



N2829
For 1 to 4 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 823C2100 Rev.A

NOTE: When you first purchase your game, it will be in demo mode. To exit demo mode, press the **RESET** button located on the back of the housing.

A Twist on Spelling!

Dare to tumble the rings to beat the clock? Click Six is a twist to the classic word game with four game modes and thousands of puzzles. So, make sure that you don't fumble and miss the perfect word. To play, all you have to do is Snap-It, Spin-It, SLAP-IT and Score!

BUTTONS AND FEATURES



POWER ON/SOUND/NEW GAME – Press this button to turn the game ON. Press this button to turn the sound ON or OFF. A tone indicates SOUND is ON. To start a NEW GAME, press and hold this button until the unit clears and a new game begins.

E UP/DOWN ARROWS – Press the UP or DOWN ARROW to navigate between GAME MODES, LENGTH OF GAME or the NUMBER OF PLAYERS.

SLAP-IT SELECT – Use the SLAP-IT SELECT button on the end of the unit to confirm a GAME MODE, GAME LENGTH (Short/Long), advance past the HIGH SCORE display and to confirm you are “Ready?” to start a game.

NOTE: This is a removable part with a snap fit. This button needs to be removed to shuffle the rings.

LETTER RINGS – There are six removable RINGS that slide off the unit. These magnetized RINGS can be shuffled to create thousands of new puzzle combinations. To remove the RINGS and shuffle, do the following:

- Remove the SLAP-IT SELECT button on the end of the unit by pulling it out and away from the RINGS.
- Pull the RINGS off the unit, shuffle and place them back onto the unit in a new order.
- Press the SLAP-IT SELECT button back on the unit until you hear a snap.
- Begin a new game.

NOTE: You can only shuffle the LETTER RINGS before you begin a game. If you shuffle the rings during game play, you will not be able to continue playing until the RINGS are put back in the same order.

CAUTION: The LETTER RINGS contain magnets. Do not use around items that are sensitive to or affected by magnetic fields.



RESET – If the game begins to malfunction, insert a blunt point and press the RESET button. This action will RESET the game to its original settings.

SLEEP MODE – After two minutes of inactivity, the game will automatically shut down, going into SLEEP MODE. To turn it on again, simply press the POWER ON button and the game will start where you ended play.

GAME MODES

Test your spelling ability with four GAME MODES!

SINGLE PLAYER

- 1) **FIND-IT** – The objective of this game is to toggle the tiles to MATCH the word(s) listed on the LCD screen.
- 2) **FIT-IT** – The objective of this game is to FIND words with a set number of letters. (Example: FIND 3 LONG – Answer = ANT)

- 3) **MAX-IT** – The objective of this game is to find as many words as possible within the time limit. (SHORT MODE = 2.5 Minutes / LONG MODE = 10 Minutes)

MULTI-PLAYER

- 4) **PASS-IT** – This is a multi-player game with up to four players each trying to use the least amount of time. Each player has a total of 2.5 minutes. The last person to still have time left is the winner. The game starts with MAX-IT and each player takes their turn and then passes the unit to the next player. Once everyone has played MAX-IT, FIND-IT begins and then advances to FIT-IT. Each player will take their turn in the current GAME MODE; however, if players still have time the order of the GAME MODES will begin again (MAX-IT, FIND-IT, FIT-IT.) Each player's time will continue to decrease as play continues and the last person with time left is the winner.

TIME MODES

There are two time modes when playing CLICK SIX. The SHORT MODE is a fast paced game that lasts 2.5 minutes. The LONG MODE is a more in-depth game that lasts 10 minutes.

SCORING

Listed below is the scoring table for SINGLE PLAYER games:

Word Length	Point Value
3	3
4	8
5	15
6	24

PENALTIES

A 10 SECOND PENALTY will be assessed if you perform one of the following actions during game play:

- **Repeated Word** – If you enter a word that has been previously entered by you or another player.
- **No Word Created** – No word has been created and you press the SLAP-IT SELECT button.
- **Wrong Length** – If you attempt to enter a word that is the wrong length.

HOW TO PLAY

Let's begin:

To play, press the POWER ON button. The LCD screen will ask you to choose a GAME MODE. The GAME MODES are shown across the top of the screen. Use the UP or DOWN ARROWS to toggle through the different GAME MODES.

Highlight a GAME MODE and push the SLAP-IT SELECT button to start a NEW GAME. You will then have to select a SHORT or LONG GAME. Use the UP or DOWN ARROWS to toggle between TIME MODES, then push the SLAP-IT SELECT button to make your choice. The unit will show you the HIGH SCORE for that game. Press the SLAP-IT SELECT button to advance and the unit will ask if you are "Ready?" to begin your game. Press the SLAP-IT SELECT button one more time and the game you have selected will load and begin.

Follow the instructions on the LCD screen and rotate the RINGS to match or find a word. Once the word is complete, press the SLAP-IT SELECT button to enter your word and continue your game. After your game is complete, press the SLAP-IT SELECT button to receive your score.

After you finish playing a game, pull off the SLAP-IT SELECT button and RINGS. Shuffle the RINGS and place them back onto the unit. You are then ready to begin your next game by selecting the GAME MODE you would like to play.

BATTERY INSTALLATION / REPLACEMENT

This game is powered by two (2) AAA (LR03) batteries.

- Using a screwdriver (not included), loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) batteries as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- Batteries included are for demonstration purposes only.
- For longer life use only alkaline batteries.
- Replace the batteries when the product does not function properly.
- Remove batteries and dispose of them safely.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.

- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CAUTION

- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**
- **This product contains a magnet. Do not use around items that are sensitive to or affected by magnetic fields.**

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.

Keep these instructions for future reference as they contain important information.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

6-MONTH LIMITED WARRANTY FOR USA (This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

In the event of a defect covered under this warranty, first call the toll-free number listed below. Many problems can be solved in this manner. If necessary, you will be instructed to return the product, postage prepaid and insured, to the address below. Enclose your name, address, dated sales receipt, and a brief explanation of the defect. Replacement, and return shipment, will be free of charge.

TOLL-FREE NUMBER: 1-800-803-9611. Hours: 9:00 AM - 7:00 PM Eastern Time; Monday - Friday; 11:00 AM - 5:00 PM; Saturday.

ADDRESS FOR RETURNS: CONSUMER RELATIONS, 636 GIRARD AVENUE, EAST AURORA, NY 14052.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.



CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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Retain this address for future reference.

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1.800.803.9611.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB, Helpline 01628 500303.

Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312.

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Consumer Relations 1.800.803.9611.

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1.800.803.9611 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

SERVICE.MATTEL.COM