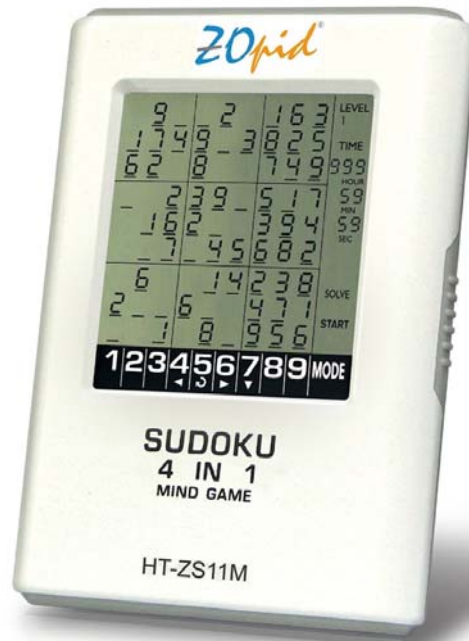


20pid[®]

HT-ZS11M



SUDOKU

4 in 1

Instruction Manual

SAFETY & CARE INFORMATION:

- Clean the unit with a soft damp cloth. Then wipe completely dry. Never clean with cleaning agent. Never immerse in water.
- Do not use or store in dusty, dirty areas.
- Do not store in hot areas. High temperatures can shorten the life of electronic devices and warp or melt certain plastics.
- Do not store in very cold areas. When the system warms up, the moisture can form inside the case, which may damage electronic circuit boards.
- Do not attempt to open the case. Non-expert handling of the device may damage the system.
- Avoid dropping or a strong shock.
- Do not use sharp object on the game.
- Please use high quality alkaline batteries for better performance.
- Make sure to insert batteries in the battery compartment as shown on the battery cover or inside battery compartment.
- Remove batteries from the game if the game won't be used for a long period of time.

INTRODUCTION:

This game is a digital touch panel puzzle game, which consists of four different games, including Sudoku, Digit Brick, Instant Memory and Master Mind.

INSTALLING BATTERIES:

This unit operates on 2 AAA Batteries (DC 3V).

- 1) Unscrew the battery-compartment cover screw and remove the cover.
- 2) Insert both AAA alkaline batteries with polarity as shown inside the battery-compartment for each battery
IMPORTANT: Be sure that the batteries are installed correctly. Wrong polarity may damage the unit.
- 3) Screw the battery-compartment cover back on the unit

NOTE: For better performance and longer operating time, use of good quality AAA alkaline batteries is recommended.

GAMES OVERVIEW:

- a) **SUDOKU:** The aim of this game is to fill each row (9 cells), each column (9 cells) and 3 by 3 box (9 cells) with numbers 1 to 9 without using any number from 1 to 9 more than once in any one row, column or 3 by 3 box
- b) **DIGIT BRICK:** Player uses direction keys to control falling 2-digit numbers (Brick) and try to arrange single digits so that three of the same digits (e.g. three 2s or three 5s, etc.) are aligned in a row, column or diagonally. The 3 same digits once aligned will disappear and the player gets points for aligning 3-digits. The goal of the game is for the player to score 999 points. Game will end when 999 score is reached or the stacked digits reach top-end of the display i.e. no more room for falling numbers.

- c) **INSTANT MEMORY:** In this game, sequential numbers (1, 2, 3, 4, 5...) are displayed in random order (different positions) for 3 seconds and then hidden. The player then has to enter previously displayed numbers in ascending/sequential order in the correct positions.
- d) **MASTER MIND:** The aim of this game is for the player to guess a randomly selected 4, 5 or 6 digits number by the game “number to be guessed”. Player gets 99 chances to guess that number. Every time user enters a guessed number, the number of digits that match, between the number entered by the player and the “number to be guessed” is displayed. Also displayed is the number of positions (place-value) of the matched number(s) that were same as the “number to be guessed”. Game ends when the number is guessed correctly, or the player has unsuccessfully tried 99 times to guess the correct number.

BUTTONS, KEYS and INTERFACE



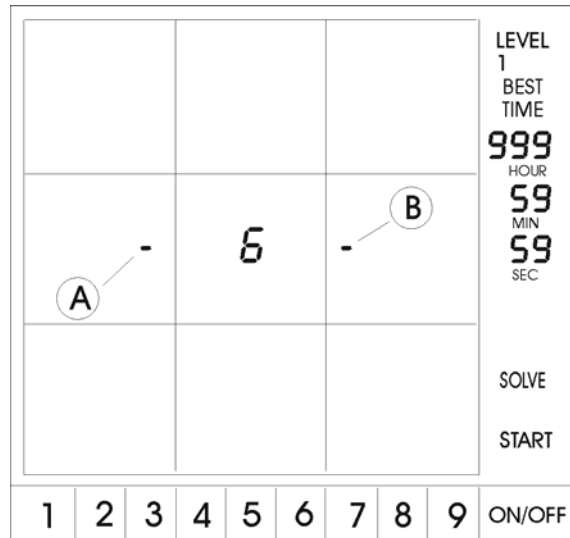
- [POWER]: Press and release the [POWER] button to turn game ON or OFF. After the unit is turned off manually or automatically, the game resumes from where it was left off when the game is turned on again.
Press and hold this key for 3 seconds to turn sound ON or OFF.
- [LIGHT]: Slide this switch to turn backlight ON or OFF. If back light switch is in already in ON position when the unit is powered ON, then the light will turn ON as well.
- [LEVEL]: Touch [LEVEL] on the screen to change game levels (Level number 1, 2 or 3 won't show if the selected game does not have levels)
- [MODE]: Touch [MODE] on the screen to select one of the four games.
- [1-9]: Touch one of the numbers from 1 to 9 on the bottom of the screen to enter that digit in the

selected position (selected position is shown by a blinking cursor or a number).

- [START]: Touch [START] on the screen to start playing the selected game.
- [PAUSE]: Touch [PAUSE] on the screen while playing a game to pause the game; Touch blinking [PAUSE] to resume playing the game.
- [↶]: Touch [↶] on the screen (if available) during the game to undo the last step. Maximum 128 steps can be undone.
- [✕]: Touch [✕] on the screen to delete the number at the cursor position. Touch & Hold [✕] for 3 seconds to quit the game in progress and start a new game or switch to a different game using [MODE]
- [SOLVE]: While playing **SUDOKU**, touch and hold [SOLVE] on the screen for 3 seconds to get correct answer for the game – this will also end that game, touch [START] three times to start a new game.
- [CHECK]: While playing **SUDOKU**, when all the spaces are filled touch CHECK on the screen to check if the answer is correct.
- [4/←]: While playing **DIGIT BRICK**, touch 4/← to move falling numbers to the left (each touch will move the 2-digit number one cell to the left).
- [5/↻]: While playing **DIGIT BRICK**, touch 5/↻ to rotate one of the two digits around the other digit (each touch will move the digit one cell in a clockwise direction).
- [6/→]: While playing **DIGIT BRICK**, touch 6/→ to move falling brick to the right (each touch will move the number one cell to the right).
- [7/↓]: While playing **DIGIT BRICK**, touch 7/↓ to increase the speed of the falling number.

BASIC FUNCTIONS AND GAME SELECTION

- Press [POWER] button to turn on the unit
- **LCD Screen Contrast Control:** When the game is not started or [PAUSE] is touched on the screen while playing a game, the display will show the LCD contrast control screen (as shown below).



Decrease Contrast: Touch the cursor “-“ marked as A in the picture to decrease contrast level - the number in the center of the screen will decrease (goes down to 1). **NOTE:** decreasing contrast level to 1 will make everything disappear from the screen so avoid decreasing contrast level to 1.

Increase Contrast: Touch the cursor “-“ marked as B in the picture to increase contrast level and the number in the center of the screen will increase (goes up to 8).

- **Sound ON/OFF:** Press and hold the [ON/OFF] button for 3 seconds to turn the sound ON or OFF. A short beep sound indicates sound on/off toggle.
- Touch [MODE] on the screen to select one of the four games.
- Touch [LEVEL] on the screen (if number appears below it) to select game's level of difficulty. If number does not appear below LEVEL then that game only has one level. Level-1 is the easiest level. The BEST TIME (game record) for the selected level is displayed on the screen.
- If [START] is not touched on the screen soon after making the game selection the unit will start demo of the selected game.
- If there is no user activity for 3 minutes, the unit turns OFF automatically.
- Pressing [ON/OFF] key turns ON the unit and start from the same position where it was when the unit was turned OFF manually or automatically.

SUDOKU:

GAME OVERVIEW:

7		6		5		3		8
		3				2		
	1			9			4	
6			3		1			4
		1				5		
3			4		5			9
	6			8			1	
		7				9		
2		4		1		8		6

Sudoku (a Japanese word, sometimes spelled Su Doku) is a logic-based placement puzzle, also known as Number Place in the United States. The aim of the canonical puzzle is to enter a number from 1 through 9 in each "cell" of a 9x9 grid made up of 3x3 sub-grids (called "**boxes**"), starting with numbers given in some cells (the "**givens**") these numbers (givens) are **underlined** in this game. Each row, column and box must contain only one instance of each number. Completing the puzzle requires patience and logical ability. It normally takes 10 to 30 minutes to complete a puzzle, depending on player's skill and experience.

Digits 1, 2, 3, 4, 5, 6, 7, 8 & 9 are entered.

7
8
5
6
4
3
9
1
2

A column is 9 cells tall. A filled-in column must have one of each digit. That means each digit appears only once in the column. There are 9 columns in the grid, and the same rule applies to all the columns.

A "box" contains 9 cells in a 3x3 layout. A filled-in box must have one of each digit. That means each digit appears only once in the box. There are 9 boxes, and the same rule applies to all the boxes

7	4	6
8	9	3
5	1	2

A row is 9 cells wide. A filled-in row must have one of each digit. That means each digit appears only once in the row. There are 9 rows in the grid, and the same rule applies to all the rows.

7	4	6	1	5	2	3	9	8
---	---	---	---	---	---	---	---	---

There is no math involved. Nothing has to add up to anything. You solve the puzzle with logic and reasoning.

For example, look at the top-middle “box” of the puzzle shown on the right – the one with 5 and 9. It does not have a 3. The following is one possible way to determine where to put 3 in the top-middle box.

7	6	5	3	8		7	6	5	3	8
	3		2				3		2	
	1		9	4			1		9	4
6		3	1		4	6		3	1	
	1		5				1		5	
3		4	5		9	3		4	5	
	6		8		1		6		8	
	7		9				7		9	
2	4	1	8	6		2	4	1	8	6

The top-right box has a 3. The 3 is not just the 3 for the top-right box, but also the 3 for the whole top row.

The top-left box has a 3 as well. The 3 is not just the 3 for the top-left box, but also the 3 for the whole 2nd row.

So the 3 for the top-middle box cannot go in the top row or the middle row of that box. The 3 can only go in the bottom row. But there are two empty cells in the top-middle box’s bottom row.

To determine, 3 goes in which one of these two cells, look at the box in the center (with 1, 3, 4 & 5). It has a 3 which is not just for the box in the center but also for the 4th column.

Since there is already a 3 in the 4th column, therefore there is only one place a 3 can go in the top-middle box, which is the lower right cell i.e. intersection of 3rd row and 6th column, so enter 3 in that cell.

This kind of logical-thinking will lead you to filling-in all the empty cells and solving the puzzle. Each puzzle in most cases has just one solution.

PLAYING THE GAME:

- Touch and hold [X] on the screen for 3 seconds to quit the existing game if needed; and then touch [MODE] until SUDOKU game appears on the screen (as shown below - this is Demo Mode for SUDOKU)

-	<u>6</u>	<u>8</u>	<u>7</u>			<u>4</u>	<u>3</u>		LEVEL
		<u>5</u>		<u>8</u>		<u>6</u>	<u>8</u>		1
		<u>2</u>			<u>3</u>		<u>5</u>		TIME
<u>7</u>			<u>5</u>	<u>9</u>		<u>1</u>	<u>6</u>		0
<u>8</u>	<u>2</u>			<u>7</u>	<u>1</u>			<u>4</u>	HOUR
		<u>1</u>	<u>3</u>		<u>2</u>		<u>9</u>		00
<u>2</u>					<u>6</u>				MIN
		<u>4</u>			<u>7</u>				00
<u>5</u>	<u>6</u>		<u>3</u>			<u>2</u>	<u>4</u>	<u>7</u>	SEC
									X
									↺
									SOLVE
									CHECK
									PAUSE
1	2	3	4	5	6	7	8	9	ON/OFF

- Touch [LEVEL] on the screen to select game difficulty level (1-3) while game is in Demo Mode.
NOTE: Press and hold [POWER] button for 3 seconds to turn sound OFF or ON
- After [START] is touched on the screen, the “givens” are shown on the display (the givens are shown as underlined numbers). These numbers are generated by the game and are fixed and cannot be changed by the player. **NOTE:** See **Puzzle Creator Mode** below for instructions to create your own game (player enters “givens” as well)
- The timer (shown as HOUR, MIN and SEC on the screen) starts as soon as [START] is touched on the screen.
- Blinking cursor shows the cell where player can enter a number from [1-9] by touching one of the numbers on the bottom of the screen.
- Player can change the cursor position by directly touching the cell on the screen with the stylus. If the cursor is located on an empty cell, it appears as a blinking “-” and if the cursor is located on a filled cell, then the number in that cell blinks. If the player touches one of the “givens”, the cursor does not move and maintains its original position.
- After filling all the blank cells in the game, touch [CHECK] to check if the answer is correct or not.
- If the answer is correct, the unit plays music - touching anywhere on the screen will start a new game.

- If the answer is wrong, the unit plays music - touching anywhere on the screen will continue the game.
- While playing the game touch [PAUSE] on the screen to pause the game (Contrast Adjustment screen is displayed on the screen). Touch [PAUSE] again to resume the game.
- While playing the game touch and hold [X] on the screen for 3 seconds to quit and exit to game selection screen. NOTE: Player can touch [MODE] to switch to a different game once the game is in Demo Mode.
- Player can have the answer displayed for the full game anytime during the game by touching and holding [SOLVE] on the screen for 3 seconds. NOTE: After getting the answer, touching [START] on the screen starts a new game.

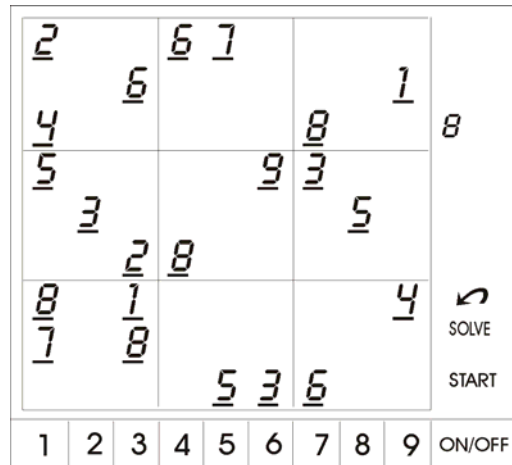
PUZZLE CREATOR MODE:

- This game also has a SUDOKU puzzle creator. Player can create a new game by entering their own “givens” and then play the game to solve it.
- Touch [SOLVE] on the screen when game is in “Demo” mode to enter **Puzzle Creator Mode (a blank screen will appear as shown below).**



- Touch the desired cell and enter number by touching one of the numbers on the bottom of the screen.
- To delete the number just entered, touch [X] on the screen.
- While creating puzzle, player can exit this mode by touching and holding [X] on the screen for 3 seconds.
- After finish creating the puzzle, touch [START] on the screen to switch to Puzzle Solving Mode. Solve the game following same steps used to solve the puzzle generated by the game. To get

an answer to the game touch and hold [SOLVE] on the screen for 3 seconds. NOTE: It may take some time to display the answer depending on the difficulty level.



- In case the puzzle does not have a correct answer “Err” is displayed on the screen.
- Touch and hold [↩] on the screen for 3 seconds to abort and exit puzzle solver.

DIGIT BRICK:

- Touch and hold [X] on the screen for 3 seconds to quit the existing game if needed; and then touch [MODE] on the screen until DIGIT BRICK game is displayed (Screen will display 2-digit number falling down the display – this is demo mode for this game). NOTE: Press and hold [POWER] button for 3 seconds to turn sound OFF or ON
- Touch [LEVEL] on the screen to select game level. Level 1 is the easiest level and consists of numbers made up of digits 1-4 only. The falling numbers in level 2 consists of numbers made of digits 1-5, while level 3 consist of numbers made up of digits 1-6. The falling 2-digit numbers are randomly drawn for all levels.
- Touch [START] on the screen to start playing the game. The score shows “000” and display shows falling 2-digit number.
- When two digits number is moving from top to the bottom, touch [4/←] or [6/→] to move number left or right. Touch [7/↓] to make the number fall faster. Touch and hold [7/↓] to continue with faster falling speed. Touch [5/↻] to move one of the 2 digits in the number in clockwise direction around the other digit.
- While playing the game touch [PAUSE] on the screen to pause the game (Contrast Adjustment screen is displayed on the screen). Touch [PAUSE] again to resume the game.
- While playing the game touch and hold [X] on the screen for 3 seconds to quit and exit to game

selection screen. NOTE: Player can touch [MODE] to switch to a different game once the game is in Demo Mode.

- When 3 or more of the same digits are aligned in a row, column or diagonally, the aligned 3 digits disappear from the screen and the player gets points for it.
- If number touches the top, the game ends. Display shows “END” and the score while playing music. Touch anywhere on the screen to return to the level selection mode & demo.
- If game score reaches 999, player wins the game. The game plays music and shows a Check-Mark icon. Touch anywhere on the screen to return to the level selection mode & demo.

INSTANT MEMORY

- Touch and hold [X] on the screen for 3 seconds to quit the existing game if needed; and then touch [MODE] on the screen until INSTANT MEMORY game is displayed (Screen will display count-down timer 3, 2, 1 and then four digits are displayed for about 3 seconds – this is demo mode for this game). NOTE: There is no level-selection for this game.
- Touch [START] on the screen to start the game. The display shows a count down timer “3-2-1”. The question appears for 3 seconds with several digits appearing in different positions and then disappearing (**player has to remember the location of each number during those 3 seconds**). NOTE: Press and hold [POWER] button for 3 seconds to turn sound OFF or ON
- The Player is required to touch on the position one by one in ascending order where each number was displayed i.e. touch first on the position where 1 was displayed, then touch on the position where 2 was displayed and so on. NOTE: For this game the player does not have to touch numbers on the bottom of the display instead numbers appear automatically when the correct position is touched on the screen for each number in ascending order (1, 2, 3, 4...).
- If the answer is correct, the next question is displayed. Otherwise, the last question is repeated. There are 10 questions in each round.
- After completing 10 questions, game ends. It shows “END” while displaying the final score.
- While playing the game touch [PAUSE] on the screen to pause the game (Contrast Adjustment screen is displayed on the screen). Touch [PAUSE] again to resume the game.
- While playing the game touch and hold [X] on the screen for 3 seconds to quit and exit to game selection screen. NOTE: Player can touch [MODE] to switch to a different game once the game is in Demo Mode.

Example of 10 possible questions (questions have 4 to 12 numbers):

NOTE: The numbers in each question are fixed i.e. question 1 will have numbers from 1-4 and question 10

may have numbers from 1 to 12, but the position where each number is displayed is drawn at random.

Q1

3	1
2	4

Q2

5	1	3
4	2	

Q3

3	4	5
1	2	6

Q4

6	4	2	1
7	3	5	

Q5

6	1	3	4
8	5	7	2

Q6

1	2	8	5
4	3	9	7
6			

Q7

2	5	1	10
6	8	3	9
4	7		

Q8

9	8	5	10
4	7	3	6
2	11	1	

Q9

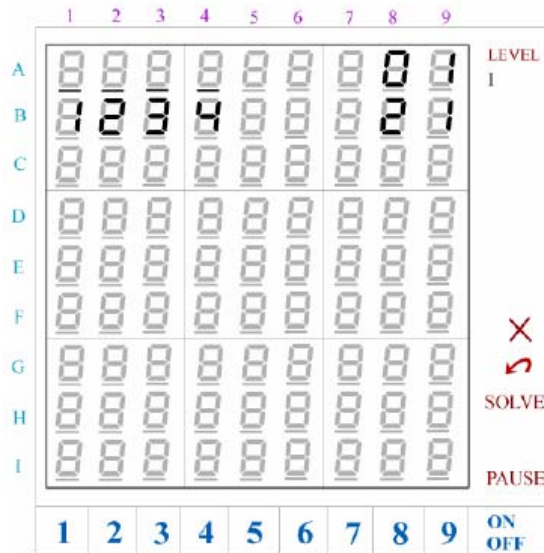
9	3	1	10
11	2	4	7
5	8	6	12

Q10

9	3	1	10
11	2	4	7
5	8	6	12

MASTER MIND

- Touch and hold [~~X~~] on the screen for 3 seconds to quit the existing game if needed; and then touch [MODE] on the screen until MASTER MIND game is displayed (Screen will display four dashes (- - -) and two zeros (0 0) and then random numbers will be displayed where the dashes are – this is demo mode for this game). **NOTE:** Press and hold [POWER] button for 3 seconds to turn sound OFF or ON
- Touch [LEVEL] on the screen to select game level. Level 1 is the easiest level and the “number to be guessed” by the player consists of 4 digits. In level 2, the “number to be guessed” consists of 5 digits, while in level 3 the “number to be guessed” consists of 6 digits. In all levels, the first three digits of the number to be guessed cannot be repeated, while the rest of the digit(s) can be repeated. The 4, 5 or 6 digit “number to be guessed” is drawn at random by the game.
- The upper left cell is defined as A1. The lower right cell is defined as I9. Rows are labeled 1 to 9 and columns are labeled A to I (as shown below). **NOTE:** these rows and column labels are for illustration purpose only and are not actually displayed on the game screen



- Cells A1-A6 are the input cells (enter a number from 1 to 9 in each cell).
- Cell A7 is blank
- Cells A8 and A9 show number of times a player tried to guess the number (0-99). Player loses when this counter reaches 99.
- Cells B1 to B6 and all the cells up to cells I1-I6 display the last eight (8) guessed numbers
- Cells B7 to I7 are blank
- Cells B8 to I8 display the number of digits that match the digits in “number to be guessed”.
- Cells B9 to I9 display how many of the digits that match digits in the “number to be guessed” are in the correct position
- Touch [START] on the screen to start the game.
- When game starts, the cursor “-” blinks in cell A1. If Level 1 is selected then “number to be guessed” is a 4-digit number (so enter digits in cells A1 to A4); in level 2 the number to be guessed” is a 5-digit number (so enter digits in cells A1 to A5); and in level 3 the “number to be guessed” is a 6-digit number (so enter digits in cells A1 to A6).
- Touch one of the numbers from 1 to 9 on the bottom of the screen to enter it in the blinking cursor position; once the number is touched the cursor moves to the next position to the right.
- Once all 4, 5 or 6 digits are entered (depending on the game level selected), touch [CHECK] to compare the number you entered with the “number to be guessed”. The digits you entered will be pushed down one row (cells B1-B6). The number of digits that match, between the number you

entered and the “number to be guessed” is displayed in cell B8. The number of positions (place-value) of the matched number(s) that were same as the “number to be guessed” is displayed in cell B9.

- Cells A1 to A6 will be blank again continue with the guessing process (based on the results of previous guesses) until you guess the “number to be guessed” correctly. Player gets 99 tries to guess the number correctly. The game ends when either the number is guessed correctly or the number of tries counter reaches 99.
- While playing the game touch [PAUSE] on the screen to pause the game (Contrast Adjustment screen is displayed on the screen). Touch [PAUSE] again to resume the game.
- While playing the game touch and hold [X] on the screen for 3 seconds to quit and exit to game selection screen. NOTE: Player can touch [MODE] to switch to a different game once the game is in Demo Mode.

RESET THE UNIT

- If the unit fails to respond when buttons are pressed or screen is touched with the stylus, RESET the unit.
- To RESET, insert something pointy into the small round hole located directly below the word **RESET** on the back of the unit and push gently.

REPLACING BATTERIES:

This unit operates on 2 AAA Batteries (DC 3V).

- 4) Unscrew the battery-compartment cover screw and remove the cover.
- 5) Insert two AAA batteries with polarity (+ & -) as shown inside the battery-compartment for each battery
IMPORTANT: Be sure that the batteries are installed correctly. Wrong polarity may damage the unit.
- 6) Screw the battery-compartment cover back on the unit

NOTE: For better performance and longer operating time, use good quality AAA alkaline batteries.

Battery Precautions:

Incorrect use of batteries can cause batteries to leak and possibly damage the battery-compartment.

Note the following precautions.

- Make sure the batteries are inserted with polarity as shown inside the battery-compartment.
- Do not expose battery to direct heat.
- Never leave dead batteries in the battery-compartment.
- To avoid damage caused by leakage of the battery fluid, remove batteries from the game if the game won't be used for a long period of time
- Never try to recharge the non-rechargeable batteries.

WARNING: Keep batteries out of the reach of small children.

LIMITED 90-DAY WARRANTY

Coverage: Hi-Tech Trading (USA), Inc. ("HiTT") warrants this product ("Product") against defects in materials and workmanship under normal consumer use for up to 90-days from the date of purchase. HiTT, at its option, will at no charge repair, replace or refund the purchase price of this Product should it not conform to this warranty. This limited warranty is a consumer's exclusive remedy, extends only to the first consumer purchaser, is not transferable and is valid only on Products purchased by consumers in the United States or Canada.

Exclusions:

Normal Wear and Tear: Periodic maintenance, repair and replacement of parts due to normal wear and tear are excluded from coverage.

Miscellaneous: This warranty does NOT cover defects or damage resulting from: (a) improper operation, storage, misuse or abuse, accident or neglect, such as physical damage (cracks, scratches, etc.) To the surface of the Product resulting from misuse; (b) contact with liquid, water, rain, extreme humidity or heavy perspiration, sand, dirt or the bike, extreme heat, or food; (c) use of the Product for commercial purposes or subjecting the Product to abnormal usage or conditions; (d) service, installation, alteration, or modification in any way by someone other than HiTT and, (e) other acts which are not the fault of HiTT.

Obtaining Service: To obtain service or information, please send email to help@hittusa.com. You will receive instructions on how to ship the Product, at your expense, to a HiTT Service Center. To obtain service, you must include a copy of your receipt. Copy of receipt is not required if you registered this product on our website www.hittusa.com within 30 days of purchase date.



HT-ZS11M

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