PyrAmix

INSTRUCTION
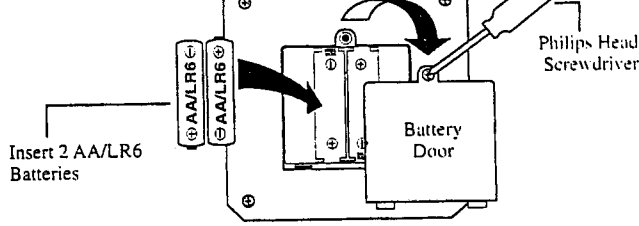
STEP 1: BATTERY INSTALLATION

1. To install batteries, use a Philips head screwdriver or a coin to open the battery door.

Insert 2 AA/LR6 Batteries

Philips Head Screwdriver

Battery Door

2. Insert 2 x 1.5V "AA"/"UM-3"/"LR6" batteries (or equivalent) making sure to align the "+" and "-" as shown. Tiger recommends DURACELL Batteries for optimum performance.
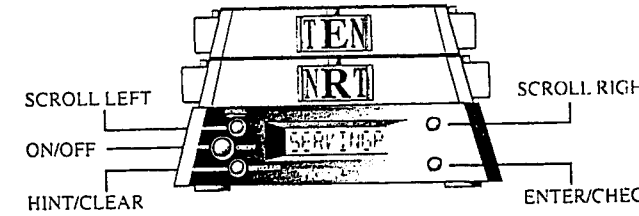
TIGER RECOMMENDS DURACELL

3. To ensure proper function:

● Do not mix old and new batteries.
● Do not mix alkaline, standard or rechargeable batteries.
● Battery installation should be done by an adult.
● Non-rechargeable batteries are not to be recharged.
● Rechargeable batteries are to be removed from the toy before being charged (if removable).
● Rechargeable batteries are only to be charged under adult supervision (if removable).
● Only batteries of the same or equivalent type as recommended are to be used.
● Batteries are to be inserted with the correct polarity.
● Exhausted batteries are to be removed from the toy.
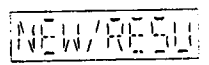● The supply terminals are not to be short-circuited.

Step 2: CONTROL BUTTONS

1. There are five control buttons on PYRAMIX and a LCD screen that displays 8 alphanumeric digits.
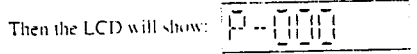2. The five buttons are:

SCROLL LEFT
ON/OFF
HINT/CLEAR
SCROLL RIGHT
ENTER/CHECK

Step 3: PLAYING PYRAMIX

1. Press the ON/OFF button to turn on the game. The LCD will show:

NEW/RESU

With the "NEW" flashing indicating it's the default selection.
To select and start a new puzzle, press the ENTER button when the "NEW" is flashing.
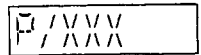
Then the LCD will show: P - 000

This allows the player to choose the puzzle to solve. Pyramix has 100 built-in puzzles numbered from 1 - 100. Puzzle 1 is the "easiest" and Puzzle 100 is the "hardest".

The first zero is flashing. If you want to change the value, press the SCROLL LEFT/RIGHT. This will change the value from 0 - 1. When the desired number is shown, press the ENTER button to select the next digit. To change this digit, press the SCROLL LEFT/RIGHT button until the desired number is seen. Then press ENTER to choose the 3rd digit. Choose the desired number by pressing the SCROLL LEFT/RIGHT button until the desired number is shown.
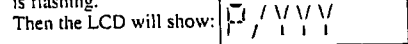
If you want to modify the previous digit, press the HINT/CLEAR button.

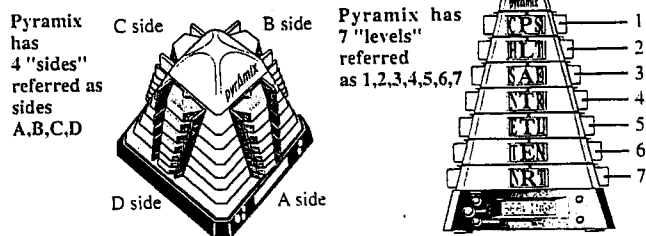When the third digit is selected, press ENTER button to confirm the puzzle number. LCD will display:

P / XXX

"XXX" represents the puzzle number that you want to play.
(Note: you can only select 001 to 100 puzzle value)

2. To RESUME a puzzle that you have already started, select Resume. To select RESUME, press the SCROLL LEFT/RIGHT button to cause the word "RESUME" to flash. Then press the ENTER button when the "RESUME" is flashing.
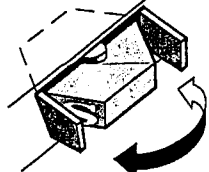Then the LCD will show: P / YYY

"YYY" represents the puzzle last played (and not completed)

Step 3. SOLVING PUZZLES

Pyramix has 4 "sides" referred as sides A,B,C,D
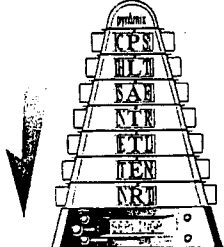
C side   B side
D side   A side

Pyramix has 7 "levels" referred as 1,2,3,4,5,6,7

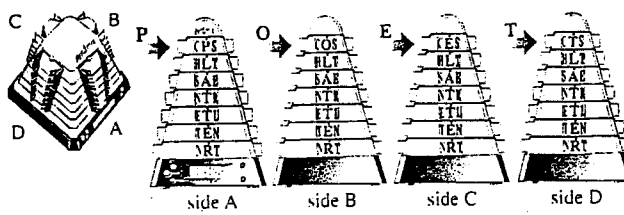On each side on all levels there are 6 sided disks that have a letter on each face.

The disks may be rotated so that each of the letters faces forward.

To solve a puzzle, you must solve words reading DOWN each of the 4 sides (A,B,C,D) of PYRAMIX.

In addition, the words that read DOWN each side also have to form words that read HORIZONTALLY around Pyramix on each level (1,2,3,4,5,6,7).
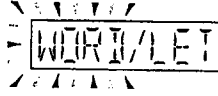
side A   side B   side C   side D

Each word that reads VERTICALLY starts at "LEVEL 1" of Pyramix and runs down the side. Each word that reads HORIZONTALLY starts on "SIDE A" of Pyramix and reads around the sides on that level.

Step 4. HINTS

Pyramix has a built-in computer that will provide HINTS to aid in solving a puzzle. The HINTS may be the "topic" of a word (both Horizontal and Vertical words) OR one of the letters in a word.

To get a hint, press the **HINT** button.
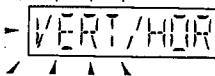The LCD screen will display:

(note: display can only show up to 8 digits)

```
WORD/LET
```

With "WORD" flashing.

4.1 WORD HINTS

To select a Word hint, press the **ENTER** button when "WORD" is flashing.
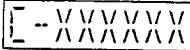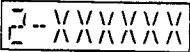Then the LCD will show:

```
VERT/HOR
```

With "VERT" flashing.

The player may now select a vertical or horizontal word hint.
To select Vertical word hint, press the **ENTER** button when the "VERT" is flashing.
To select a Horizontal hint, press the "SCROLL RIGHT" button. The display will show:

```
/HORIZON
```

with "HORIZON" flashing indicating the cursor is moved to the Horizontal hint selection. Press the **ENTER** button to select a Horizontal hint or press "SCROLL LEFT" to move cursor back to "VERT" selection. When the vertical hint is chosen, the display will show:
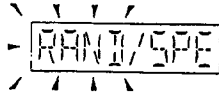
```
C - VVVVVV
    AAAAAA
```

"C" represents the "C" side of the 4 vertical words, and XXXXXX is the first 6 letters of the hint. To view the rest of the hint, press the "SCROLL RIGHT" button. When the horizontal hint is selected, one of the 7 horizontal hints will be given. The LCD display will then show the hint:

```
2 - VVVVVV
    AAAAAA
```

"2" represents the #2 horizontal hint of the 7 hints, and XXXXXX is the first six letters of the hint. To view the rest of the HINT press the "SCROLL RIGHT" button.
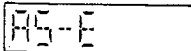
4.2 LETTER HINTS

To select a letter hint, (the computer will provide one of the letters in one of the puzzle words) when the LCD screen displays "WORD/LET" use the "SCROLL RIGHT" button to move the cursor so that "LETTER" is flashing. Press the **ENTER** button to select the **LETTER** hint or use the "SCROLL LEFT" button to move the cursor back to the "WORD" selection. After pressing **ENTER**, a **LETTER** hint is selected. Then you may select a random or specific letter hint.
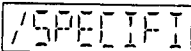The LCD shows:

```
RAND/SPE
```

with the word "RAND" flashing.

A **RANDOM** letter hint means that the computer will provide one random letter from one of the 4 **VERTICAL** words. A **SPECIFIC** letter hint means that you may choose which letter from the puzzle the computer provides.
When "RAND" is flashing press the **ENTER** button to select a random letter hint. The hint will be given in the following format:
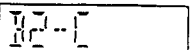
```
A5-E
```

"A" indicates **SIDE A**, "5" indicates **LEVEL 5** and "E" is the letter for that position. To select a specific letter hint, when the LCD display shows "RAND/SPE", press the "SCROLL RIGHT" button to move the cursor to select a specific letter hint:

```
/SPECIFI
```

"SPECIFI" will be flashing. Press the **ENTER** button to select.
When a Specific letter hint is selected, the LCD will show:

```
A 1
```

with the "A" flashing. You have to use the **SCROLL LEFT/RIGHT** button to cycle through the 4 **SIDE** names: A, B, C or D. Once the desired side is selected, press **ENTER** and the cursor moves to the digit "1", and flashes. Again use the **SCROLL LEFT/RIGHT** button to cycle through the **LEVELS 1 - 7**. Press **ENTER** to choose the specific hint. example:
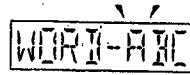
```
A2-C
```

Any time before pressing **ENTER** for final confirmation, you can press the **HINT** button to start the hint selection again. So if you change your mind, you can step back to select again.
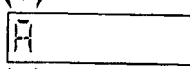
Step 5. ANSWER CHECK

When you have completed a puzzle, the built-in computer for Pyramix can check to make sure that the puzzle is solved correctly. (Also this feature may be used to check progress during the solving of a puzzle). To check a puzzle:

Press the **ENTER/CHECK** button.
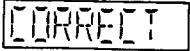

The LCD will show:

```
WORD-A
```

with the letter "A" is flashing. This means that you may check the answer of the vertical word "A". To choose words "B,C,D" press the **SCROLL LEFT/RIGHT** button until the desired side is flashing and press **ENTER**. When one word is chosen to check, the LCD will show "A" flashing in the first letter position:

```
A
```

Use the **SCROLL LEFT/RIGHT** button to step to the appropriate letter, then press the **ENTER** button to confirm. Then cursor will be moved to the 2nd place (again starts from letter "A")

```
PA
```

Repeat the procedure until you have entered all 7 letters. Then the unit will check if your answer is correct for the chosen vertical words. If it's correct, the LCD will show:
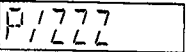
```
CORRECT
```

Otherwise it will show.

```
WRONG
```

Once you have entered all 4 answers, press **ENTER** button and the LCD will display the flashing sentence:

```
YOU WIN
```

This means you have successfully completed the puzzle and win the game.
When you press **ENTER** again, the LCD will display:

```
P/ZZZ
```

where "zzz" is the next puzzle and you may start again with another challenging puzzle!