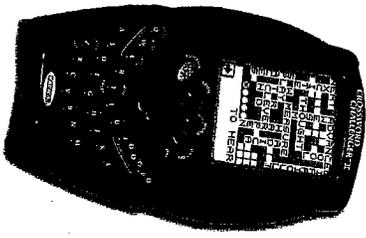


# CROSSWORD CHALLENGER™ II



E



Model 72050  
For 1 player / Ages 8 and up  
**INSTRUCTION MANUAL**  
P/N 82366200 Rev.A

## Enjoy Crossword Fun Anywhere – No Pencil Needed!

Test your crossword puzzle solving skills wherever you go, with **Crossword Challenger II**. With over one million puzzle combinations, three (3) levels of difficulty and built-in help, **Crossword Challenger II** is sure to challenge even the best crossword puzzle fanatic!

### BUTTON FUNCTIONS

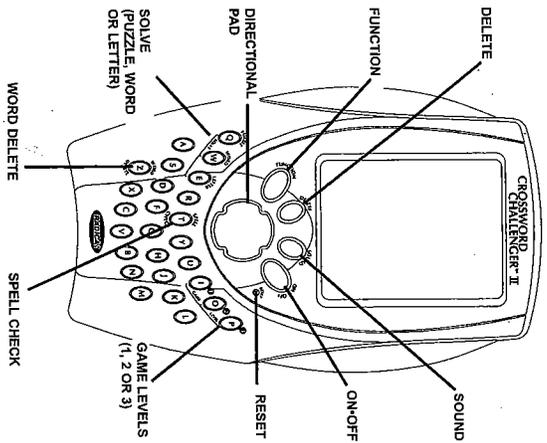
**A-Z CHARACTERS** – Use these buttons to spell out words.

**SOUND** – Press this button to turn the sound on or off.

**DIRECTIONAL PAD** – Use this button to move the cursor up, down, left or right.

**ON\*OFF** – Press this button to turn the game on or off.

**GAME LEVEL** – Press any one of these buttons in combination with the **FUNCTION** button to choose the skill level for your game.



**SPELL CHECK** – Press this button in combination with the **FUNCTION** button to check your spelling.

**SOLVE PUZZLE** – Press this button in combination with the **FUNCTION** button to solve the puzzle.

**SOLVE WORD** – Press this button in combination with the **FUNCTION** button to solve the word.

**SOLVE LETTER** – Press this button in combination with the **FUNCTION** button to solve the letter.

**DELETE** - Press this button to delete a letter.

**WORD DELETE** – Press this button in combination with the **FUNCTION** button to delete a word.

**CONTRAST** – Press the **DIRECTIONAL PAD** left or right, in combination with the **FUNCTION** button to decrease or increase the display contrast while playing the game.

**RESET** - Using a pointed object, press this button to reset your game.

### GETTING STARTED

Press the **ON\*OFF** button to wake the game.

**NOTE:** If there is no activity for about a minute, **Crossword Challenger II** will automatically shut itself off to save power. Press the **ON\*OFF** button to turn it back on and continue your game.

You will see the **SELECT SKILL** screen, which will give you a choice of three (3) levels of game play. The higher the level you choose, the more difficult the game will be.

To choose a skill level, you must press and hold the **FUNCTION** button, while pressing either the "1" button for Skill Level One (Easy), the "O" button for Skill Level Two (Medium) and the "P" button for Skill Level Three (Hard).

Once you have chosen a skill level, **Crossword Challenger II** will automatically show you a new puzzle.

When you start a new puzzle, the cursor (the flashing black square), will always appear in the top left-hand corner square. Each game starts with "1 Across" being the *active word*. The *active word* is signified by flashing circles inside each square to "highlight" the word to make it more visible.

You will also see a clue displayed in the clue area at the bottom of the display screen, as well as the directional arrow. The directional arrow tells you whether you need to solve Across or Down.

### PLAYING CROSSWORD CHALLENGER II

#### Moving Around the Puzzle:

You can move around the puzzle by moving the **DIRECTIONAL PAD** to the left, right, up or down, to move the cursor to any open square. When the cursor is in an open square, it will flash to signify its location and the *active word* will be highlighted. Each time you move the cursor to a new location, the directional arrow will point in the appropriate direction (Across or Down).

**NOTE:** If you have placed the cursor in a square that begins a new word, the row or column will be highlighted, signifying that you are starting a new word.

#### Placing the Letters in the Square:

When you are ready to type a word in the highlighted area, you will use the A-Z buttons. You will put the letter in the square where the cursor is flashing. The cursor will automatically move to the next square of the *active word* after you have entered a letter. If the next square is black, the cursor will stay in the current position. Now, type the next letter of the *active word*. If you started in the middle of the *active word*, you can use the **DIRECTIONAL PAD** to move to the first square in the word. Continue entering letters until the *active word* is completed.

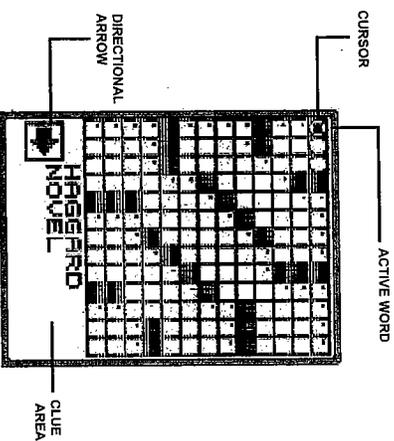
Once you have completed the *active word*, move to the next desired square using the **DIRECTIONAL PAD** and start the process again. If you move the cursor to a square of a word that has already been solved, the cursor will automatically change direction.

#### Using the Delete Function:

When you want to delete a letter in a square, use the **DIRECTIONAL PAD** to move the cursor to the letter you want to delete. Press the **DELETE** button to remove the letter. You can then type the correct letter in the square. The cursor will continue to flash until you have replaced the letter that has been deleted.

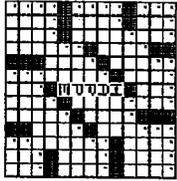
#### Using the Word Delete Function:

When you want to delete a word (Across or Down), use the **DIRECTIONAL PAD** to move the cursor to any square of the word you want to delete. Press and hold the **FUNCTION** button and press the "Z" button.

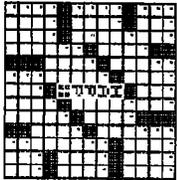


### Using the Spell Check Function:

Press and hold the FUNCTION button and press the "T" button, to activate spell check. Four tiny dark squares will appear in each square containing an incorrect letter. You can now move the cursor to the letters that are wrong and replace them with new letters.



The player has filled in a word, but the last letter should be a "Y" instead of an "E".

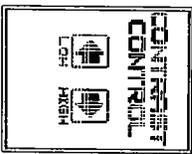


The player has pressed the Control key, and the spell checker has found the wrong letter.

### Using the Contrast Function:

The contrast function is used to adjust the LCD screen contrast when the graphics are not clear.

You can access this function at anytime during the game. Press and hold the FUNCTION button and press the DIRECTIONAL PAD to the left or right. Press the DIRECTIONAL PAD to the left or right again to decrease or increase the display contrast. The Contrast Function will shut off after three (3) seconds if no key is depressed.



### Using the Solve Functions:

The solve functions are used when you want the game to automatically fill in the answers.

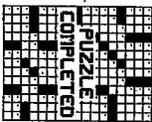
To solve an active letter, move the cursor using the DIRECTIONAL PAD to the square you want to solve. Press and hold the FUNCTION button and press the "E" button. The game will ask you to confirm that you want to solve the active letter by pressing "Y" for yes or "N" for no.

To solve an active word, move the cursor using the DIRECTIONAL PAD to the word you want to solve. Press and hold the FUNCTION button and press the "W" button. The game will ask you to confirm that you want to solve the active word by pressing "Y" for yes or "N" for no.

To solve the puzzle, press and hold the FUNCTION button, then press the "Q" button. The game will ask you to confirm that you want to solve the puzzle by pressing "Y" for yes or "N" for no.

### Completing the Puzzle:

A puzzle is completed when all of the squares are filled in with the correct letters. You will see the screen beside when you have completed the puzzle correctly.



**NOTE:** After completing the puzzle, select one of the game levels to start a new game.

### RESETTING YOUR CROSSWORD CHALLENGER II

You can reset your game to it's original settings, by pressing the RESET button using a pointed object.

### BATTERY INSTALLATION:

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

- 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 game 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 game 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.

### MAINTENANCE:

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the RESET button, or remove and replace the batteries to reset the game, or try new batteries. If problems persist, consult the warranty information located at the end of the 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 game.
- 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 China 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 China 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.

Products returned after the 90-day period has expired will be repaired or replaced (at our option) for a service charge of US \$10.00. Payment must be made by check or money order. This extended service will only be available for one year from the date of purchase.

**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.

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