

# SuDoku Electronics / SU-C Instructions

## **PROBLEM: ONLY A PART OF A NUMBER IS SEEN IN A SQUARE**

This is normal and IS NOT a defect. (see memory function below) When a player enters MORE than one number in a box the display will show an incomplete number. This indicates that more than 1 number has been assigned to that particular box. If, for example, you put a 3 and 5 in one square (box) as soon as the second number is added that box will show an incomplete number and the small numbers above the grid (1 through 9) will display an underline for numbers 3 and 5. The underlined numbers indicate which numbers you have assigned to a particular box.

## **FLASHING BOXES:**

The box will flash if there has been MORE than ONE number assigned to that box. When you see a flashing box that indicates you have assigned more than one number to that particular square.

## **Rules of the Game**

Sudoku is a number puzzle. The puzzle field consists of a grid that is divided into 3x3 sub-grids. Some of the cells in the grid will contain the number 1-9. Now to solve the puzzle place the numbers 1-9 in each square. The numbers 1 – 9 appear in each row or column once.

**How To Install Batteries:** Remove the screw in the back of the unit and place 2 AAA batteries as marked. You will hear a greeting sound and your game will switch on and show date and time.

**Date and Time Setting:** The time can be set for 12 or 24 hour time. Use right or left arrow to change from 12 and 24 and hit **“Set”** when complete. Seconds will blink, hit **“Set”** to confirm. Next change the minutes, use Up and down arrows to set time, hit **“Set”** when completed. Now follow same steps, to set hours, year, month and date. Now you are ready to play.

**Alarm Mode:** Press the **“Mode/Pause”** button once, press **“SET”** button, hours will flash. Use **“Up/Down”** to set the time. (24 hour time is used, 00:00 = 12:00am, 13:00 = 1:00pm) Now set the minutes and press **“SET”** when complete.

Note: Arrow right or left while in alarm mode will turn alarm on and off. Look for the bell in the display near the top. Bell shown = Alarm On.

**To Play A Game:** Press the **“Mode/Pause”** button twice. Use the arrow up & down to set your skill level. Level 1 = Easy for Beginners (Will have the most pre-filled numbers). Level 5 = Experts, Most Challenging. Arrow right or left to scroll through the many games and press, **“Start”** to begin playing the game.

Clock will start to count with the cursor blinking in the first empty cell. Input the numbers 1-9 by using number keys. (You cannot change the preset numbers, which are not underlined.) Use arrow keys up/down/right/left to move within the grid. Delete number by repeating the same number in same cell. (Example: You want to enter the number 5, but by mistake you hit 8. Simply hit 8 to remove the number, then enter the 5.) If multiple characters are flashing in the cell you have entered the LCD memory function. Look under **“LCD Memory Function”** for directions.

After having finished your game press **“Start/Solve”** button. If the puzzle is not correct the **“Err”** will flash in the top right of screen where time was displayed.

If you want to continue playing in order to find the error, push **“Start/Solve”** shortly, the time counter will resume. Make corrections and then hit **“Start/Solve”** button. Repeat as necessary until puzzle is solved.

If you want to see the solution of the game, keep “**Start/Solve**” pressed down for 4 seconds. Solution will appear. If you release “**Start/Solve**”, Solution will disappear and you may select a new game.

#### **Extra Features In Game Mode:**

**Pause:** You may interrupt or put on hold your game by pressing the “**Mode/Pause**” button. Elapsed time will blink. To continue with game, press “**Start/Solve**” button.

**Save A Game:** Press “**Mode/Pause**” button, and switch power off by pressing “**On/Off**” button. Resume game by pressing “**On/Off**” button. Hit the “**Start/Solve**” button to continue.

**Game Sound:** Hit the “**Sound**” button to turn sound on and off. If sound is on the screen will show a musical note on the top.

**Help / Clear Button:** By pressing this button, you may ask for help 4 times per game. Move cursor to the square you want help with and hit the “**Help/Clear**” button once, the correct number will appear. The screen will show H-1 to H-4 in the top right corner.

**Re-Start the Game:** Hit the “**Help/Clear**” button and hold down for 4 seconds. The same game will restart and timer will be set to zero.

**LCD Memory Function:** This unique function enables you to fill several possible numbers, one after the other, into one cell. You will then see fragments (flashing dots) in the cell. If you look at the top of the screen the numbers 1 – 9 will have an underline under the numbers selected. This function will enable you to remember the possible solutions for that cell. Once you return to that cell you can easily look at the top of the screen to see the choices you made previously for that cell. To remove the numbers in the cell simply choose them again and they will clear.

**Timer:** Shows the playing time. Time is measured in minutes and seconds. After 59 minutes and 59 seconds, display will change to hours and minutes. Maximum time per game: 9 hours, 59 minutes and 59 seconds.

**Reset:** To reset your game press the reset button on the front of unit.

**Important Information:** Insert batteries with the correct polarity (+/-). Do not mix different types of batteries or new and used batteries. Do not use rechargeable batteries. Batteries should only be inserted and replaced by adults.

## **SuDoku Electronics**

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