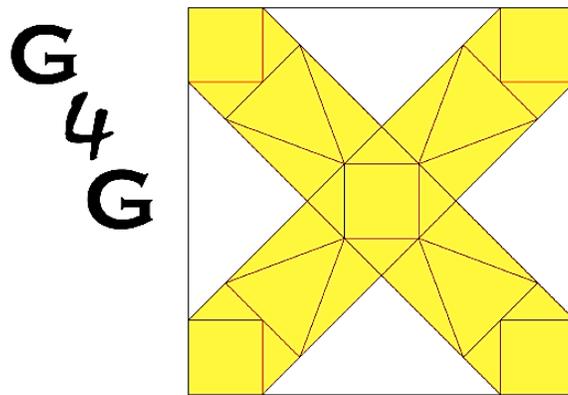
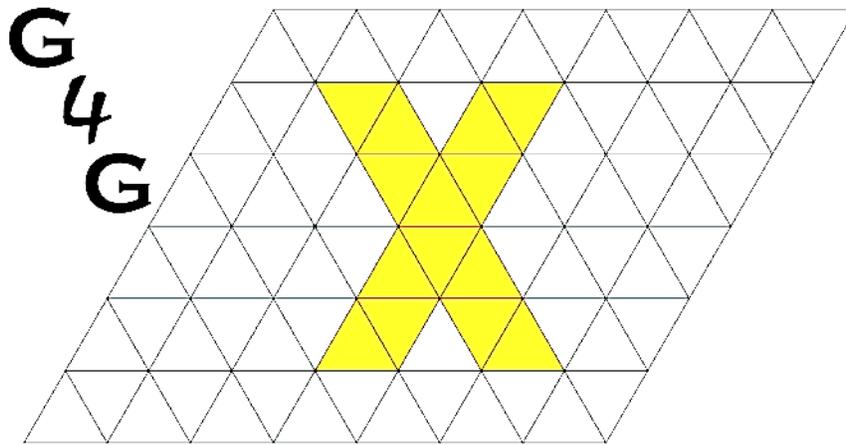
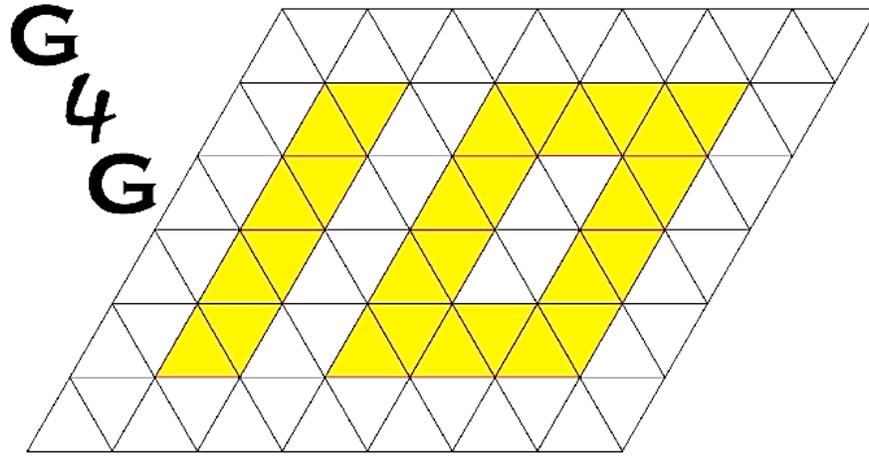


# 3 LIGHTS OUT Puzzles for



Presented by Les Shader, Bryan Shader & Lynne Ipiña

Graphics by Happy Jack Software

Imagine the cells are switch button: one flick and they light. Another flick, they are dark. A colored cell indicates the light is  (on). A white cell indicates the light is  (off).

Placing a pebble on a cell (C) changes the OFF/ON state of cell (C) and all cells sharing an edge with cell (C).

To solve our puzzles one must place pebbles on cells so that:

- Every colored cell has an ODD number of pebbles in it's neighborhood
- Every white cell has an EVEN number of pebbles in it's neighborhood.

The neighborhood of a cell (C) is the cell (C) and every other cell that shares an edge with (C).

**Solution Hint:** Place pebbles on the dots shown in the figures below. Then move to the top of the puzzle, turning lights ON and Off appropriately.

