

User's Guide for Keychain SuDoku



Model No. K452-CS

Congratulations on your purchase of Excalibur Electronics' Keychain SuDoku! You and your friends will enjoy hours of challenging fun with this innovative keychain game. Your Keychain SuDoku game contains 16,000 original puzzles.

Keychain SuDoku is easy to use, but be sure to use it safely. Before starting, please read this manual thoroughly, especially noting safety, care and battery information. Keep this manual for reference.

This package includes one Keychain SuDoku game and its manual.



The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.

Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could.

We make you think.

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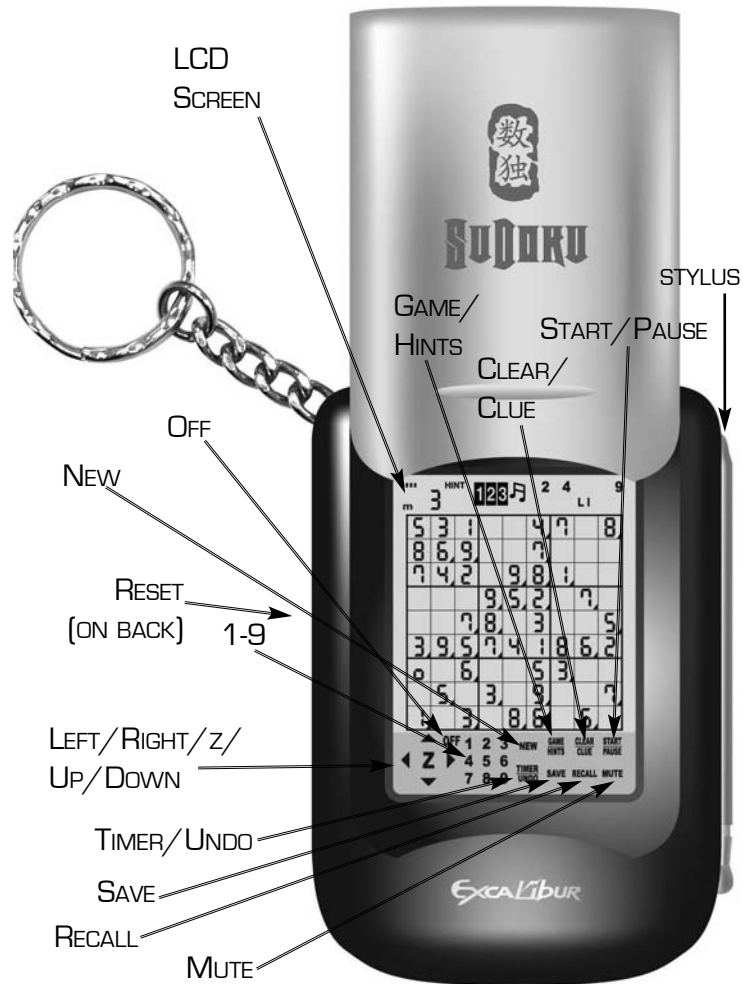
Installing Batteries

Your Keychain SuDoku game requires three LR44 batteries. To install batteries, carefully turn it over so that the top side is face-down on a soft surface, such as a towel or magazine. You'll find the battery compartment on the unit's back.

Use a small Phillips screwdriver to remove the screw. Lift off the battery

compartment lid. Install three LR44 batteries, making sure to match the polarity (+ and -) with the diagram inside the battery compartment. Place the tabs of the battery compartment in their slots, and snap the compartment door back on. Replace the screw and tighten it carefully.

Layout of Keychain SuDoku



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Functions of Icons

Use the included stylus to press on any of the below icons. Press anywhere on the 9x9 grid to wake the unit up.

OFF: Press to turn the unit off.

START/PAUSE: Press to start or pause your game.

UP: Press to move the cursor up.

DOWN: Press to move the cursor down.

LEFT: Press to move the cursor left.

RIGHT: Press to move the cursor right.

ZONE (Z): Press once to scroll through boxes by jumping to the center of a three-by-three grid. Press again to turn the function off and scroll through boxes one-by-one.

MUTE: Press once to decrease the volume. Press again to turn the sound off. Press once more to turn on the sound to its original volume.

NEW: Press and hold for three seconds to begin a new game.

GAME/HINTS: Press to select game level before beginning a

new game. During your game, press to receive a hint. Your Su Doku game will provide up to three hints during level one games only.

CLEAR/CLUE: Press and hold for two seconds to clear entries to an existing puzzle. This allows you to start a puzzle over from scratch in case you get stuck. During a game, press this button for less than two seconds to display logical answer possibilities for a specific box.

TIMER/UNDO: Press to turn the timer on or off before starting a new game. The timer is pre-set for all levels. Press to undo previous moves. You can undo up to thirty previous moves.

SAVE: Press to save your game.

RECALL: Press to recall your saved puzzle.

1 ~ 9: Press to input a number.

RESET: Press to reset the unit.

IF NO ICON IS PRESSED FOR FIVE MINUTES, YOUR KEYCHAIN SUDOKU WILL ENTER SLEEP MODE. PRESS THE 9X9 GRID TO WAKE IT UP.

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How to Play

SuDoku

The object of the game is to place numbers in the empty squares so that each row, each column and each three by three grid contains numbers one through nine once.

How to Play Keychain SuDoku

After you've installed new batteries, use the stylus to press on the icons. Press the **9x9 GRID** to turn your unit on. Press the **GAME/HINTS** icon to select your game level. If you do not want to time your game, press the **TIMER/UNDO** icon to turn this function off. Press the **START/PAUSE** icon to start your game.

Use the four directional icons (**UP**, **DOWN**, **LEFT**, and **RIGHT**) to move the cursor around in the puzzle. To move quickly from one grid to the next, press the **Z** icon, which enables you to jump to the

center of a three-by-three grid. Press again to turn the function off and scroll through boxes one-by-one.

Press a number icon to input a number in any blank box.

If you successfully complete a puzzle within the preset time, the word **WIN** will flash on the screen. If you complete a puzzle after the preset time, the icon **O** will flash on the screen.

Preset Timing

The timer is preset for each level. You win if you complete the puzzle within this preset time limit.

Level One: 8 minutes.

Level Two: 12 minutes.

Level Three: 18 minutes.

Level Four: 25 minutes.

Tips

Use the following tips in your game and you'll be a SuDoku master in no time.

If you get stuck during a game, try one of the following suggestions.

If you can't figure out a correct number for a box, press the **GAME/HINTS** icon for possible answer choices.

If you believe you have incorrectly inputted a number, you can undo up to thirty moves by pressing the **TIMER/UNDO** icon.

Sometimes when you get stuck, it's best to take a break and return to the puzzle later with a clearer mind. Press the **SAVE** icon to save your puzzle. When you are ready to give it another shot, press the **RECALL** icon to return to your puzzle.

Customized Puzzles

In addition to playing one of the puzzles already stored in your Keychain SuDoku, you

can also customize your own puzzle. Create your own SuDoku puzzles or create a duplicate puzzle from one you've seen in a book, newspaper or magazine.

To create a customized puzzle, follow the following steps:

Press the **GAME/HINTS** icon until the you see a star on the top right side of the screen. Press the **START/PAUSE** icon to confirm your selection.

Before entering numbers, set the timer to 8, 12, 18, 25 minutes or timer off by pressing the **TIMER/UNDO** icon.

Use the directional buttons to scroll across the empty puzzle. Input the appropriate numbers in the appropriate box. Once you've finished entering your puzzle, press the **START/PAUSE** icon to play your customized puzzle.

Special Care and Handling

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39° F and 100° F (4° C and 38° C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

Battery Information

- Your Keychain SuDoku uses three LR44 batteries, included.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Remove exhausted batteries from the unit.

*Excalibur Electronics reserves the right to make technical changes without notice
in the interest of progress.*

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.

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 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.

LIMITED 90-DAY WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on

the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply. The only authorized service center in the United States is:

Excalibur Electronics, Inc.

13755 SW 119th Ave

Miami, Florida 33186 U.S.A.

Phone: 305.477.8080

Fax: 305.477.9516

www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton. If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

PLEASE DO NOT SEND
YOUR UNIT WITHOUT
RECEIVING
AN ESTIMATE
FOR SERVICING.
WE CANNOT
STORE YOUR UNIT!

**EXCALIBUR ELECTRONICS, INC.
13755 SW 119TH AVENUE
MIAMI, FLORIDA 33186 U.S.A.**

**PHONE: 305.477.8080
FAX: 305.477.9516**



*Play games
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