



BIG SCREEN Sudoku™



MODEL 76042

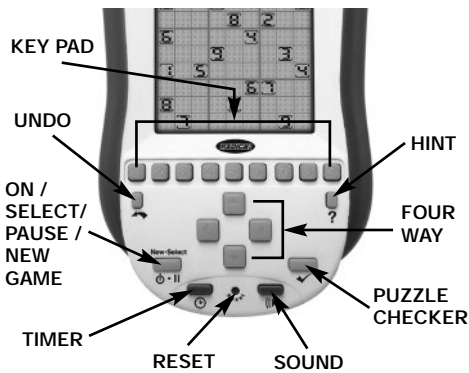
For 1 Player / Ages 8 and up

INSTRUCTION MANUAL

P/N 823A0400 Rev.A

Take the Sudoku challenge!

Sudoku is a mind bending puzzler that tests your number skills. Time is ticking! So, carefully place numbers 1-9 into the puzzle and avoid duplication across rows and columns. How quickly can you fill the grid?



BUTTONS AND FEATURES

ON / SELECT / PAUSE / NEW GAME – Press this button to turn the game ON. After toggling and choosing a skill level, press SELECT to confirm your choice. During game play, press the PAUSE button to stop the TIMER. Press the PAUSE button again to restart the game and TIMER. For a NEW GAME, press and hold this button for two seconds. Once a new game has started, you can press the button again to skip past the opening sequence.

Note: Once you have pushed the PAUSE button and time has stopped, the screen will clear and you will not be able to continue working on the puzzle without the timer running.

CURSOR – This icon indicates the active cell you're playing. When you begin a new game, the CURSOR will start in the center of the puzzle.

SKILL LEVEL – Sudoku has four SKILL LEVELS that are displayed at the top of the screen. When you begin a NEW GAME, you will be prompted to select a SKILL LEVEL. Press the left or right FOUR WAY button to select a SKILL LEVEL. One star is the easiest puzzle and the most difficult is indicated by four stars. Once you have selected the level, press SELECT to confirm your choice.

FOUR WAY – When starting a new game, choose the SKILL LEVEL by pressing the left or right buttons. During play, press any one of the four directional buttons to toggle the CURSOR (Up, Down, Left or Right) to the cell you intend to play.

KEY PAD (1-9) – Once you have selected a cell to play, enter a number by pressing one of the nine numeric buttons (1-9.) You can also erase and change a previously selected number by moving the CURSOR to a cell and pressing a different number. If only number erasure is required, press the same number as the previously selected one to erase it.

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UNDO – Reverse or UNDO a previous number placement or erasure by pressing the UNDO button.

BEST TIME AND AVERAGE TIME – Press and hold this button for two seconds. The game will PAUSE and the puzzle will be removed from the screen. The BEST TIME and the AVERAGE TIME will be displayed alternately in the upper right corner for the SKILL LEVEL you're currently playing. Each of the four SKILL LEVELS has a BEST TIME and an AVERAGE TIME. To restart the game, press the PAUSE button once.

DOODLE PEN – A dry erase DOODLE PEN snaps into the back of the unit. This pen can be used to help solve a puzzle. Similar to a paper Sudoku puzzle, you can write potential numbers on the glass before entering a number into a cell.

Note: To prolong the use of the dry erase DOODLE PEN, please keep the cap on the pen when it is not being used.

WELL – Displayed at the top of the screen, the WELL indicates which of the numbers 1-9 has been fully used 9 times within the puzzle.

TIMER – The electronic TIMER begins when you start a puzzle. When you have entered the last number into a puzzle, you must press CHECK PUZZLE to pause the TIMER. CHECK PUZZLE will automatically determine if the puzzle is completely correct. If correct and you have achieved a BEST TIME for the level you are playing, this TIME will be recorded. If the puzzle has errors, the incorrect numbers will be removed and play will be continued.

Note: While playing, additional penalty time will be added to your total time if you use the HINT or PUZZLE CHECKER.

HINT – During play, press this button to get the correct number in the active cell. After receiving a HINT, you will receive a 30 second penalty for needing a HINT. During the same game, each additional penalty increases by 2X.

Example:

HINT 1 – 30 sec.

HINT 2 – 1 min.

HINT 3 – 2 min.

HINT 4 – 4 min.

HINT 5 – 8 min.

HINT 6 – 16 min.

HINT 7 – 32 min.

HINT 8 and onwards – 60 min.

PUZZLE CHECKER – Press this button to check if the numbers you entered are correct. Once the CHECKER is finished, the incorrect numbers will be removed from the puzzle and you will receive a 30 second penalty for using the PUZZLE CHECKER. During the same game, each additional penalty increases by 2X.

Example:

HINT 1 – 30 sec.

HINT 2 – 1 min.

HINT 3 – 2 min.

HINT 4 – 4 min.

HINT 5 – 8 min.

HINT 6 – 16 min.

HINT 7 – 32 min.

HINT 8 and onwards – 60 min.

SOUND – Press this button to turn the SOUND ON or OFF.

RESET – When a blunt point is inserted, this button RESETS the game to its original settings.

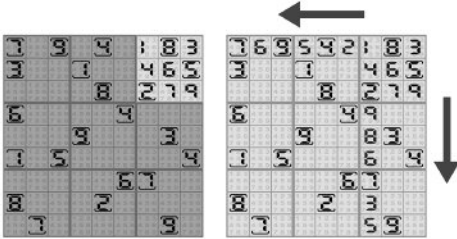
SLEEP MODE – The unit will go to sleep after 5 minutes if no buttons are pressed during game play. The unit will also turn off after 2 minutes if the unit is PAUSED or while selecting a SKILL LEVEL.

HOW TO PLAY

Before you begin:

A Sudoku puzzle contains nine boxes. Each box has nine cells for a total of eighty one cells throughout the puzzle. The objective of the game is to fill in each box with the numbers 1 – 9 without duplication. Also, you

cannot duplicate the numbers 1-9 across the complete puzzle across columns or rows.



Depending on the skill level and complexity of the game, each game starts with cells that already contain numbers. These pre-existing numbers provide hints to solving the puzzle. The complexity of a puzzle is determined by how many pre-existing numbers are included. Fewer numbers indicate a more difficult puzzle and more numbers indicate an easier puzzle.

Let's begin:

Turn the unit on by pressing the ON button. To start a new game, press the NEW GAME button. Before you begin, you will need to select a SKILL LEVEL by toggling the left or right FOUR WAY buttons. Once a SKILL LEVEL is chosen, press the SELECT button to confirm your choice.

Once the game begins, you will toggle the CURSOR through the puzzle with the FOUR WAY buttons. Once you have selected an active cell, enter one of the numbers (1-9) and avoid duplication of that number in each box, row and column. Continue entering numbers until the puzzle is complete. Pause the timer and check the puzzle by pressing the PUZZLE CHECKER button. If the puzzle has errors, the incorrect numbers will be removed. If the puzzle is correct, you have successfully completed a puzzle. If you have improved your BEST TIME, the unit will automatically enter your time into memory as the new BEST TIME for that SKILL LEVEL.

To start another game, press the NEW GAME button and take the Sudoku challenge!

BATTERY INSTALLATION:

This game is powered by two (2) AAA batteries. The battery compartment is located on the bottom of the game.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

Adult supervision is recommended when changing batteries.

CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **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.**

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.

- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

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.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days 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.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

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.

Distributed by:
RADICA USA Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



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