



OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver.
- Insert 1 button cell battery (CR2032) with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

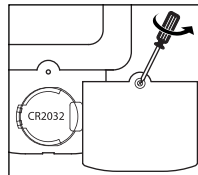


Fig. 1

SAFETY BATTERY USAGE

- Do not use rechargeable batteries in this product.
- Non-rechargeable batteries are not to be recharged.
- 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.

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 BEG or ADV 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 turn to BEG or ADV.
- If the product malfunction after switch to BEG or ADV, try to activate the pin hole RESET button located on the back of the product to reset the game or simply switch to OFF and back to BEG or ADV.

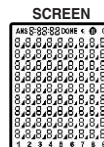
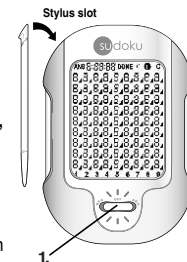
GAME PLAY

OBJECT:

FILL IN THE GRID SO THAT EVERY ROW, EVERY COLUMN AND EVERY 3 X 3 BOX CONTAINS THE NUMBERS 1 THROUGH 9.

- To begin slide the switch from the **OFF** position and choose either **BEGINNER** or **ADVANCED** mode.
- Using the stylus, select **Level 1, 2, 3 or 4** by touching the numbers **1, 2, 3 or 4** on the bottom left side of the screen. 1 is easiest and 4 is the most difficult.
- Once the selection has been made a puzzle will appear on the screen. The amount of fixed numbers appearing on the grid is determined by the level selected. The higher the level the less fixed numbers appear.
- Using the stylus fill in the grid by first touching the number at the bottom of the screen to be selected and then touching the box within the grid to place it. Please note that in the **BEGINNER** mode any number that has been placed in an incorrect box will continue to flash to let you know that it is in the wrong place.
- To **CLEAR** an entry, touch the **C** at the top of the screen and then touch the box on the grid to be cleared. A new number can now be entered in that box using the same steps as above. You can also directly place a new number in a filled box without clearing the previous number by touching a new number and then touching the box.
- Once each of the numbers 1 through 9 has been placed correctly the number will disappear from the bottom of the screen. If the numbers have all been placed correctly, a sound effect will be heard. If no sound effect is heard then one or more numbers have been placed incorrectly.
- The time clock in the top of the screen keeps track of the time it takes to complete the puzzle.
- Pause the game by touching the **PAUSE** icon  located on the upper right of the screen. To continue playing touch the **PAUSE** icon  again. After 4 minutes of no play the game will turn off automatically. Touch any icon on the screen to restart the game. Please note that when the game resumes it will be in the **PAUSE** mode. Touch the **PAUSE** icon  to continue playing.
- The screen contrast can be adjusted by first touching the **PAUSE** icon  at the top of the screen. The numbers 1 through 9 will appear on the bottom of the screen. 1 is the lightest and 9 is the darkest. Touch the number to set the desired contrast.
- Turn the sound on and off by touching the **SOUND** icon  located on the upper right of the screen.
- At any time during the game the answer to the puzzle can be viewed for 5 seconds by touching **ANS** located on the upper left of the screen. This can only be used 3 times during the course of a puzzle.
- When a puzzle has been completed **DONE** will be displayed, then press any button and a new puzzle will appear.
- RESET** the game by activating the pin hole **RESET** button located on the back of the product.

Please note that this game is based on puzzles which have only one solution. Thus, there may be times toward the end of a puzzle where two different options for placing numbers are technically acceptable, but only one version is accepted as being correct by this handheld game.



Product specifications and colors may vary.

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