

## SUDOKU MANUAL

### I. Main function

Fill figure 1 to 6 in the 6\*6 squares to make all the figures not repeated in each line.

### II. Operation

1. Press ON/OFF to start and UP, DOWN to choose item and START to play the game.
2. Use up, down, left and right key to control the cursor and SET to input the numbers, choose the figure to input by UP and DOWN key, then press SET to exit inputting.
3. Press CLEAR/HELP to cancel the input figures; if no figures exist, press CLEAR/HELP to be assisted and display the answer. There are 3 assistances at most.
4. Press CLEAR/HELP for 2 seconds to cancel all the input figures.
5. Press CLEAR/HELP for 2 seconds to display the answers when playing, displaying the time when game is over, and press START/SOLVE to choose mode of question.
6. Press PAUSE to pause game with the displaying P.
7. Press START/SOLVE to check the answer when finished, TIMER stop if correct and WIN displaying if answer is incorrect, press START/LOSE to continue the game and TIMER restart.
8. Game is over when time exceeds 39 minutes and 59 seconds, with the LCD displaying LOSE, press START/SOLVE to choose mode and restart. Without pressing any key for 4 minutes, exit to SLEEP automatically.

### Note:

1. If the clock is frozen or abnormal when using, please reinstall the battery.
2. If you hear a distortion alarm, small voice, noisy channel or have an unclear display, please change the battery.