

KAKURO

User's Guide

What is KAKURO?

KAKURO is a fun new puzzle combining logic and simple addition. Although its rules are simple, completing a KAKURO puzzle can be quite a challenge. The object of KAKURO is to place a number from 1 to 9 in every available square of the game board, where the numbers in each horizontal or vertical row when added together must equal the sum provided in the hint squares. A number displayed in the top half of a hint square is the sum of the squares to the right. A number displayed in the bottom half of a hint square is the sum of the squares below it. Hint squares may appear anywhere within a puzzle and may contain two sums. **Note:** No sum can contain a duplicate number. For example, to total 8 you can enter 7 and 1, 6 and 2, or 5 and 3, but you cannot enter 4 and 4.

Battery Instructions

Your KAKURO requires 2 AAA batteries. Before you can get started, you must install the batteries. Replace the batteries as soon as the display begins to dim. Please have a small Phillips screwdriver and the new batteries at hand before following the steps below to install or replace the batteries.

Note: Please do not use rechargeable batteries.

Warning! If the batteries wear out completely, or if you take more than a few seconds while changing the batteries, the clock and high scores may be reset and you may lose your progress in any puzzles you have begun.

- 1. Turn your unit off and turn it over.**
- 2. Use the Phillips screwdriver to loosen the screw from the battery compartment cover, then slide the cover off.**
Remove the old batteries if you are replacing them.
- 3. Install the batteries following the polarity (+/-) markings in the battery compartment.**
- 4. Replace the battery compartment cover and secure it with the screw.**
- 5. After installing the batteries, reset the unit by pressing the Reset button.**

Battery disposal: Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

Note: If the keyboard fails to respond or if the screen performs erratically, perform a system reset.

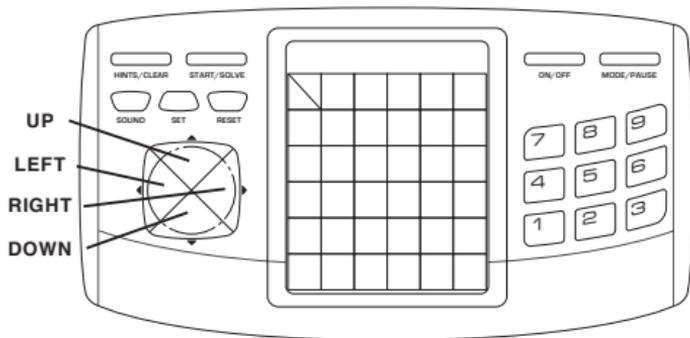
Warnings! Resetting the unit resets the clock and high scores, and erases your progress in any puzzles you have begun.

Battery Precautions

- Non-rechargeable batteries are not to be re-charged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device 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.

- Different types of batteries, or new and used batteries are not to be mixed.
- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

Key Guide



- ON / OFF** Turns the device on or off.
- MODE / PAUSE** Cycles through the clock, alarm and game play modes. During a puzzle, pauses the timer.
- START / SOLVE** Starts the selected puzzle. During game play, checks the answer. Re-starts a paused game.
- HINTS/CLEAR** Clears the number in the current square. Displays the number in the current square. Hold for 4 seconds to clear all the numbers in the current puzzle.
- RESET** Resets the device.
- SOUND** Turns the sound on or off. By default, the sound is on. Press **SOUND** to turn it off. Press **SOUND** to turn it back on.
- SET** In the clock and alarm modes, enters Setting mode. In Setting mode, moves to the next field.
- UP** Moves the cursor up. In Setting mode, adjusts the number in the current field. At the puzzle selection screen, cycles through the available skill levels.

- DOWN** Moves the cursor down. In Setting mode, adjusts the number in the current field. At the puzzle selection screen, cycles through the available skill levels.
- LEFT** Moves the cursor left. Selects a new puzzle at the current skill level.
- RIGHT** Moves the cursor right. Selects a new puzzle at the current skill level.
- 1 - 9** Types the number in the current square.

Playing KAKURO

1. Press ON/OFF to turn the device on or off.

The sound icon is displayed at the top left of the screen.

2. Press MODE/PAUSE until you see “Easy” flashing in the top right corner of the screen.

Press **UP** or **DOWN** to set the skill level as “Easy”, “Medium” or “Hard”. Your best solution time at the selected level is displayed.

Press **LEFT** or **RIGHT** to choose a new puzzle at the selected skill level.

3. Press START/SOLVE.

The timer begins. The cursor, indicated by “_”, blinks in the first empty square. The numbers in hint squares are fixed and cannot be changed.

4. Press UP, DOWN, LEFT or RIGHT to move the cursor to the square you want.

5. Press 1 - 9 to enter the number you want in the current square.

Remember the rules of number placement: The numbers in each horizontal or vertical row, when added together must equal the sum provided in the hint squares. A number displayed in the top half of a hint square is the sum of the squares to the right. A number displayed in the bottom half of a hint square is the sum of the squares below it. No sum can contain a duplicate number. For example, to total 8 you can enter 7 and 1, 6 and 2, or 5 and 3, but you cannot enter 4 and 4.

6. Repeat steps 4 and 5 until the puzzle is completely filled in.

Press **MODE/PAUSE** at any time to pause the game. Then press **START/SOLVE** to restart the game.

Press **HINTS/CLEAR** to erase the number at the current square. If the current square is empty, press **HINTS/CLEAR** to see the correct number.

Hold **HINTS/CLEAR** for 4 seconds to clear all the squares and restart the puzzle.

Hold **START/SOLVE** for 2 seconds to display the solution.

During a game, if you do not press a button for 5 minutes, the game pauses and the device automatically turns off. Press **ON/OFF** to turn on the device, then press **START/SOLVE** to continue the game.

7. Press **START/SOLVE** to check your answers.

If your solution is correct, the timer stops and “Good” flashes. Press **START/SOLVE** again to select another puzzle.

If your solution is incorrect, “Err” flashes. Specific incorrect numbers are not indicated. Press **START/SOLVE** to continue the game.

Clock Setting

1. Press **MODE/PAUSE** until you see the clock.

“Alarm” is displayed at the top left of the screen. **Note:** If no button is pressed for 1 minute when the clock is displayed, the device automatically turns off.

2. Press **SET** to enter Setting mode.

The active field flashes. Press **MODE/PAUSE** at any time to exit Setting mode.

3. Press **UP** or **DOWN** to adjust the current field.

4. Press **SET** to advance to the next field.

Setting mode advances through the fields in the order: Seconds, Minutes, Hour, Month, Day, Year. **Note:** At any field, press **LEFT** or **RIGHT** to change between the 12-and 24-hour clock.

5. Press **SET** in the Year field to exit Setting mode.

Alarm Setting

1. Press **MODE/PAUSE** until you see the alarm clock.

“AL” is displayed on the screen.

2. Press **LEFT** or **RIGHT** to turn the alarm on or off.

3. With the alarm turned on, press **SET** to enter Setting mode.

The active field flashes. Press **MODE/PAUSE** at any time to exit Setting mode.

4. Press **UP** or **DOWN** to adjust the Minutes field and press **SET** to advance to the Hour field.

5. Press **UP** or **DOWN** to adjust the Hour field and press **SET** to exit Setting mode.

Note: When the alarm sounds, press any key to turn it off or it will automatically turn off after 1 minute.

Specifications

Model: KUR-325-01 KAKURO

Batteries: 2 x AAA

Size: 157 x 85.5 x 26mm

ISBN 1-59074-377-6

Note: This device should be disposed through your local electronic product recycling system - do not throw into the trash bin.



Note: Please save all packing materials, as it contains important information.

This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the Reset button, by pressing **ON/OFF**, or by removing and replacing the batteries.

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Attn: Service Department

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FCC NOTICE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This 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 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 an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.