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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO SCRABBLE FLASH ELECTRONIC. You'll find the answers to all your questions on the HASBRO SCRABBLE FLASH ELECTRONIC in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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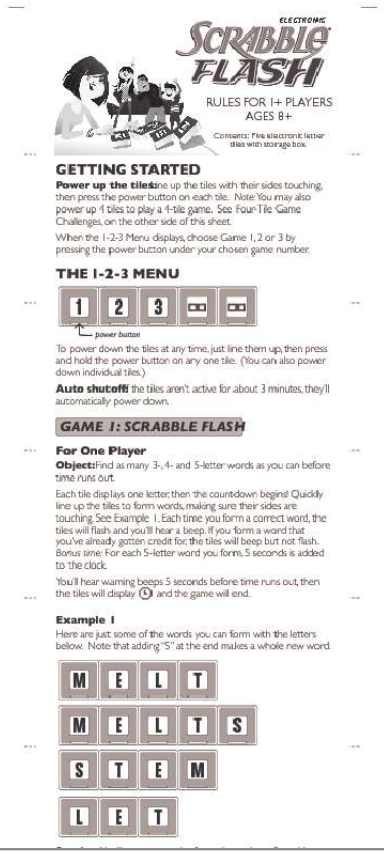

ELECTRONIC
SCRABBLE FLASH
RULES FOR 1+ PLAYERS
AGES 8+
Contents: Five electronic letter tiles with storage box.

GETTING STARTED

Power up the tiles: Line up the tiles with their sides touching, then press the power button on each tile. Note: You may also power up 4 tiles to play a 4-tile game. See Four-Tile Game Challenges, on the other side of this sheet.

When the 1-2-3 Menu displays, choose Game 1, 2 or 3 by pressing the power button under your chosen game number.

THE 1-2-3 MENU

1 2 3

power button

To power down the tiles at any time, just line them up, then press and hold the power button on any one tile. (You can also power down individual tiles.)

Auto shutoff: If the tiles aren't active for about 3 minutes, they'll automatically power down.

GAME 1: SCRABBLE FLASH

For One Player

Object: Find as many 3-, 4- and 5-letter words as you can before time runs out.

Each tile displays one letter; then the countdown begins! Quickly line up the tiles to form words, making sure their sides are touching. See Example 1. Each time you form a correct word, the tiles will flash and you'll hear a beep. If you form a word that you've already gotten credit for, the tiles will beep but not flash. Bonus time: For each 5-letter word you form, 5 seconds is added to the clock.

You'll hear warning beeps 5 seconds before time runs out, then the tiles will display ⏲ and the game will end.

Example 1

Here are just some of the words you can form with the letters below. Note that adding "S" at the end makes a whole new word.

M E L T
M E L T S
S T E M
L E T

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Manual abstract:

If you're successful, the tiles will display 5 new letters. Keep playing until time runsout b e b p~ u can form a 5-letter word.The game will end, and the tiles will display a 5-letter word that could have been formed with those kters. S t o i n g t Each 54&& word you successfully form scores one point. When time runs out, your score (SCR) will display The 1-2-3 Menu will then display,and you may choose any game on the menu. Each tile displays o m k t t e ~ first player ka short time to The form a one 5-letter word that uses these letters. the ti@ ~ ~ y " N + X - T ' - The : If the player is wc player pas- the i t o the play@on the left 6'presses any h button to receive 5 new letters,q d quickly tries to form a 5-letter word. If any player is unsuccessful,the tiles display "0-U-T'then the word thg player missed, then "N-E-X-T' That player is out of game, and passes the tiles t o the l e t As the game continues,the time limit for each turn decreases. Players drop out one by one, and the last player in the game wins! The 1-2-3 Menu will then display (alternating with "N-E-X-77, and you may choose any game on the menu. I FOUR-TILE GAME CHALLENGES ,Looking for an extra challenge?Play Game I, 2 or 3 using only 4 t Here's how each game differs tiles.

@@@@@@_ _ . I STORINGYOUR GAME It's easy just fold the rules and f-tthem into the bottom of the handy plastic storage box. Then frt the tiles in side-by-sideand close the lid. Now you can take your game anywhere to play! i' 1111111111111111111111llllill~~llllll~l~~t~~~~~~ I Cm Lithium -. BATTERY INFORMATIOW 5 Ox5 IBATTERIES INCLUDED Batteriesincluded.

Replace wrth 5 x 3O .V CR2032 lithium batteries. @@@@@@@@@@2, Always follow the instructions carefully. @@3. Remove exhausted or dead batteries from the product.

4. Remove batteries if product is not to be played with for a longtime. 5. Do not short-circuitthe supply terminals. 6. @@@@7. RECHARGEABLE BATTERIES: Do not m ~these wtth any other types of batteries. Always remove fmm the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHERTYPES OF BATTERIES.

A CAUTION: IP FCC Statement This device complies with Part 1 ofthe FCC Rules. @@@@@@This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions,may cause communications. However,there is no harmful interference to rad~o guarantee that interference will not occur in a particular installation. Ifthis equipment does cause harmful interferenceto radio or television reception, which can be determined by turning the equipment off and on, the user is encouragedto try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increasethe separation betweenthe equipment and receiver. Consult the dealer or an experiencedradio/TV technician for help. @@This Class B digital apparatus complies with Canadian ICES-003.Cet appareil numCrique de la classe Best conforme .3 la norme NMB-003 du Canada. We will be happy to hear your questions or comments about this game.

.. Pleasewrite to: Hasbro Games. ConsumerAffairs Dept, PO Box 200, Pawtucket, RI 02862. @@All R@hcrberw& TM & @denoteU.

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