

USER MANUAL

ZOpid[®]
HT-ZK22

KAKURO GAME PLAYER

Please read this user manual carefully before using the product

Operation Manual for GAME PLAYER

A) Descriptions:

This electronic game is 5*5 Kakuro game with touch panel control. Player has to enter digits 1-9 in empty cells to add up and represent the sum of the integers in that row or column. No digit can be duplicated.

B) Key instruction:

ON/OFF	To turn power on and off.
LEVEL	Select the Kakuro game level in the sequence of 3*3, 3*4, 4*4, 4*5, 5*5.
HELP	Press to get the answer during the Kakuro game, there are 3 chances to use help, the help indication will be gone after 3 times.
ANS	Press to show the answer, and resume the game after 3 seconds.
START	To start Kakuro game.
PAUSE	To pause Kakuro game.
CHECK	Check if the entered digit is correct.
⊙	a) Before the game, press to select

	different Kakuro games in different levels.
	During the game, press once to clear the entered digit; press and hold for 2 seconds to clear all.
	During the pause status, press and hold for 2 seconds to quit the game and return to default initial power-on screen (DEMO stage).
	Switch on or switch off the key tone & music.
	Enter digits 1 to 9 in the suitable cell during Kakuro game.

C) Working instructions:

- Once battery is installed, LCD will light on for 2 seconds with welcome music and the display will show Kakuro default initial power-on screen (DEMO stage).
- Under Kakuro DEMO stage, the highest score of 5 different levels (3*3, 3*4, 4*4, 4*5, 5*5) will be shown (At this point,

-tone, **START**, & **ON/OFF** keys will be displayed)

- Press to switch key tones & music ON or OFF
- Press **ON/OFF** to turn the power on and off.
- Press **START** to start the Kakuro game.

- When Kakuro game is started, a random game with 3*3 level is generated (at this point, the **HELP**, **LEVEL**, **⊙**, **START**, **ON/OFF** & keys will be displayed).

- Press **LEVEL** for selecting five different levels of Kakuro game in the sequence of 3*3, 3*4, 4*4, 4*5, 5*5.
- Press **⊙** to select different Kakuro game.
- Press **START** to confirm and start the selected game.

- Press **ON/OFF** to turn power ON or OFF. While Kakuro game is paused, pressing **ON/OFF** will save the game and turn the power OFF. When power is turned ON again, the game will resume where it was left off. If the power was turned off after the game was completed, turning power on will show Kakuro default power-on screen (DEMO stage) with welcome music.

- Press **CHECK** to check if the entered digit is correct (this function won't work if all the cells are empty). If the entered digit is correct the "check" indicator will flash 3 times. If it's incorrect, the incorrect digit will flash 3 times and it

is cleared automatically. One minute is added to the time, as a penalty, for using this function each time.

- The system generated numbers cannot be changed during the game.
- Move the cursor to the desired cell and press **HELP** to get the answer. There are 3 chances to ask for help. When all three chances are used, the **HELP** key will disappear.
- If an empty cell is selected, the cell flashes. If a cell, with a number already in it, is selected, the number flashes.
- The game time is tracked by a built-in timer, starting from 00Minutes00Seconds to 99Minutes59Seconds (00:00 to 99:59). The colon flashes every second. When the timer reaches 99:59, it starts over from 00:00.
- When all the cells are filled, the answer is checked automatically. There is beep-beep sound and x indicator lights up for any mistakes. If the filled cells are correct, the check indicator lights up and flashes along with the

music. At the same time "H-Score" lights up if it is the best score. Pressing **START** will start a new game.

- Kakuro contains sum-cells with a diagonal slash (upper-right to lower-left); player has to enter digits from 1-9 in empty cells; the numbers entered in a row must add up to the number to the left in the "upper-right half of the sum cell; or the number entered in a column must add up to the number above in the lower-left half of the sum-cell. No number can be repeated in any row or column for each sum-cell.
- Once LCD backlight is turned ON, the music and key tone is switched on automatically.
- To enter a digit in a cell, first select the cell and then touch the number you want in that cell.
- When **PAUSE** is pressed to temporarily stop the game, the timer stops, and the timer display shows PAUSE (**ON/OFF**, , & **⊙** keys are operational during pause). Press **START** again to resume the game.

- The best scores of 5 different levels (3*3, 3*4, 4*4, 4*5, 5*5) are saved and shown during initial power on screen.
- If the **ANS** key is used during the game, and the score was the highest score, that score is not counted as H-SCORE.
- 4-6 minutes of inactivity turns the unit off automatically.
- By pressing **ON/OFF** key, user can compare answer to the correct system answer. If there is more than one correct answer, the comparison is done with the correct system answer. If check is performed when all cells are filled, then the comparison is done with the correct system answer as well as any other correct answers.

2 cells 3 cells 4 cells

3	12
4	13
5	14 23
6	15 24 123
7	16 25 34 124
8	17 26 35 134 125
9	18 27 36 45 234 135 126
10	19 28 37 46 235 145 136 127 1234
11	20 38 47 56 245 236 146 137 128 1235
12	39 48 57 345 246 237 156 147 138 129 1236 1245
13	49 58 67 346 256 247 238 157 148 139 1237 1246 1345
14	59 68 355 347 257 248 239 167 158 149 1238 1247 1256 1346 2345
15	69 78 456 357 348 267 258 249 168 159 1239 1248 1257 1347 1356 2346
16	79 457 367 358 349 268 259 178 169 1249 1258 1267 1348 1357 1456 2347 2356
17	89 467 458 368 359 278 269 179 1259 1268 1349 1358 1367 1457 2348 2357 2456
18	567 468 469 378 369 279 189 1269 1278 1359 1368 1458 1467 2349 2358 2367 2457 3457
19	568 478 469 379 289 1279 1369 1378 1459 1468 1567 2359 2368 2458 2467 3457
20	578 569 479 389 1289 1379 1469 1478 1568 2369 2378 2469 2468 2567 3458 3467
21	678 579 489 1389 1479 1569 1578 2379 2469 2478 2568 3469 3468 3567
22	679 589 1489 1379 1678 2389 2479 2569 2578 3469 3478 3568 4567
23	689 1589 1679 2489 2579 2678 3479 3569 3578 4568
24	789 1689 2589 2679 3489 3579 3678 4569 4578
25	1789 2689 3589 3679 4579 4678
26	2789 3689 4589 4679 5678
27	3789 4689 5679
28	4789 5689
29	5789
30	6789

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