8008461

Handheld Sudoku with Backlight

OWNERS MANUAL

INTRODUCTION

Sudoku is an intellectual game that can sharpen your mind and challenge your mental skills. It is a logic-based number placement puzzle. The object is to fill a 9x9 grid so that each column, each row and each 3x3 sub-grid contains all the digits from 1 to 9 only once.

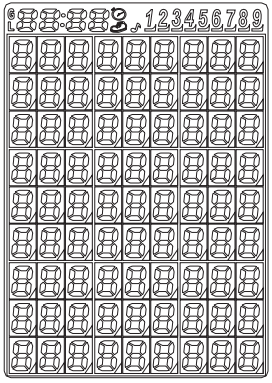
POWER CONSUMPTION

- Requires 2 x AAA batteries, (not included).
- The device powers off after 8 minutes of inactivity.
- Replace batteries when device begins to slow down.

FEATURES

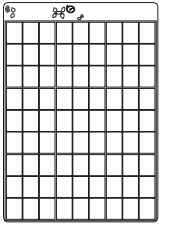
- **Two Ways Of Scoring:**
  1. **To score by TIME**; a maximum of 99 minutes is allowed for the game. The clock ( ) on the display shows the amount of time used.
  2. **To score by STEPS**; a maximum of 9999 steps is allowed for the game. The shoe ( ) on the display shows the number of steps used.
- **Hints:**
  The device will give a player a few helpful hints to fill in the grid.
- **Help:**
  The device will provide a player with answers to a current game. The maximum help allowed is 6 times per game.
- **Memory:**
  If your last game is not completed before the device powers off, it saves the last move of the game. When you turn the device back on, you can resume play.

FUNCTION KEYS



ON/OFF	: Switches device on and off.
▲ ▼ ◄ ►	: Moves cursor.
MODE/PAUSE	: To select a game mode before starting a game and to pause during a game.
LIGHT	: Back-lit display alternative.
	: Turns sound on or off.
RESET	: Resets the unit. The reset hole is found on the back of the device.
SET	: Places the number on display during game.
START/SOLVE	: To start a game or offer a solution to game in play.
CLEAR/HELP	: To redo a move in progress or to ask for help during a game.
	: Displays the minutes in a game.
	: Displays the number of steps used in a game.

OPERATING INSTRUCTIONS



1. **POWER ON SCREEN:**
   Turn the device on by pressing the "ON/OFF" button on the device.

2. **TYPES OF GAMES:**
   There are 3 types of games to select in the device.
   i) **The first game is SUDOKU.**
   It includes 6 different options all varying by "HINTS", "TIME", "STEPS" or a combination of them.
   After selecting one of the 6 options, there are 6 levels of difficulty within each option.
   ii) **The second is the "LIGHT OUT" game.**
   It consists of a game of zeros that need to be cleared off the screen.
   iii) **The third is the "INTELLIGENT NUMBER" game.**
   The goal of the game is to re-arrange the numbers and letters in numerical and alphabetical order.

3. **HOW TO SET UP A GAME IN SUDOKU**
   Game 1: a game scored by TIME with **"H"** (hints).
   Game 2: a game scored by TIME.
   Game 3: a game scored by STEPS with **"H"** (hints).
   Game 4: a game scored by STEPS.
   Game 5: a game where the player fills in all the blank grids. No fixed answers or HELP are supplied and the game is not kept in the memory. It is scored by TIME.
   Game 6: same as game 5 but scored by STEPS.

4. **SELECTING A LEVEL WITHIN SUDOKU**
   - After selecting a game, a blinking **"L"** appears.
   - Use the ▲/▼ buttons to choose the level of difficuly from 1~6 and press the "START/SOLVE" button to confirm and begin the game.
   - The SCORE/STEPS count will begin at the top of the screen.

Note: Deleting a number and refilling with a new number counts as an additional step.

HOW TO OPERATE WITHIN A GAME

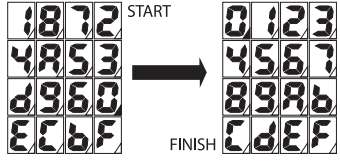
1. **To INPUT numbers:**
   Use the ▲,▼,◀ , ▶ buttons to move the cursor around the grid to the desired square.
   Press the "SET" button then the ▲,▼,◀ , ▶ buttons to select a number from 1~9 . Press the "SET" button again to confirm **OR,** input the number directly into the desired square.
2. **The HINT function:**
   In a game with the **(H)** function, a dash mark appears over possible correct numbers (top right of the display).
3. **To CLEAR a number:**
   Press the "CLEAR" button to remove a wrong number input **OR,** press the number again.
4. **To CLEAR ALL numbers:**
   Press and hold the "CLEAR" button to erase all number inputs.
5. **The HELP function:**
   Select the "HELP" button to show you the correct number to enter. **"H1"** will appear in the top left corner indicating your first use of the help function.
   A maximum of 6 helps are allowed.
   "H6" shows in the top left corner on your last help.
6. **PAUSING a game:**
   Press the "MODE/PAUSE" button to pause the game.
   A big **"P"** appears on the screen pausing the score count. Press the "START/SOLVE" button to continue.
7. **To REVEAL the answer:**
   Press and hold the "START/SOLVE" button to reveal all the answers. Press the "START/SOLVE" button again to choose a game mode.
8. **CHECKING ANSWERS after completing a game:**
   After completing a game, press the "START/SOLVE" button to check your answers. If your answers are correct, positive music will sound and the score is given when you win the game. Negative music sounds and the score pauses if your answer is wrong. Press the "START/SOLVE" button to go back into game mode and continue the game or start a new one. The game ends if there is no return to the game within 30 seconds.
   Note: If you press "SOLVE" before completing the game, "ERR" appears, press "SOLVE" again to resume game.
9. **Set up a game WITH NO ASSISTANCE:**
   For games 5 and 6, no numbers are provided and the entire grid is blank. The player is required to input all the numbers. Press the "START/SOLVE" button to enter the number setting mode. Game 5 or 6 will blink indicating you can begin entering numbers.
   Note: When entering a game using the "START/SOLVE" button there is no HELP or fixed answers supplied. You have to use the "START/SOLVE" button to judge your answers. A long press of the same button will quit the game.
10. **GAME OVER:**
    A game stops automatically when the TIME is up and the [99:99] blinks. Press the "START/SOLVE" button to go back to game mode.
11. **SOUND:**
    Press the "SOUND" button to turn on or off the sound.

THE "LIGHT OUT" GAME

The game consists of a grid with a series of zeros. Use the cursor, and the ▲,▼,◀ , ▶ buttons to move the dash mark around the grid. Once ready, press the "START/SOLVE" button to begin the game. Press the "MODE/PAUSE" button to change the game mode, then press the "SET" button to begin removing all the zeros using the cursor.
The objective of the game is to clear all the zeros from the grid. Once completed, "GOOD" appears and the time taken to complete the game is given.

THE "INTELLIGENT NUMBER" GAME

A 4 x 4 grid appears on the screen with a sequence of numbers and letters. The goal of the game is to re-arrange the numbers and letters in numerical and alphabetical order. Press the "START/SOLVE" button to begin. The cursor will blink at "0". Use the ▲,▼,◀ , ▶ buttons to change the position of the numbers and letters. (see diagram). The word "GOOD" appears in the top left corner once the game is completed.



THE SOURCE – WARRANTY

The Source warrants that this product will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Within this period, simply take the product and your proof of purchase to any The Source store or participating dealer and the product will be replaced (where available) without charge. Any product which has been subject to misuse or accidental damage is excluded from this warranty.
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