computer outlet.
 This toy is only to be connected to
 equipment bearing either of the following
 symbols:
 or