

AGES: Adults and teens
For 1 Player

Electronic Hand-Held
JUMBLE
THE SCRAMBLED WORD GAME
YOU CAN TAKE ANYWHERE
INSTRUCTIONS

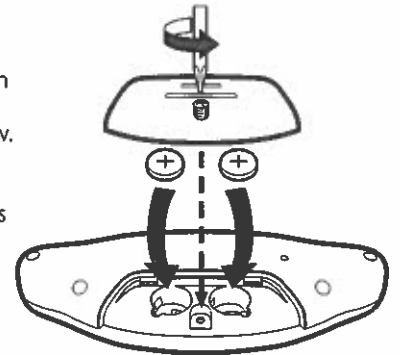
**PARKER
BROTHERS**

Game Contents: Game unit, Instructions

BATTERIES

Batteries included. Replace with 2 x 1.5V "A76" or LR44 size alkaline batteries. Phillips/cross head screwdriver (not included) needed to replace batteries.

Make sure the unit is turned off. Then loosen the screw on the battery compartment, located on the underside of the unit, and remove the door as shown below. Insert 2 A76-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.





CAUTION:

1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

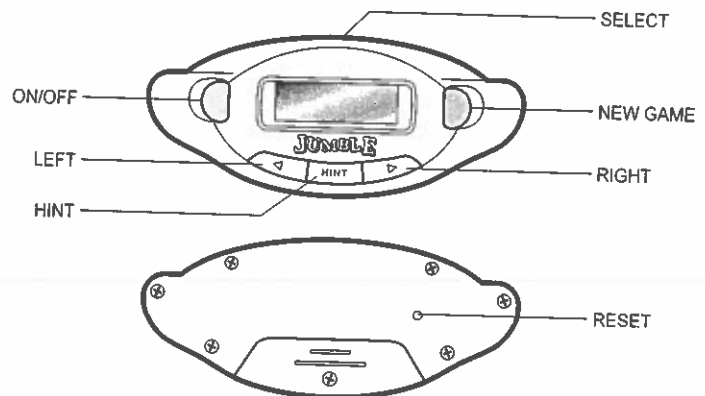


CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.

3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

A LOOK AT THE GAME UNIT



BUTTONS AND FEATURES

- ON/OFF** – Press to turn the game unit on. To turn the game unit off, press and hold until the display screen goes blank (approximately 3 seconds). The game unit also turns off automatically after 3 minutes of non-use.
- SELECT** – Press to select a letter. Press again to unselect a letter.
- LEFT** – Press to move a letter to the left.
- RIGHT** – Press to move a letter to the right.
- HINT** – Press to place one letter in the proper order.
- NEW GAME** – Press to select a new game.
- RESET** – Press to reset the game unit if it becomes unresponsive.
- CONTRAST** – To adjust the LCD's contrast level, use the left or right button when the game displays the "Jumble" logo.

IMPORTANT

If this game malfunctions or "locks up," use a ballpoint pen to press the RESET button on the back of the game unit. If the game still doesn't function, remove and replace the batteries with fresh ones.

HOW TO PLAY

Object of the Game: Unscramble 4 words – one at a time. Then use key letters from each word to solve the final puzzle.

Unscramble Each Word

1. Press the ON/OFF button to turn on the game.
2. After the JUMBLE logo appears, a "mystery phrase" related to the final puzzle scrolls across the display screen.

3. The first of 4 scrambled words then appears. These words are NOT directly related to the mystery phrase and the final puzzle. However, they must be unscrambled before you can solve the final puzzle.
4. Press the LEFT or RIGHT button to move the cursor under a letter you want to move.
5. Press the SELECT button to select the chosen letter. The cursor will flash when the letter is selected.
6. Move the selected letter LEFT or RIGHT to the desired position. As the letter is moved, each letter it replaces is repositioned one space to the left or right depending on which direction you are moving.
7. Press the SELECT button again to leave the letter in its new location.
8. Continue as described above until you unscramble the word. (The game highlights the unscrambled word with a flashing cursor underline.) Certain letters used to help solve the final puzzle will then be briefly underlined and put into the game's memory for later use.)
9. The next scrambled word then appears. Play continues as described above. You must solve the 4 scrambled words before moving to the final puzzle.

The Final Puzzle

Once the 4 words are unscrambled, the mystery phrase that appeared at the beginning of the game scrolls again on the display. Then the final puzzle appears (it may be more than one word). Play proceeds as described above. Use the mystery phrase as a helpful guide as you attempt to unscramble the final puzzle.

When the final puzzle is solved, the game highlights it with a flashing cursor underline. Note that words in lower case text are not changeable.

PLAY ANOTHER GAME

After solving the final puzzle, NEW GAME scrolls across the screen. Press the NEW GAME button to begin a new game.

Note: You may end a current game and start a new one at any time by pressing the NEW GAME button. Then press the LEFT or RIGHT buttons to move the cursor under YES or NO. Then press the SELECT button. Selecting YES brings you to a new game. Selecting NO brings you back to the old game.

FINISHED PLAYING

Press and hold the ON/OFF button until the screen goes blank (approximately 3 seconds) to turn off the game. The game also turns off automatically after 3 minutes of non-use.

FCC STATEMENT

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.

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.
- Consult the dealer or an experienced radio/TV technician for help.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

CONSUMER INFORMATION

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

parkerbrothers.com

 This product must be disposed of separately at your local waste recycling centre. Do not dispose of in household waste bin.

PROOF OF PURCHASE



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JUMBLE™
Electronic Hand-Held



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