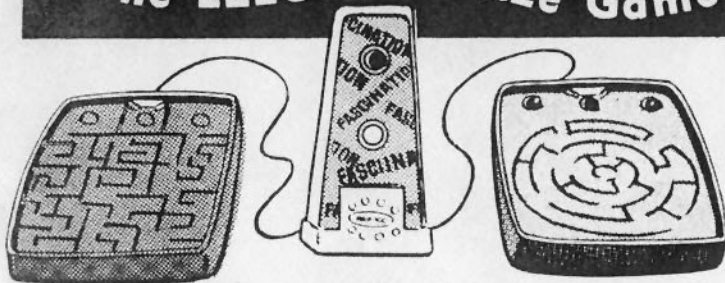


REMCO

# The ELECTRIC Maze Game



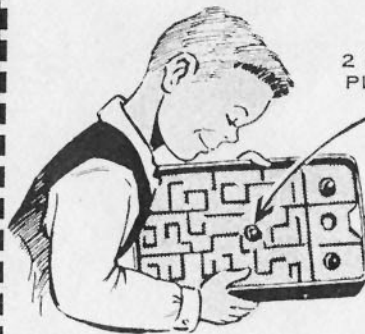
TRIPLE MAZE

PYLON

CIRCLE MAZE

- REMCO FASCINATION IS A CONTEST OF SKILL BETWEEN TWO OPPONENTS.
- EACH HAS A FASCINATION BOARD AND THREE STEEL BALLS.
- THE FASCINATION PYLON ANNOUNCES THE WINNER.
- YOU CAN PLAY FASCINATION ALONE, BY RACING AGAINST TIME.

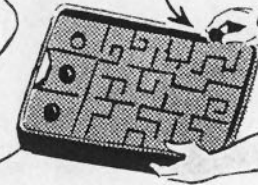
## PLAYING THE TRIPLE MAZE....



2 BALLS IN PLACE...  
PLAYER IS TRYING  
TO PLACE  
LAST BALL.



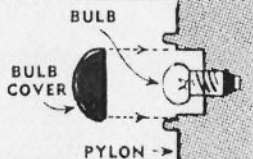
2 BALLS IN PLACE...  
PLAYER IS STARTING  
THIRD BALL



- Each player holds the Fascination board with the TRIPLE MAZE UP and puts one steel ball in each start position.
- At a given signal both players begin to tilt their boards so as to make the balls run through the maze into the finish holes.
- It is wise to work on one ball at a time until all three are in the finish holes.
- When a player has successfully run all three mazes, and the balls are in the finish holes, his light on the Pylon will flash on, declaring him the Winner!
- If either player upsets the pylon by violent action, he forfeits the game.

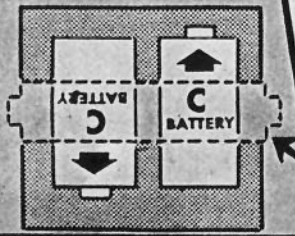
NOTE: Should your toy fail to operate, check batteries to see if they are good and if they are making proper contact.

**BULB CHECK:** If either bulb fails to light when all 3 steel balls are in the Finish Holes, snap the bulb covers out of the Pylon holes and check bulbs to see if they are tightly screwed down.



### TO INSERT BATTERIES:

- REMOVE THE BATTERY STRAP AND TAKE OUT THE BAG OF STEEL BALLS.
- INSERT TWO 'C' SIZE BATTERIES. AS SHOWN IN BATTERY COMPARTMENT.
- SNAP BATTERY STRAP IN PLACE.



NOTE: FOR BEST SERVICE, DO NOT RETURN TO DEALER AS HE IS NOT EQUIPPED TO REPAIR THIS TOY. RETURN TO FACTORY AND SEND \$ .75 UNDER SEPARATE COVER FOR REPAIRING, PLUS \$ .45 FOR HANDLING AND POSTAGE TO: REMCO INDUSTRIES, INC., 113 NORTH 13th STREET, NEWARK 7, NEW JERSEY.

## PLAYING THE CIRCLE MAZE....



STORE  
BALLS  
HERE



- Each player drops one ball into the center start position of his CIRCLE MAZE and places his other two balls in a bottom corner of the board.
- At a given signal both players begin to tilt their boards so as to make the center ball run through the maze and get into one of the finish holes.
- When a player has one ball in a finish hole, he removes a second ball from the storage corner, places it in the center of the maze and runs it-through into a finish hole.
- The first one to have ALL THREE balls in the finish holes lights the light and wins the game.
- If either player upsets the pylon, he forfeits the game.

Additional bag of balls may be obtained - send \$ .50