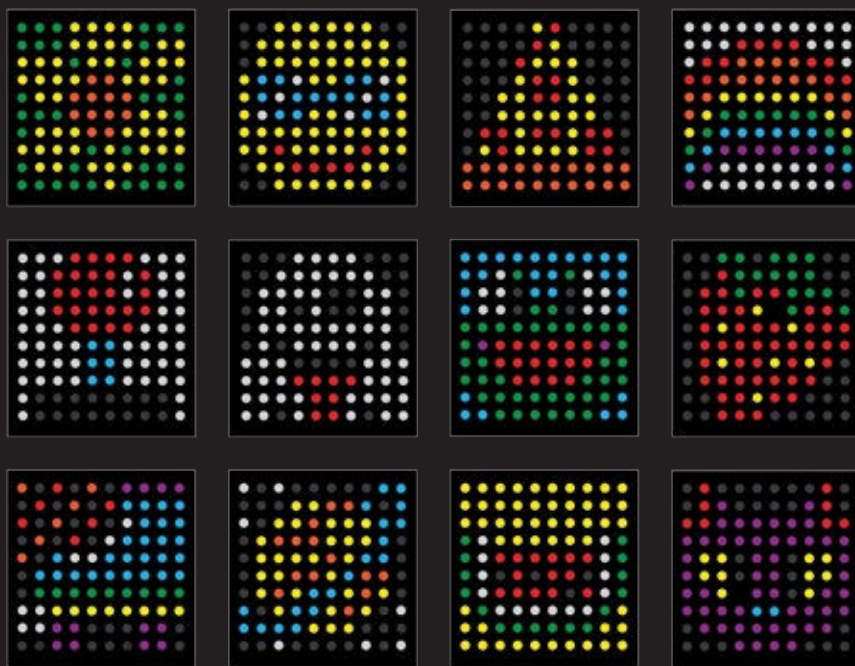


CREATE



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!



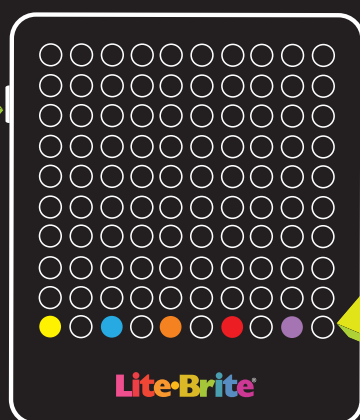
COLOR
CYCLE
KEY



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

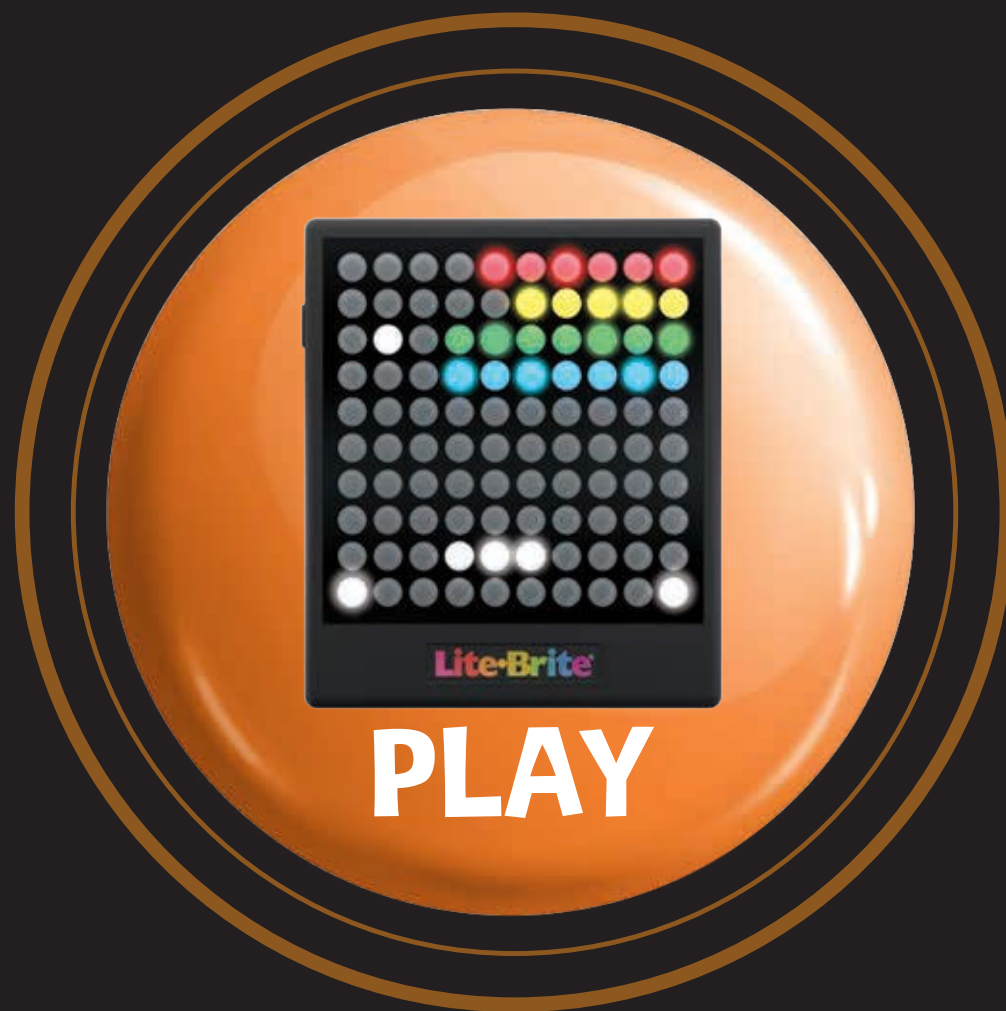
SAVING:
SELECT BUTTON



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!

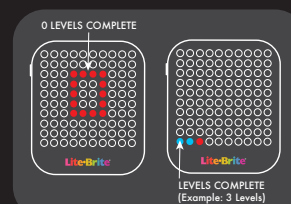
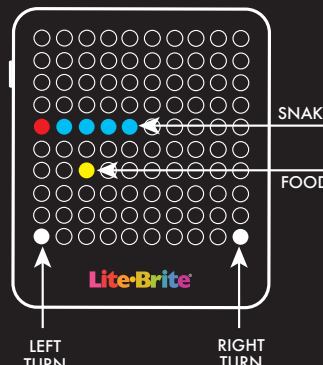


There are 3 different game choices in **Play Mode**. Press one of the color LED buttons lit on the bottom row to show a preview of that game. Press Select button to pause/resume game. (Hold Select button to exit game)



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.

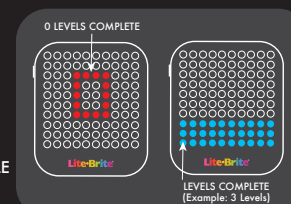
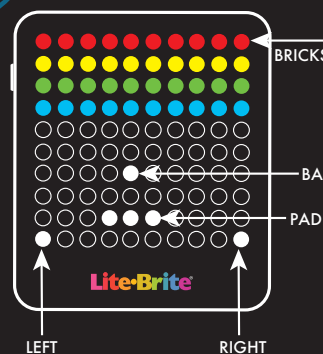


SCORING



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.

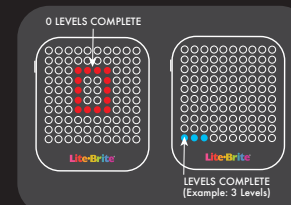
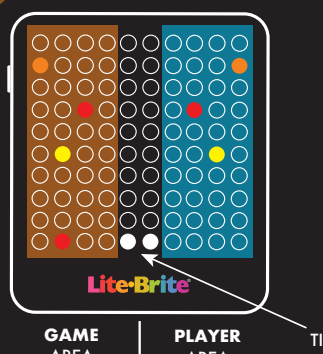


SCORING

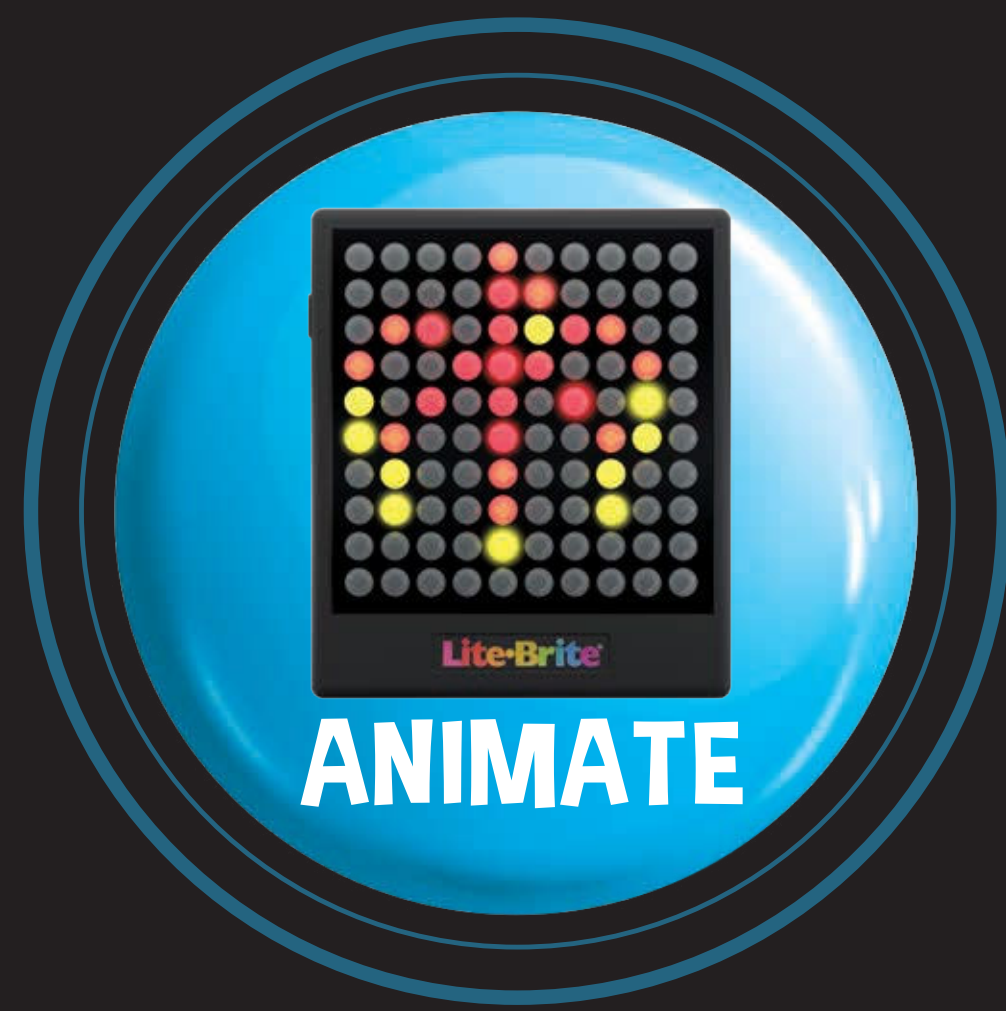


MIRROR GAME

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.



SCORING

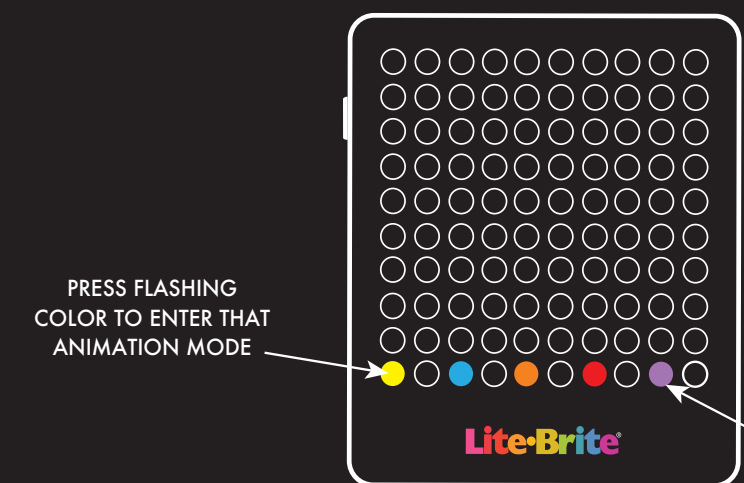


ANIMATE



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.



PRESS FLASHING
COLOR TO ENTER THAT
ANIMATION MODE

PRESS COLORED BUTTON
FOR ANIMATION MODE
1-5 PREVIEW



LIGHTNING



FIREWORKS



ZIG-ZAGS

CHECK OUT THESE AWESOME ANIMATIONS!



RAINBOW



WATER DROP



www.basicfun.com

Customer service contact email:
customerservice@basicfun.com

@basicfunttoys

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K'NEX UK LTD., 200 BROOK DRIVE,
GREEN PARK, READING, RG6 2UB,
ENGLAND.
K'NEX Basic Fun C/O, Regional
Express GmbH, Darmstadter Landstr.
116 60598 Frankfurt, Germany.

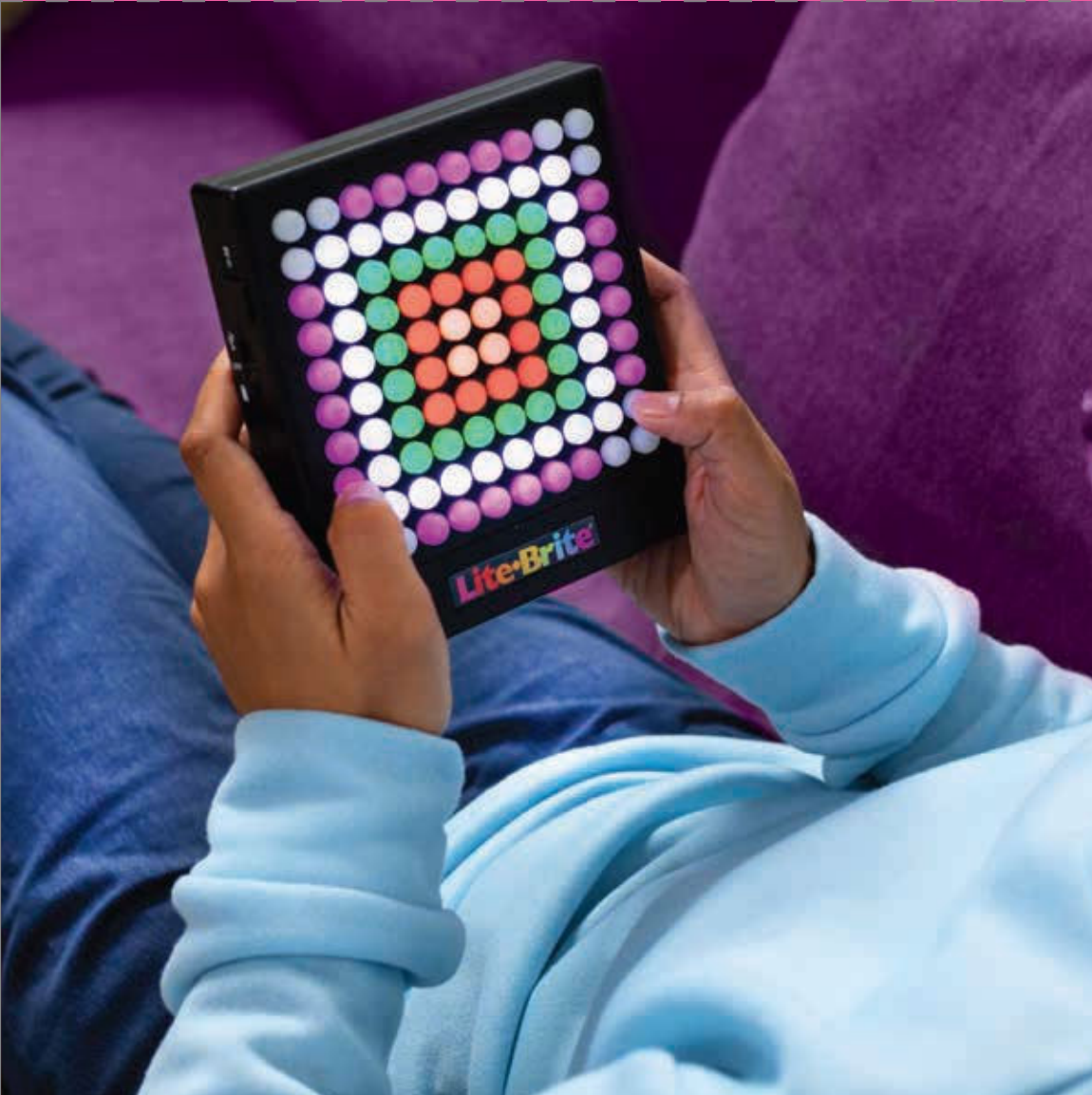
MICRO USB
Included

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(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 USB, move the Power Switch to the Battery 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.

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.

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.

BATTERY INFORMATION

The unit uses 3x AA batteries (included). There will be some drain to the batteries. batteries and USB plugged in at the same time. Please remove any batteries if using the USB cable to power the unit. The unit can have the two methods: 1) battery power and 2) USB port. The Lite-Brite Touch unit can be powered through

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.

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.
- Sometimes 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.

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.

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

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