



LSI GAME

PAIR MATCH

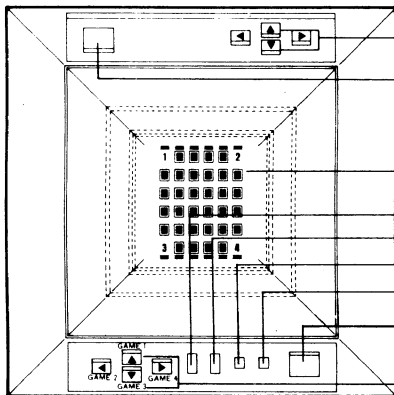
***PLAY WITH THE SOUNDS!
SEARCH FOR THE RIGHT SOUND!
FIND THE MATCHING SOUNDS!***

▲ Instruction Booklet

Please read this instruction booklet carefully before you play.
4 "C" cell batteries required (not included).

▲ NAMES OF PARTS

Green side



CURSOR

START/SET key

SCREEN

SKILL LEVEL (1, 2, 3)

VOLUME key (0, 1, 2)

PLAYER key (1 for 1 player)
(2 for 2 players)

POWER SWITCH (ON/OFF)

START/SET key

SELECT/CURSOR key

Red side

▲▲ HOW TO PLAY

- This game consists of 32 panels which hide 8 different sounds. Each of the 8 sounds can be found behind 4 panels. The basic goal of these games (I-IV) is to find matching sounds within the 32 panels. Players score points by adding the number of panels which are matched. The locations of the sounds change randomly each time the game is turned off to prevent players from memorizing a set pattern.
- This game (I to IV) will allow two players to play against each other or will allow one player to play by himself against the computer.
- 4 "C" cell batteries required. (Not included)

- Keep the power off when the game is not in progress.
Please Note: If some unusual movement occurs when the power is turned on, turn off the power at once and try turning it on again after a brief pause.

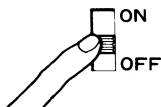
Game Selection



- Select a game to be played from I to IV using the GAME SELECT key. (The game you have selected will be shown on the screen.)

- This key is also used during the game when you want to move the cursor.

Power



- Turn the power on by using the "ON" switch.
- When the power is turned on, the screen will automatically show the demonstration mode.

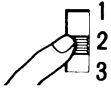
The Number Of Players



- You select either 1 or 2 according to the number of players.
- If you are playing by yourself, the computer will take the green side.

Please Note: Be sure to make this selection before you press START/SET key.

Skill Level



- When you are playing by yourself, you can select the skill level of the computer, your opponent. Select

among 1 (Beginner level), 2 (Intermediate level) and 3 (Advanced level).

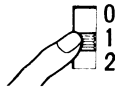
- Be sure to make this selection before you press START/SET key.

Starting The Game

- When you press the START/SET key, the

game you have chosen (I to IV) will begin. (You also use this key during the game to set the cursor.)

Volume



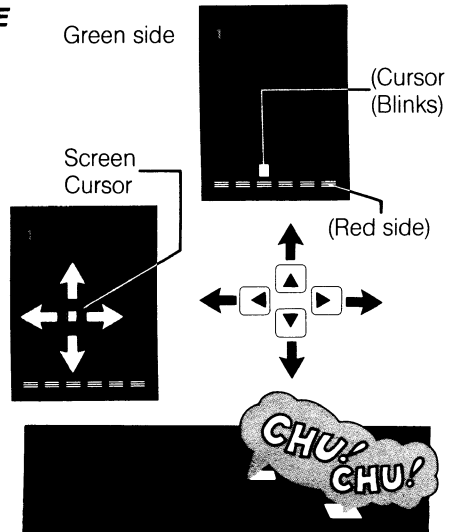
- You can change the volume level during the game choosing between 1 (quieter) and 2 (louder).

- If you want to make it totally soundless, select "0" on volume key. Using "0" sound, the game played is based on chance.

▲▲▲ HOW TO PLAY EACH GAME

Game I (Pair Matching)

- Each of the 32 panels hides one of 8 different sounds. There will be 4 different panels that have the same sound.
- Your objective is to match pairs of the same sound and make as many pairs as possible. The player who discovers more pairs wins the game.
- One player takes the red side and the other takes the green side.
- When you press the START/SET key, the melody to indicate the beginning of the game will play and the player to start will be indicated. At the same time the cursor will appear.



(When two players are playing, the player who presses the START/SET key first goes first. In the explanation below, the red side happens to be going first.)

- The red side player first moves his cursor (red) to the desired panel and plays the sound that belongs to the panel.

Move the cursors according to the following instructions.

- When you press the CURSOR key once, the cursor (red) will move one space in the direction indicated on the key.
- When you keep on pressing the CURSOR key, the cursor (RED) will continue to move in the direction you have chosen.
- When the cursor comes to the panel you want, press the START/SET key. The panel's sound will play. (The panel will be lit with your color.)
- You repeat the same process choosing another panel. The sound for your second choice will play.
- If the two panels you have chosen play the same sound, you have scored and you will get another turn. This continues until you miss a match.
- When your sounds don't match, the lights on those panels will be turned off and

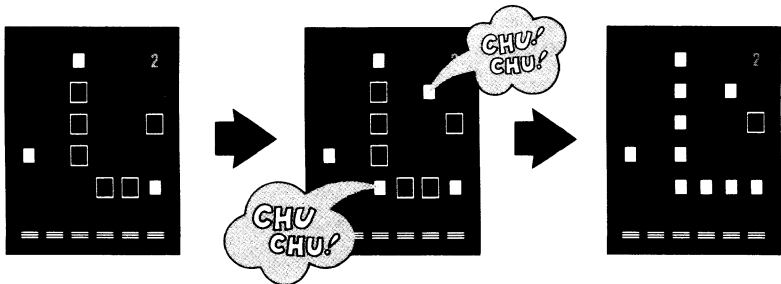
your partner will have a turn. You must concentrate to remember where each different sound is hidden.

- Now, the green side player plays the same way.
- The player who gets more matching panels wins.
- If both players share an equal number of matching pairs, you have a tie. This is the end of GAME I.
- Approximately 30 seconds after the game is over, the screen will automatically return to the demonstration mode. If you want to start another game, select the game and complete the other necessary selection step before 30 seconds is up. Then press the START/SET key. (This applies to games I to IV.)
- When you are playing by yourself, the computer will take the green side and will go first.

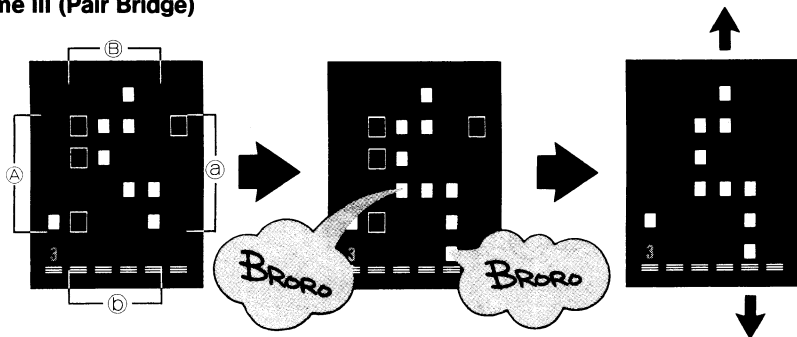
Game II (Pair Sandwich)

- This game is a variation of Game I. Your objective again is to find matching pairs of the same sound. But, in this game II, when you sandwich your opponent's previously scored panel, vertically, horizontally or diagonally, the panel becomes yours. The color of the panel will change to yours.

- The player who gets more matching panels wins. (If both players share an equal number of matching pairs, you have a tie.)
- When you are playing by yourself, the computer will take the green side and will go first.



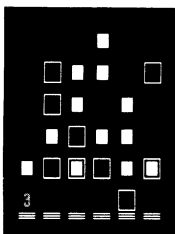
Game III (Pair Bridge)



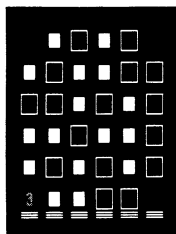
- This is also a variation of Game I. Your objective is to make a bridge of panels connecting one side to the opposite side while you make matching pairs. The player who creates a bridge first wins. (You can create a bridge from **A** to **a** or **B** to **b**.)
- If neither player creates a bridge, the

game continues until all the matching pairs are discovered. The player who gets more pairs wins.

- If both players share an equal number of matching pairs, you have a tie.
- When you are playing by yourself, the computer will take the green side and will go first.



(Neither player created a bridge.)



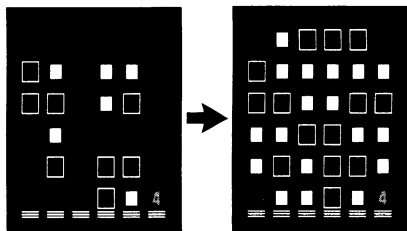
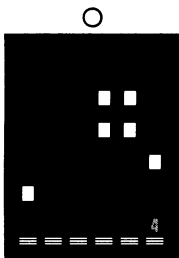
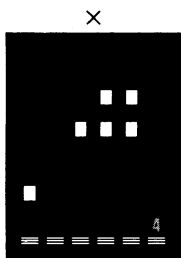
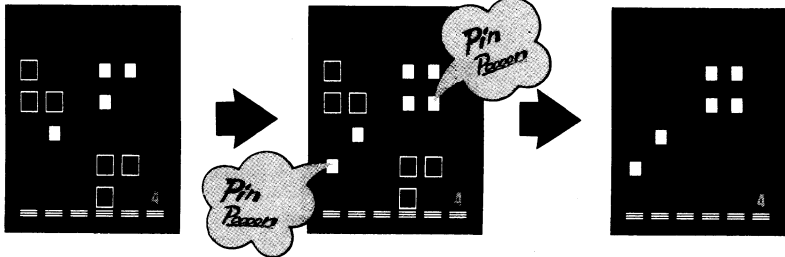
(It's a tie. 16 to 16.)

Game IV (Pair Square)

- In this game, your objective is to create a square of 4 panels of your color, while you search for matching pairs.
- The player who creates a square first wins.
- The square must be isolated. If your square has any additional panels which are lit adjacent to the square, it is not considered a square.
- If neither player creates a square, the

game continues until all the matching sounds are discovered. The player who has more matching pairs wins.

- If both players share an equal number of pairs, you have a tie.
- When you are playing by yourself, the computer will take the green side and will go first.

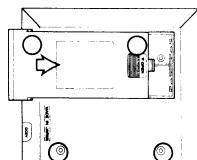
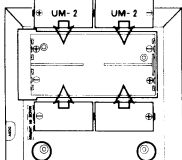
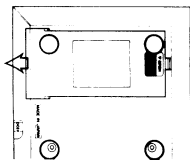


(Neither player created a square.)
 Red side wins 18 to 14.

▲▲▲▲ USE OF BATTERIES

To Insert Batteries

- ①. Push the lid of the battery compartment, which is located in the back of the main body, in the direction of the arrow.
- ②. Insert the batteries into the compartment making sure \oplus and \ominus are in the right positions.
- ③. Close the lid tightly by sliding the lid into the slot of the battery compartment.



Caution

- When the game will not be in use for a long period of time, remove the batteries.
- Batteries can cause damage because of possible explosion or liquid leakage. The following precautions are recommended.
 - Do not use old batteries with new ones.
 - If you use new and old batteries together, the life of the batteries can be shortened. In addition, this could possibly lead to an explosion or a leak. When you change batteries, change them all.
 - Use 4 "C" cell batteries.
 - Do not throw used batteries into a fire. Do not recharge, short circuit, or take them apart.
- Do not use nicad rechargeable batteries since this may damage the game.

Attention

- If the display moves erratically when operated on battery power (or you detect a strange noise or unusual display), it is time to replace the battery. This game can be operated continuously for approximately two hours on battery power.
- This unit has been precisely and delicately made; and it contains electrical parts. Therefore, the following precautions must be taken when handling it:
 - Do not let the unit come in direct contact with heat, moisture or water.
 - Do not disassemble the unit.
 - Because the unit contains glass, do not throw it, beat it or handle it roughly.



www.handheldmuseum.com

Manufactured by Bandai Company, Ltd. Japan for the Sharper Image.
Distributed by the Sharper Image, San Francisco, CA 94111
Made in Japan Printed in Japan