

User's Guide for

The New York Times®

SuDoku Plug & Play



Model No. NY90

Congratulations on your purchase of The New York Times SuDoku Plug & Play by Excalibur Electronics, Inc. You and your friends will enjoy hours of challenging fun with this innovative game. The New York Times SuDoku Plug & Play features 835 puzzles selected by The New York Times crossword puzzle editor Will Shortz.

Your New York Times SuDoku Plug & Play is easy to use, but be sure to use it safely. Before starting, please read this manual thoroughly, especially noting safety and care. Keep this manual for reference.

This package includes one New York Times SuDoku Plug & Play and its user's guide.

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SuDoku Easy Presented by Will Shortz, Volume 1; SuDoku Easy to Hard Presented by Will Shortz, Volume 2; SuDoku Easy to Hard Presented by Will Shortz, Volume 3; The Giant Book of SuDoku Presented by Will Shortz; The Ultimate SuDoku Challenge Presented by Will Shortz; SuDoku for your Coffeebreak Presented by Will Shortz; SuDoku to Boost Your Brainpower Presented by Will Shortz. Copyright © 2006 by Will Shortz. All Rights Reserved.



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.

The puzzles featured herein have not appeared in The New York Times.

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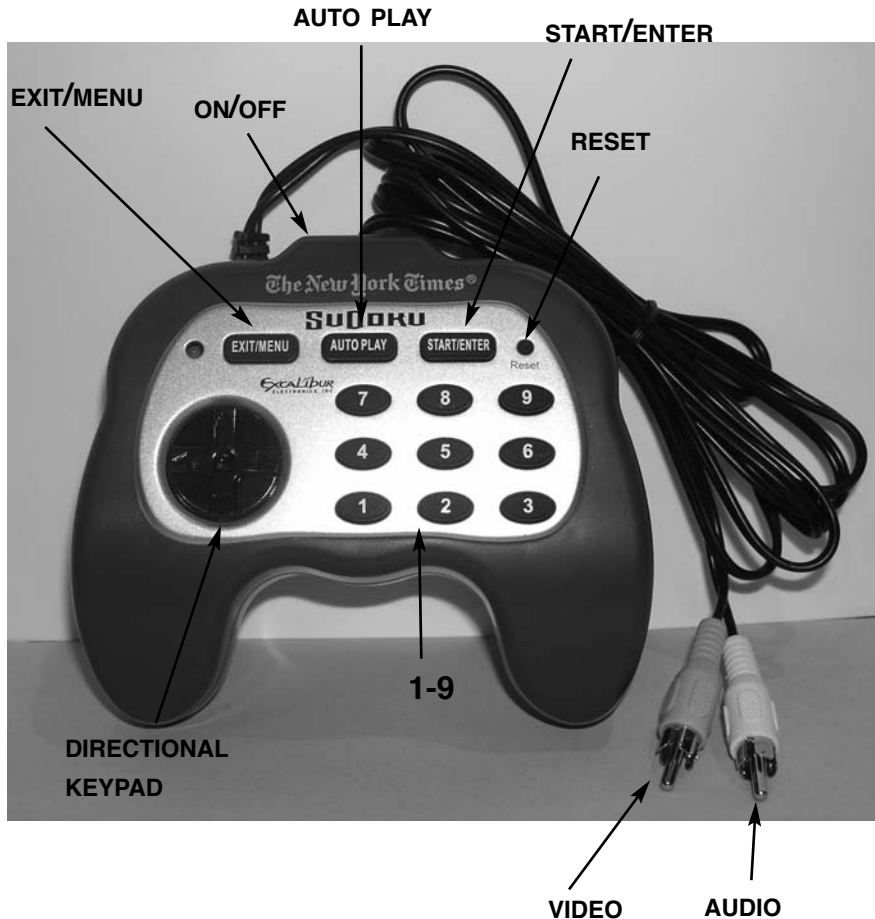
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Installing Batteries

Your New York Times SuDoku Plug & Play requires four AAA batteries, not included. To install batteries, carefully turn the unit over so that it is face-down on a soft surface. Find the battery compartment on the back of the unit.

Use a small Phillips screwdriver to remove the screw. Lift off the battery compartment lid. Install the batteries, making sure to match polarity (+ and -) with the diagram inside the battery compartment. Place the tab of the battery compartment lid in its slot and close the compartment door. Replace the screw and tighten it carefully.

Layout of The New York Times SuDoku Plug & Play



Function of Buttons

ON/OFF: Switch to turn the unit on or off.

NUMBERS: Press to enter one through nine during a game.

DIRECTIONAL KEYPAD: Press to move cursor up, down, left and right while playing the game. During game selection, press the **UP** and **DOWN** buttons to scroll through game options.

START/ENTER: Press to confirm your selection; press to erase your entry during a game; press to move the cursor to the hint option when the cursor is on a square.

EXIT/MENU: Press to enter the **MENU** screen during a game; press again to return to previous screen.

VIDEO PLUG: Insert the yellow plug into the video socket of your television.

AUTO PLAY: Press once to answer a square automatically; press and hold for two seconds to fill in all of the squares one-by-one, one square per second.

AUDIO PLUG: Insert the white plug into the audio socket of your television.

RESET: Press to reset the unit.

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 the numbers one through nine once.

Getting Started

Plug it into your television and then turn it on by switching the power switch to ON on the top of the unit.

The New York Times SuDoku Plug & Play

When the game turns on, the following screen will appear on your television.



Figure 1: Opening Screen

Use the **DIRECTIONAL KEY-PAD** to scroll up and down the menu items. If there's a saved puzzle, the **RECALL** option will appear on the bottom of the menu screen. Press the **START/ENTER** button to confirm your selection.

To begin playing, select the **PLAY NOW!** option. Players may also customize a puzzle by selecting **CREATE A PUZZLE**. Players can also select **OPTIONS** to adjust the game setting.

After selecting **PLAY NOW!**, the following screen will appear on your television:



Figure 2: Select Level

Use the **UP** and **DOWN** buttons to select one of the levels of difficulty and press the **START/ENTER** button to confirm. The following screen will appear on your television.



Figure 3: Puzzle Selection Screen

Scroll through the different puzzles per level of difficulty by using the **LEFT** or **RIGHT** button of your **DIRECTIONAL KEYPAD**. Press the **UP** or **DOWN** button of your **DIRECTIONAL KEYPAD** to scroll by ten puzzles at a time. Press and hold the **UP** or **DOWN** button to scroll quickly through all of the puzzles.

Once you've found the

puzzle you want to play, press the **START/ENTER** button to confirm. The following screen will then appear.



Figure 4: Puzzle

Use the **DIRECTIONAL KEY-PAD** to move the cursor around the screen. The square you are on will be marked in red. The numbers available for that box will turn red on the right side of the screen if the show possibilities function is on.

Once you've reached a square that you know the answer for, press the respective number button. This number will appear white if incorrect or black if correct if the incorrect number alert is on. It will appear red if it

was filled in by the **AUTO** function.

During your game, the potential answer choices will be shown on the right side of the screen, marked in red if the show possibilities function is on. If you input an incorrect number, the **INCORRECT NUMBER ALERT** function will display the inputted number in white. You have the option of turning these functions off by selecting the **OPTIONS** choice in the opening menu screen.

If you've entered an incorrect number, you can delete that number by moving the cursor to that square and pressing the **START/ENTER** button.

If you're stuck, you can select **AUTO PLAY** for help. Your Plug & Play will calculate where you should fill in your next answer choice. If you press and hold **AUTO PLAY** for two seconds, the

unit will begin to fill in all of the squares one-by-one at the speed of one square per second.

You can stop **AUTO PLAY** from filling in additional squares by pressing **AUTO PLAY** again. However, if your game contains incorrect entries, the **AUTO PLAY** function will not work. It will move your cursor over the incorrect number. Delete the number by pressing **START/ENTER** button.

Once you've deleted all incorrect entries, you can use the **AUTO PLAY** function again. If for some reason the **AUTO PLAY** function doesn't work, an **ERROR** icon will appear on the screen. If the game does not respond after the **ERROR** icon appears, you may input the remaining squares manually if you are sure that your input puzzle is correct or press **MENU** and select **QUIT GAME** to return to

main menu.

If you want to know a **HINT** for a square, you may move the cursor to that particular square and press the **START** button. Move the cursor to the **HINT** icon and press the **START/ENTER** button again. The number will flash for a few seconds and then disappear.

When you've filled in the last square of a puzzle and if all the filled-in entries are correct, the timer will stop counting, cursor will disappear. When you fill in the last square of a puzzle, if there is a wrong answer, the cursor will automatically go to the incorrect number so you can fix it.

When you have completed one puzzle correctly, pressed the **START/ENTER** button. The screen will show **LEVEL, TIME, BEST TIME, SCORE, HIGH SCORE, AVERAGE** and **DONE**. **DONE** refers to the

number of puzzles completed per number of puzzles in that level.

Press the **START/ENTER** button for the screen to show the next puzzle. The puzzle number will flash indicating you can select another puzzle by pressing the **DIRECTIONAL KEYPAD**. Press the **START/ENTER** button to confirm your selected puzzle. If you've selected a puzzle that was already completed, the icon **DONE** will be shown below the sequence number of that particular puzzle.

Points:

+100: Filling in an empty square

-200: Erasing each number

After 15 minutes pass, your total bonus will be reduced by 100 points for every elapsed minute. After 60 minutes, your bonus will be zero.

20,000: Expert
 15,000: Hard
 10,000: Medium
 5,000: Easy

If you complete a puzzle with the **AUTO PLAY** or **HINT** function, you will have no bonus for that game.

Menu Options

During a game, press the **EXIT/MENU** button any time to display the menu screen. Use the **UP** or **DOWN** button to scroll through the following menu options and use the **START/ENTER** button to confirm your selection. **YES** and **NO** will appear alongside the menu item. Press the **START/ENTER** button to confirm your selection.

NEW GAME: Select to return to the puzzle-selection screen. This will take you to the same level of difficulty as your previous

game. If you wish to select a different level of difficulty, press the **EXIT/MENU** button. Select a level of difficulty and press the **START/ENTER** button to begin a new game.

RESTART: Select to restart your current game.

SAVE: Select to save your current game.

QUIT GAME: Select to quit your current game.

SOUND: Select to turn the sound on or off.

SHOW POSSIBILITIES: Select to turn the **SHOW POSSIBILITIES** function on or off. When on, the possible answer choices will be shown on the right side of the screen.

INCORRECT NUMBER ALERT: Select to turn the **INCORRECT NUMBER ALERT** function on

or off. When on, incorrect numbers will appear white.

DONE: Select to confirm the changes you've just made to your game settings.

Selecting **DONE** and **YES** will save your game settings adjustments. If you select **NO** and press the **EXIT/MENU** button, you will return to your game but your settings will not be saved.

Creating a New Puzzle

You can recreate any SuDoku puzzle. Transfer your favorite SuDoku puzzles from the newspaper, books or make one up yourself.

Every time you select **CREATE A PUZZLE** on the opening menu screen, the following screen will appear.



Figure 5: Blank Create a Puzzle Screen

Use the **DIRECTIONAL KEYPAD** and **NUMBER** buttons to fill in the puzzle. Once you've finished creating the puzzle, press the **DOWN** button until you reach the **DONE** icon on the bottom right corner. Press the **START/ENTER** button to confirm your puzzle.

The following screen will



appear on your television.

Figure 6: Filled-In Create a Puzzle Screen function is not available for customized puzzles.

The **HINT** function and the **INCORRECT NUMBER ALERT** If you press the **EXIT/MENU** button during the creation of

Battery Information

- The New York Times SuDoku Plug & Play requires four AAA batteries, not 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.
- Do not short-circuit battery terminals.
- Remove batteries and store them in a cool, dry place when not in use.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge alkaline or other non-rechargeable batteries.

*Your unit may occasionally “freeze up” or function improperly because of static electrical discharge. If this happens, press the **RESET** button to restart.*

Special Care & 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).
- Unplug the electrical cord prior to cleaning. Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

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
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