



MODEL 8066 P/N 82350700 Rev.A

For 1 player / Ages 8 and up

INSTRUCTION MANUAL

NOTE: After removing the game from the package, you need to exit the Demo Mode to play.

- Press the Reset button on the back of the console.

GETTING STARTED

Press the On • Off Button to turn on the unit. You will see an "Initializing Game" display on the screen. Then, you will be asked to select a game number.

Use the UP and DOWN arrow buttons on the 4-way Navigational Keypad to scroll through the game numbers. Press the Advance button to scroll through the puzzle at a quicker pass or to start at puzzle one, simply press Enter. Press the Enter button to confirm your selection. Now you're ready to play TV Trivia Crossword™!

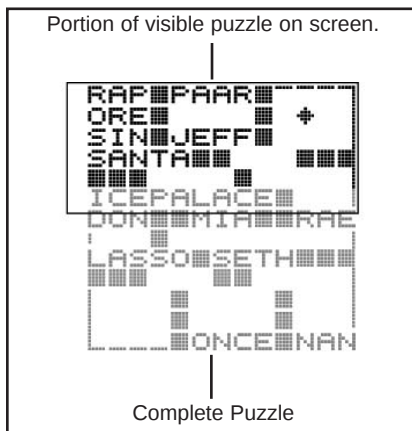
Note: You will need to follow the same steps after resetting the unit.

BUTTON FUNCTIONS

On • Off - Turns the unit on and off.

Advance - In the crossword screen, scrolls the puzzle grid by 3rds up and down. In

the Clue screen, scrolls the clue left or right.



Please note: You will only see a 1/3 of the puzzle grid at any one time. Using the 4-way navigational keypad, make sure you scroll through the whole puzzle.

Clue - Toggles between the clue screen and the crossword grid.

Navigational Keypad - In the crossword screen, moves the cursor around the puzzle grid one square at a time. In the clue screen, pressing the RIGHT and LEFT arrow buttons scrolls the clue to the left or right one letter at a time.

Enter - Confirms a selection.

Function - Press and hold to activate the second function keys.

Function + Word Delete (F key) - Deletes the current row and/or column of letters.

Function + Score (G key) - Displays your current score.

Function + Spell Check (H key) - Checks the spelling of all of the words in the puzzle, by placing a grid over mis spellings.

Function + Solve Puzzle (I key) - Solves the entire puzzle.

Function + Solve Word (J key) - Solves the selected words in a row and/or column.

Function + Solve Letter (K key) - Solves the selected letter.

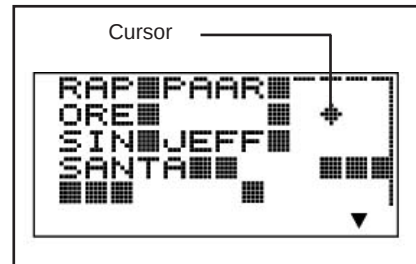
Function + New Game (N key) - Quits the current game and gives you the option of

starting a new game.

Function + Advance - Adjusts the contrast of the screen.

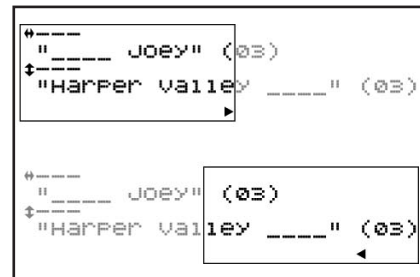
MOVING THE CURSOR

The cursor is a small, flashing black diamond in the crossword grid. Use the Navigational Keypad to move the cursor to any location in the grid.



GETTING THE CLUES

Move the cursor to the desired location in the crossword grid and press the Clue button. The screen will display the Across and Down clues for that location.



- The Across clue is indicated by an across arrow.
- The Down clue is indicated by a down arrow.
- If a clue is longer than the screen, you will see a right arrow on the right hand side of the screen. To see the rest of the clue, press the RIGHT arrow on the Navigational Keypad to scroll to the right one character at a time. Or, press the Advance buttons to scroll more quickly.
- The number in brackets indicates the number of letters in each clue.
- To return to the crossword grid, press the Clue or Enter button again.

ENTERING YOUR ANSWER

To enter an answer, make sure the cursor is in the desired location on the grid. Then, type in the letters. If a letter is in a position where there is both an across and down word, an across arrow and a down arrow will appear in the grid.

- To enter the across word, press the RIGHT arrow on the Navigational Keypad and continue entering the letters.
- To enter the down word, press the DOWN arrow on the Navigational Keypad and continue entering the letters.

HAVING TROUBLE?

If you're stuck on a word, or having trouble solving a puzzle, there are several help features you can use.

Spell Check

Spell Check allows you to see which answers are spelled incorrectly. You may then go back and correct the answers/spelling as needed.

- Press and hold the Function button while pressing the H button (Spell Check). Incorrectly spelled words will be temporarily crossed out.

Solve Letter

Move the cursor to the space that you want to solve the letter.

- Press and hold the Function button while pressing the K button (Solve Letter) to reveal the correct letter.

Solve Word

Move the cursor to any letter or space in the word that you want to solve.

- Press and hold the Function button while pressing the J button (Solve Word) to reveal the correct word.

Solve Puzzle

To solve the entire puzzle, press and hold the Function button while pressing the I button (Solve Puzzle).

To check your current score anytime during game play, except during a clue screen, press and hold the Function button while pressing the G button (Score).

- Correct - Number of correct answers.
- Revealed - Number of answers revealed using Solve Letter or Solve Word feature.
- Incorrect - Number of wrong answers.
- Unsolved - Number of remaining unsolved answers.

Press Enter button to exit score screen.

NEW GAME

To start a new game, press and hold the Function button while pressing the N button.

The screen will prompt you to choose "New" for a new game or "Cancel" to return to previous game. Select the choice by using the UP or Down arrow buttons on the 4-way navigational keypad. Once the choice is selected, press Enter to confirm selection. The next consecutively numbered game will be loaded.

BATTERY REPLACEMENT

Loosen the screw on the back of the game with a screwdriver. Remove the battery compartment door and remove the old batteries. Insert three "AAA" batteries (we recommend alkaline) as indicated inside the battery compartment. Replace the battery compartment door and tighten the screw. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

CAUTION:

- **As with all small batteries, the batteries used with this game should be kept away from small children who may 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 manufacturers' instructions.**
- **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 temperature extremes.
- Do not disassemble this game. If a problem occurs, press the reset button. If problems continue, remove and replace the batteries or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Use only the recommended batteries for this game.
- Do not mix old and new batteries.

- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Remove worn out batteries from the game.
- The supply terminals are not to be short-circuited.
- Batteries must be inserted with the correct polarity.

Keep this manual because it contains important information.

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.



RADICA:®
TV TRIVIA CROSSWORD IS A TRADEMARK OF
RADICA CHINA LTD.
© 1999 RADICA CHINA LTD.
PRODUCT SHAPE™
ALL RIGHTS RESERVED

© 2000 BY PENNY PRESS, ALL RIGHTS RESERVED,
USED WITH PERMISSION.

US PATENT NO. 4,369,973
MADE UNDER LICENCE FROM DREAM MAKERS, INC.