

OPERATING INSTRUCTIONS

BATTERY INSTALLATION (batteries included)

- Unscrew the battery cover with a Phillips screwdriver (+).
- Insert 2 "AAA" batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

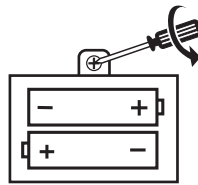


Fig. 1

SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, switch to ON or OFF to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case switch OFF and then switch back to ON.
- If the product malfunctions after switching to ON or OFF, use the tip of the stylus to activate the pinhole RESET button located on the back of the product to reset the game or simply switch to OFF and back to ON.

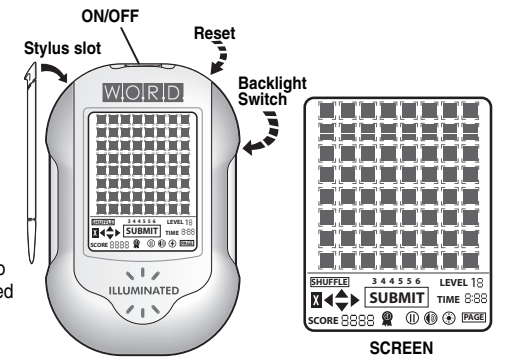
CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 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 experienced radio/TV technician for help.

BUTTON & ICON DESCRIPTION

1. **ON/OFF SWITCH:** Turns the unit on or off.
2. **BACKLIGHT SWITCH:** Turns the screen backlight on or off.
3. **SUBMIT:** Confirms game and menu selection choices / Submits a word that a player has created in a game.
4. **PAUSE:** Pauses and un-pauses the current game.
5. **SOUND:** Adjusts volume level (0-5).
6. **CONTRAST:** Adjusts the contrast of the screen (1-6).
7. **SCORE:** Displays the current score.
8. **HIGH SCORE:** Displays the highest score for each game.
9. **SHUFFLE:** Shuffles letter tiles on screen.
10. **X:** Clears all selected letters.
11. **DIRECTIONAL ARROWS:** Scroll up, down, left, and right to view other areas of the letter grid / Sets the time if the player selected the Word Search Timed version.
12. **TIMER:** Displays the time remaining in a game.
13. **LEVEL:** Displays the current level.
14. **WORD COUNTER:** Displays the number of hidden words in the puzzle on the right of LEVEL.
15. **PAGE:** View words that need to be found (WORD SEARCH) / View words that have already been submitted (ALPHA-MIXER).
16. **3 4 5 6:** Indicates the existence of unsubmitted 3, 4, 5 or 6-letter words (ALPHA-MIXER) / Represents the length of the words needed to complete a word set (TEXT TUMBLER).



GAME PLAY

START THE GAME:

1. Slide the **ON/OFF** switch to **ON** to turn on the game. Following the animation, touch **SUBMIT** to view the game menu.
2. W.O.R.D includes 4 different word games. Choose a game by touching one of the game titles shown onscreen; then touch **SUBMIT** to begin.
3. Touch the **←** button to return to the main game menu.
4. Touch the **HIGH SCORE** icon to view the highest score for that game. Note: High Scores will be erased if you remove the batteries.
5. The game will enter "sleep mode" automatically if the screen is not touched for four minutes. Touch the **SUBMIT** box with the stylus to resume the game.
6. Touch the **SOUND** button at any time to adjust the volume level (0-5). Level 5 is the loudest setting and Level 0 will mute the sound.
7. Touch the **CONTRAST** button at any time to adjust the contrast of the LCD screen (1-6). Level 6 is the highest contrast setting and Level 1 is the lowest.
8. Slide the **ON/OFF** switch to **OFF** at any time to turn the unit off. To play a different game, turn the unit off, and then on again to start another game.

WORD SEARCH: Find a given set of words within a grid of letters.

1. Using the stylus, select **CLASSIC** or **TIMED** and then touch **SUBMIT**.
CLASSIC: Search for hidden words at your own pace.
TIMED: Find the hidden words before time runs out.
2. Choose from 3 puzzle sizes: 8x8, 12x12, or 15x15. Each grid size contains a specific number of hidden words to find.
 8x8 grid = 8 words
 12x12 grid = 13 words
 15x15 grid = 18 words
3. If you selected the **TIMED** version, the default times for each puzzle size can be adjusted from 0:01 to 9:59. When **SET TIME** appears onscreen, the default number of minutes will be blinking. Press the **UP / DOWN** arrows to adjust the minutes from 1 to 9. Then touch the **RIGHT** arrow to set the seconds; the seconds 00 will blink. Press the **UP / DOWN** arrows again to adjust the seconds from 1 to 59. Touch **SUBMIT** to begin the game. The timer will begin to count down.
4. View the list of hidden words by touching the blinking **PAGE** box in the bottom right corner. Continue pressing the **PAGE** box to return to the puzzle grid. Touch the **PAGE** box at any time while playing to view the word list. When playing the **TIMED** version, the timer will pause whenever you press the **PAGE** box. It will resume counting down once you return to the main puzzle grid.
5. The words hidden in the puzzle grid may appear straight across, backwards, up, down, and diagonally. Touch the letters that make up the word in the order that the word is spelled. As you touch each letter, the corners around the letter will appear, indicating that the letter has been selected. To deselect a letter, touch it again and the corners will disappear. When all of the letters of a word have been selected, touch **SUBMIT** to enter the word.
6. When a correct word is submitted, it will no longer remain highlighted on screen, but the word will be removed from the word list and the number displayed on the **WORD COUNTER** will decrease by one.

7. When playing on a 12x12 or 15x15 grid, only 8 rows and 8 columns are visible onscreen. Use the **DIRECTIONAL ARROWS** to shift the screen up, down, left and right to view other areas of the screen. Note: Only the arrows that indicate a direction in which the screen can be shifted will appear onscreen.
8. Find all of the hidden words to win the game! If you are playing the **TIMED** version, you must find all of the words before the timer runs down.
9. From the **YOU WIN** or **GAME OVER** screen, touch **SUBMIT** to continue. Press **PLAY AGAIN** to try again or **GAME MENU** to select another game. Touch **SUBMIT** to confirm your selection.

ALPHA-MIXER: Rearrange letters to form as many words as possible!

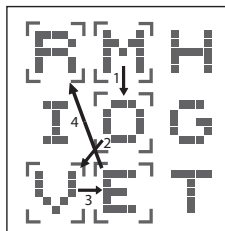
1. Touch **START** to begin the game.
2. There are 6 letters at the bottom of the screen and 6 empty boxes above. Form words from these letters by touching them in the order in which the word is spelled. As you touch the letters, they will appear in the boxes above, forming the word you are trying to spell. When all letters of the word appear in the boxes in the correct order, touch **SUBMIT**. If the word is correct, it will appear at the top of the screen and the 6 letters will return to the bottom position. If it is incorrect, the word will not appear on the screen and the 6 letters will return to their original positions.
 Note: All words must contain 3 or more letters. Proper nouns and slang will not be recognized.
3. Letters in the boxes can be moved back to the lower position by touching them, starting with the last letter. Touch **X** to move all of the letters in the boxes down to their original positions.
4. Touch **SHUFFLE** to rearrange letters and help you spot other words.
5. Submitted words will fill the top of the screen as you play. As you create more words, the words will move up and off screen. Touch **PAGE** at any time to view the submitted words that are no longer displayed on the main screen. Continue to press **PAGE** to scroll through additional pages of submitted words and to return to the main screen.
6. The digits 3, 4, 5, and 6 (located above **SUBMIT**) represent the length of the words that have not yet been created. (e.g. Once all 4-letter words have been submitted, the 4 will disappear and only the digits 3, 5, and 6 will be visible.) Create all possible words out of the 6 letters to earn bonus points!
7. As you submit words, the word bar on the right hand side of the screen will begin to fill up. Longer words will fill up more of the word bar and are worth more points than shorter words. You must fill up the word bar completely to advance to the next level.
8. When the bar is filled, **LEVEL UP** will appear. You can touch **LEVEL UP** to immediately start the next level, or you can continue to make words until time runs out. Forming a 6-letter word automatically fills up the bar and allows you to **LEVEL UP** immediately.
9. The clock is set at 2:30 at the beginning of each level and counts down to 0. The game will end if you cannot fill the word bar before the timer reaches 0:00. Win the game by completing all 19 levels!
10. From the **YOU WIN** or **GAME OVER** screen, touch **SUBMIT** to continue. Press **PLAY AGAIN** to try again or **GAME MENU** to select another game. Touch **SUBMIT** to confirm your selection.

LETTER TRAIN: Link letters to form words, earn points and advance to higher levels.

1. Using the stylus, select **BEGINNER** or **ADVANCED** and then touch **SUBMIT** to start the game.

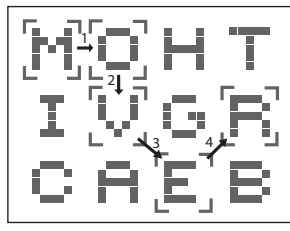
BEGINNER:

When forming words, the letters that make up the word can touch any side of any of the other letters in the word.



ADVANCED:

When forming words, the letters that make up the word must be touching in the order that the word is spelled.



2. The object of the game is to form words by linking letters, starting with the first letter of the word. When you touch a letter onscreen, the corners around the letter will appear to show that the letter has been selected. To deselect a letter, touch it again and the corners will disappear. After a word has been created, touch **SUBMIT**.
3. If a submitted word is correct, the letters that formed the word will disappear and letters above them will fall down and take their place. New letters will enter from the top of the screen.
4. Earn 100 points to advance to the next level. Words must be at least 3 letters long and no longer than 7 letters long. Longer words earn you more points than shorter words! Use Bonus Letters, find Bonus Words, and eliminate Shadow Letters to complete all 19 levels!
5. **BONUS** Letters: When you create long words, a blinking Bonus Letter will appear at the top of the screen. Forming words using Bonus Letters will earn you BIG points! Bonus Letters carry over from level to level, but must be used before they reach the bottom of the screen.

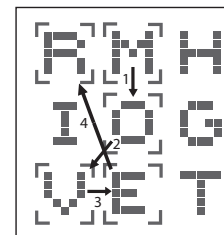
6. **BONUS WORD:** After completing Level 5, a 3-letter Bonus Word will appear on the level up screen. Create the Bonus Word to earn extra points! When the Bonus Word has been created, a new Bonus Word will appear on the next **LEVEL UP** screen.
7. **SHUFFLE:** If you cannot make any words from the screen, you can touch **SHUFFLE** to scramble all of the letters.
 Note: Every time you touch **SHUFFLE**, a Shadow Letter will appear and all Bonus Letters will disappear.
8. **SHADOW LETTERS:** If you create too many 3-letter words, an animated Shadow Letter will appear at the top of the screen. Shadow Letters must be used before they reach the bottom of the screen. If you use a Shadow Letter in a word, it will disappear like a regular letter. However, each time you submit a word without using the Shadow Letter, the Shadow Letter will move down one space, replacing the letter below it. When a Shadow Letter reaches the bottom row, you have one last chance to use it in a word before the game ends. Get rid of Shadow Letters quickly, as they carry over from level to level!
9. The game will end if a Shadow Letter reaches the last row of the screen and you do not use it to form your next word. Win the game by completing all 19 levels!
10. From the **YOU WIN** or **GAME OVER** screen, touch **SUBMIT** to continue. Press **PLAY AGAIN** to try again or **GAME MENU** to select another game. Touch **SUBMIT** to confirm your selection.

TEXT TUMBLER: Create & clear words before tumbling letters fill the screen!

1. Using the stylus, select **BEGINNER** or **ADVANCED** and then touch **SUBMIT** to start the game.

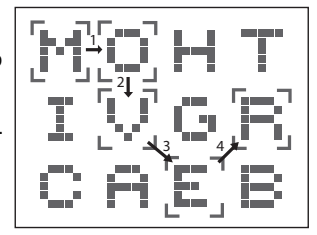
BEGINNER:

When forming words, the letters that make up the word can touch any side of any of the other letters in the word.



ADVANCED:

When forming words, the letters that make up the word must be touching in the order that the word is spelled.



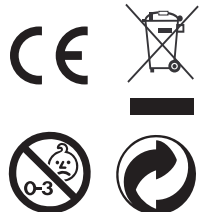
2. The game begins with random letters falling to the bottom of the screen. After a few seconds, additional letters will begin to fall down from the top of the screen. The object of the game is to create and clear words before the falling letters fill up the screen. Touch adjacent letters to form words and clear them from the screen. When you touch a letter onscreen, the corners around the letter will appear to show that it has been selected. To deselect a letter, touch it again and the corners will disappear. After a word has been created, touch **SUBMIT**.
3. If a submitted word is correct, the letters that formed the word will disappear. New letter tiles will continue to fall from the top of the screen.
4. Words must be at least 3 letters long and no longer than 7 letters long. Longer words are worth more points than shorter words and will clear more of the screen! Earn 100 points to advance to the next level.
5. Tumbling letters will fall at a faster rate as you advance to higher levels. Clear Word Sets, use Bombs, and form words using Bonus Letters to help you complete all 19 levels!
6. **WORD SETS:** You can earn extra points and clear additional letters by forming Word Sets. The visible digits of 344556 (located above **SUBMIT**) represent the Word Set that needs to be completed. For example, if 3 4 4 appears, you must create one 3-letter word and two 4-letter words during the level to complete the Word Set. Only one Word Set will appear per level. If you form a word that is longer than the longest word in the Word Set, that word will count as the longest remaining word left in the set.
7. **BOMBS:** Bombs will blow up some of the letters onscreen. If you create a word using a letter that is next to a bomb, when the word is submitted, the letters that make up the word along with all letters surrounding the bomb will disappear. This is especially helpful in the higher levels when the letters quickly fill up the screen.
8. **BONUS LETTERS:** Form words using blinking Bonus Letters to earn extra points!
9. If the screen fills up with letters, the game will end. Win the game by completing all 19 levels!
10. From the **YOU WIN** or **GAME OVER** screen, touch **SUBMIT** to continue. Press **PLAY AGAIN** to try again or **GAME MENU** to select another game. Touch **SUBMIT** to confirm your selection.



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