



# Chicken Soup for the Soul<sup>®</sup> Word Scramble

Model 8072 P/N 82347100 Rev.A

## Instruction Manual

Ages 8 and up

### GAME SUMMARY

Are you ready to be inspired? This game not only inspires your soul, but challenges your mind! We have transformed pocket wisdom into a small, portable game with an added bonus - a clock! It is your Chicken Soup for the Soul<sup>®</sup> on the Go. Keep it in or hook it on your purse, pocket, backpack or briefcase!

The object of the game is to unscramble inspirational words and receive uplifting quotes or deeds as a reward! You also have the ability to save or "bookmark" three of your favorite quotes and/or deeds to review anytime you wish.

### BUTTON FUNCTIONS

#### Left and Right Arrow

Think of these two keys as forward (right arrow) and reverse (left arrow). If at any time throughout the game, you want to jump ahead or go back to the past quote or deed, use these arrow keys. When setting the clock, use the two arrow keys to adjust the time accordingly. When solving a word scramble, use these arrow keys to move letters back and forth into their correct positions.

#### On / Enter

This button has three functions.

1. Press this button to wake the unit from sleep mode.

2. In word scramble mode, this button will select or "pick a letter when pressed.
3. When a letter is moved into the correct position, using arrow keys, press this button to "drop" or "place" the letter.

#### Clue / Time

During a scramble, if you need a "hint" press this button, you press this once, the correct first letter of the unscrambled word moves to the first position of the word. If you continue to press, the word will be solved for you, one letter at a time. At any time, except during word scramble you can press this button to display time.

#### Bookmark

This is a "record" button. Press this button once to bookmark your favorite quote or deed. If you press this button twice, bookmark is cancelled and regular play resumes. After "bookmark" is pressed, press "1", "2", "3" to save a quote deed. Press one of these three keys to re-play any previously saved quotes or deeds.

#### Reset -

This button is located on the back panel and resets the game.

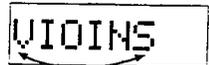


### STARTING A NEW GAME

Press the On / Enter button to wake up game. The game will either pick up where you last finished or ask you if you are ready. Press the right arrow key to begin play.

A scrambled word will appear. Move the cursor (the blinking letter position) to the position of the letter you want to move, by

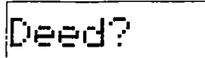
using the "right" or "left" arrow key. Once the desired letter is blinking, press the On / Enter key to "pick up" the letter. To move the blinking letter, press either the "right" or "left" arrow key to the position you want to place the letter. You can rearrange the letters as many times as you want.



During word scramble, if you need help unscrambling a word, you can press Clue / Time. This will help you solve the puzzle.

When you press the Clue / Time for the first time, it automatically moves the correct first letter of the scramble to the first position of the word. If you press the Clue / Time again, the correct second letter will move to the second position of the word. You can use this button for as long as you need help or until the word is solved.

After the word is unscrambled, you will receive an inspirational quote for that word. After the quote scrolls right to left, the screen will prompt you for



"Deed?" Push the "right arrow" for the deed to scroll. If at any time you want to skip the quote or deed you can push the "right arrow" to advance to the next scrambled word.

## CREATING A BOOKMARK

If you are reading a quote or a deed and want to save it, you can bookmark it immediately after it has scrolled. Press the "bookmark" button to save your quote or deed. You can save the quote or deed in either "1", "2", or "3". The game will save three quotes or deeds at a time. If all three bookmarks are being used and another

quote or deed comes across that you really like, follow the bookmark procedure to save it. Remember that this will replace one of your previously saved quotes or deeds. You can retrieve your bookmarks by pressing "1", "2", or "3" at any time except during word scramble. If the game is reset, the bookmarks will not be saved.

If you do not know which bookmark you want to save, you can press "bookmark" for a second time and this will cancel out the bookmark feature and return to the previous screen.

## REPLACING THE BATTERY

The automatic shutoff featured with this unit will help extend the life of the batteries. This game is powered by two A76 cell batteries (or 357A, LR44, G13). DO NOT USE RECHARGEABLE BATTERY. Install the batteries as follows:

1. Remove the screw on the battery compartment door on the back of the unit.
2. Remove the old batteries.
3. Make sure to align the "+" and "-" with the markings in the plastic.
4. Insert two fresh batteries.
5. Replace the battery compartment door.
6. Replace screw.

**ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.**

## CAUTION:

- Do not play for extended periods of time because eye fatigue may occur.
- Do not play while walking, running or performing other activities.
- As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths. If the battery is swallowed, promptly see a doctor.
- 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 the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, press the reset button. If problems continue, remove and replace the batteries – or try new batteries. If problems still continue, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity.

Keep this manual because it contains important information.

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