

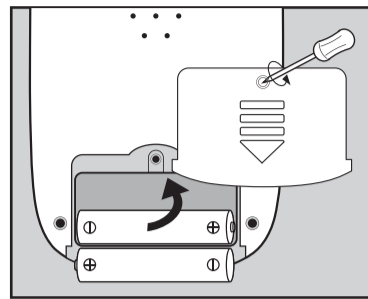
To install or replace batteries

Your electronic touch screen Sudoku requires two AAA batteries (not included).

- (1) To install the batteries, carefully turn the Sudoku unit over so that it faces down on a soft surface.
- (2) Use a small Phillips screwdriver to remove the screw. Lift off the battery compartment lid.
- (3) Install the batteries, making sure the polarity (+ and -) is matched properly.
- (4) Place the battery compartment lid back in its slot, replace the screw and tighten.

Note:

For best results, always use alkaline batteries. Be sure to check the expiration date because fresh batteries will ensure uninterrupted enjoyment of the product. Remove the batteries if the product will not be used for an extended period. If the product does not perform as expected, check for proper battery charge and for correct battery installation, or try a fresh set of batteries.



Battery information

- Rating: 3.0V \approx 0.12W
- Battery: 2 x 1.5V (AAA) (not included).
- CAUTION. BATTERIES SHOULD BE REMOVED AND REPLACED BY ADULTS ONLY.
- Non-rechargeable batteries are not to be recharged.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel cadmium) batteries.
- Do not use rechargeable batteries.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge standard or alkaline batteries.
- Be sure to insert batteries with the correct polarities and always follow the toy and battery manufacturers' instructions.
- Remove batteries and store them in a cool, dry place when the unit is not in use.
- Always remove old and dead batteries from the product.
- Do not short circuit the battery terminals.
- Only batteries of the same or equivalent types as recommended are to be used.
- Please retain the packaging and this instruction manual for further reference.



Please read and retain this packaging for future reference. Not suitable for children under 3 years old due to small parts which may represent a choking hazard.



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About this product

Congratulations on your purchase of the Best in Test Touch Screen Sudoku.

Please note: The Stylus is located at the top right hand side of the back of the device. If you require these instructions in larger print, please send an email with '1 million sudoku' in the subject box to enquiries@mensa.org.uk

The objective of Sudoku is to fill each cell on the 9x9 grid so that each row, each column and each 3x3 box contains the numbers 1 through to 9 only once, with no duplication.

This device has an incredible 1 million different puzzles on 4 different difficulty levels (1-4). It also has **CLUE** and **HINT** functions, the former gives you the possible correct answers for a particular square, while the latter does not allow you to enter a wrong number! If you are really struggling the **SOLUTION** function solves the whole puzzle for you. In addition up to 8 games can be saved and recalled at a later date, and you can even enter your paper's sudoku and play later at your leisure.

Getting Started

Insert 2 x AA batteries after reading all the battery care information enclosed in these instructions. Always use the stylus located within the unit to operate this product, ensuring it is always clean and dry. For improved visibility use the backlight, but remember to turn off after use to conserve batteries.

Date and time will be displayed showing year on top line, month/day on second line, time in hours/mins on third line and 12/24 on bottom line. To modify any figure simply press on the figure and it will increase by 1 unit in value. Once set, press **ERASE/ESC** to return to main menu.

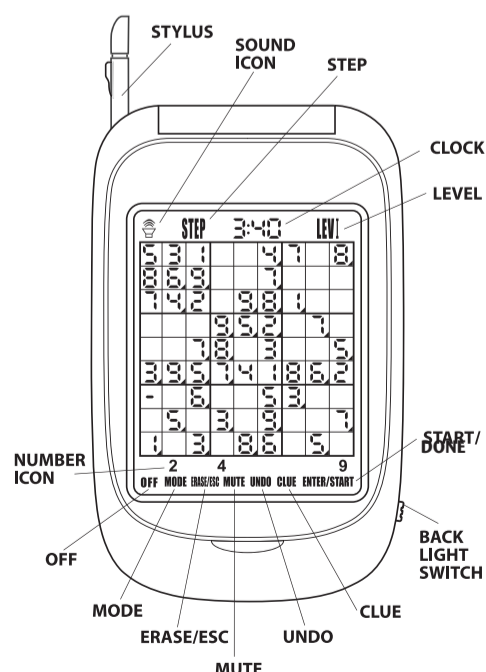
A choice is then given with New Game, Set Board or Super Set. To play the 1 million games enter Set Board, then chose level 1-4 you wish to play, this level appears top left of screen during play. The game will now begin. The flashing cursor 'I' denotes the 'active square' on the grid. Click on the number (1-9) you believe fits this active box, and begin filling in the 9 x 9 grid.

Options to improve your Sudoku fun

The following function keys along the bottom of the screen enhance the game.

OFF: Click for 2 seconds to turn unit off, saving the game being played. Also remember to turn off the backlight if not using the game.

MODE: Enter **MODE** to access the following Functions:



1 Million Game Sudoku



www.mensa.org.uk

INSTRUCTIONS

What is Mensa?

A meeting of minds . . .

Mensa is the **international society** for people with a **high IQ**.

We have more than **100,000 members** in over **40 countries worldwide**.

Anyone with an **IQ score** in the **top two per cent** of the population **can join** – are you the 'one in 50' we've been looking for?

Mensa membership offers:

- * **Worldwide networking** opportunities with like-minded people
- * Member **web community** for discussion and debate
- * Hundreds of **Special Interest Groups**
- * Monthly **glossy magazine**
- * **Social events** throughout the UK and beyond
- * National and international weekend **gatherings and conferences**
- * Intellectually stimulating **lectures and seminars**
- * Access to the worldwide **sight network for travellers and hosts**

For more information about British Mensa:

www.mensa.org.uk telephone: 01902 772771 e-mail: enquiries@mensa.org.uk

- (1) **SAVE:** Use to save a puzzle to the memory (up to 8 puzzles can be saved at any time).
- (2) **LOAD:** Recall a previously saved puzzle.
- (3) **HINT:** Choose **ON** or **OFF**. When **ON** an incorrect number cannot be entered during the game, the icon **HINTS** is shown at the top of the screen during play if **HINT** is **ON**.
- (4) **COUNTER:** Select between **TIME**, **STEP** and **OFF**. **TIME** will show an icon at the top of the screen of time elapsed for playing the game, the aim being to complete in the quickest time. **STEP** counts the number of steps it has taken to play the game, including 1 each time the **CLUE** function is used (see below). This figure along with **STEP** is shown at top of the board during play, when **STEP** is chosen.
- (5) **SOUND:** Select between **LOUDEST**, **MIDDLE** and **OFF**. There is also a short cut Function Key **MUTE** (see below).
- (6) **SOLUTION:** Gives option to solve the current puzzle.
- (7) **CLUE:** Choose **ON** or **OFF**. When **ON** possible answers are shown for the active box for 2 seconds. When **OFF**, the clue can still be obtained by pressing **CLUE** function key, along bottom of the board.
- (8) **CONTRAST:** Choose between 4 contrast levels.
- (9) **CALENDAR:** Set date and time (see above).

ERASE/ESC. During a game, pressing this function key deletes all inputted answers, leaving only the original board. When navigating around board pressing this key moves back to previous screen.

MUTE. Each touch moves between **LOUDEST**, **MIDDLE** and **SOUND OFF**. Icon at top left shows if the sound is on.

UNDO. Pressing key undoes last entry on grid.

CLUE. Press to show all possible correct answers (1-9). These show for 2 seconds. Note when **CLUE** function is switched on (from clue function mode), whenever the cursor enters a box the possible correct answers are shown automatically.

START/DONE. Press to begin game.

After placing the last number, press **START/DONE** to check the result, the computer will auto check and confirm the result. If the result is correct, the LCD will display 'WIN', if the result is wrong, the LCD will display 'LOSS'.

To set your own game

If you wish to set your own game, do not enter **NEW GAME**, as above but choose **SET BOARD** or **SUPER SET**. The numbers for one sudoku game can be entered in to each of **SET BOARD** and **SUPER SET**. This means you can input the puzzle from your daily newspaper, and play later at your leisure. Simply enter your puzzle in to the board, then press **ENTER/START** to begin.

In **SUPER SET** board, once you have inputted the numbers and pressed **ENTER/START** the software will calculate if there is a single solution, multiple solution or no solution, displaying 'single solution,' 'no solution,' or 'multi solution' respectively. **SET BOARD** does not check for solutions.