

IC-115



DIGITAL BOOK™

GAME

GALLERY



User's Manual

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# Contents

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<b>Getting Started .....</b>	<b>3</b>
Install the Digital Book .....	4
Select Game Gallery I.....	5
Adjust the Contrast .....	6
Choose a Game .....	7
Learn the Keys .....	8
<b>Brick Out™ .....</b>	<b>9</b>
Brick Walls .....	10
Falling Walls .....	12
Puzzle Walls .....	13
<b>ShapeShifter™ .....</b>	<b>16</b>
<b>Reference .....</b>	<b>20</b>
Digital Book System .....	21
Specifications .....	25
Limited Warranty (U.S. only).....	26

# Getting Started

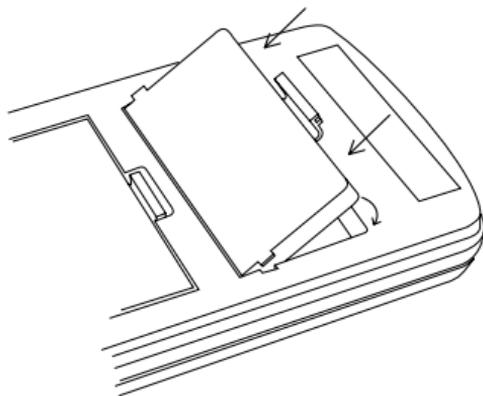
If you're using  
*Game Gallery I*  
for the first time,  
read this section.

# Install the Digital Book

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You must install the *Game Gallery I* before you can use it. **WARNING:** If you install or remove a digital book while the Digital Book System is on, information that you entered in the other installed digital book may be erased.

1. Turn the Digital Book System off.
2. Insert the digital book in a slot on the back.



Line up the digital book's tabs with the notches in the slot. Then snap the digital book in place.

3. Press **ON/OFF** .
4. To adjust the screen contrast, turn the wheel on the side of the Digital Book System.
5. If the screen is still blank, check the batteries. Read "Replacing the Batteries" in Reference.

# Select Game Gallery I

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Once *Game Gallery I* is installed, here's how to select and start using it.

1. Press **CARD**.
2. Press **←** or **→** to highlight the *Game Gallery I* symbol.



3. Press **ENTER**.



This is the main menu. You can always return to it by pressing **CLEAR**.



## See a Demonstration

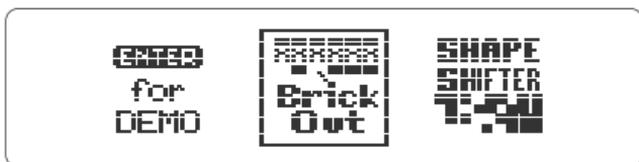
To see a brief demonstration of *Game Gallery I*, use **→** to highlight the DEMO icon. Then press **ENTER**. To stop the demo press **CLEAR**.

# Choose a Game

---

Once you've selected *Game Gallery I*, choose a game from the main menu.

1. Use  to highlight a game.

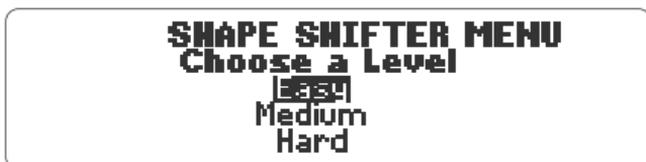


2. Press .



If you choose BrickOut, you see this screen.

Use  or  to highlight a BrickOut game. Then press .



If you choose Shape Shifter, you see this screen.

Use  or  to highlight a game level. Then press .



### If you choose Puzzle Walls,

You'll see the following menu:

```
Choose a Level
Level 1 (EASY)
Level 2 (MEDIUM)
Level 3 (HARD)
Level 4 (IMPOSSIBLE)
```

Use the  or  to highlight a level. Then press .



### Help is Always at Hand

To...	Press...
See a help message at any time	
Move down the message	
Exit the message	

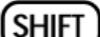
# Learn the Keys

---

## Function Keys

	Clear to the main menu.
	Clear to the main menu or end a game.
	Switch to another digital book.
	Select a game icon or menu item.
	End a game.
	See a help message.

## BrickOut Keys

	Move the paddle right.
 or 	Move the paddle left.
 + 	Increase paddle speed to right.
 +  or 	Increase paddle speed to left.
	See brick descriptions.

## Shape Shifter Keys

 or 	Move a block up.
 or 	Move a block down.
 or 	Rotate a block.
	Drop a block into place.

# BrickOut

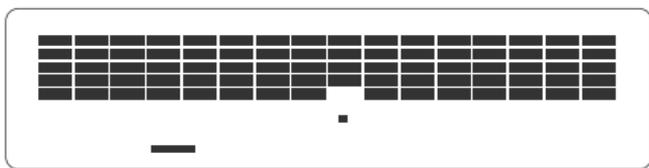
This section shows  
how to play the three  
BrickOut games:  
Puzzle Walls, Brick Walls,  
and Falling Walls.

# Brick Walls

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## The Goal

Brick Walls is the easiest of the three BrickOut games. The goal of Brick Walls is to hit all of the bricks in the wall with the ball to make them disappear. A game is over when you lose all ten balls.



## The Game

The score is based on the number of bricks hit.

You'll need to keep the ball in play as long as possible to hit all of the bricks. Use the paddle to keep the ball in play. Use the arrow keys to move the paddle. Hold down **SHIFT** and one of the arrow keys to move the paddle faster. Remember you can use **←** or **→** to move the paddle left.

## Tips

- Try to guess where the ball will land and move your paddle to that spot.

- Try to clear a path through the wall then hit the ball through the hole. The ball will then bounce between the top of the screen and the bricks. You'll hit a lot of bricks and increase your score.



### The End of a Game

Press **BACK** at any time during a game to end your game.

When a game is over, you'll see a screen similar to the one below:

```
GAME OVER  
SCORE - 25  
LEVEL 1  
(HIT ENTER)
```

First, you'll see your score. Then if the game has levels, you'll see the level at which you played the game.

The Game Over screen appears after Brick Walls, Falling Walls, Puzzle Walls and Shape Shifter. You'll see it when you end a game by pressing **BACK** or when you finish a game.

Press **ENTER** to leave this screen and go to the main menu.

# Falling Walls

---

## The Goal

Falling Walls is the middle level BrickOut game. The goal of Falling Walls is to hit as many bricks as possible as the wall falls. A game is over when you lose all 10 balls.



## The Game

The score is based on the number of bricks hit.

The wall of bricks will move down one row after the ball hits your paddle 12 times. As the level of the game increases, the wall will drop more often.

Occasionally, a new line of bricks appear at the top of the screen.

## Tips

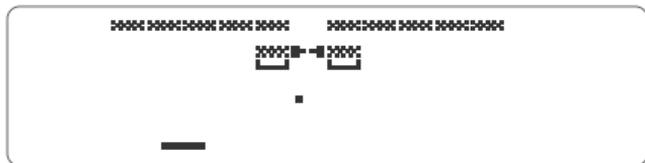
- Keep the ball in play as long as possible.
- Hit as many bricks as you can before the wall falls.

# Puzzle Walls

---

## The Goal

Puzzle Walls is the most challenging BrickOut game. To succeed, you'll need to learn the bricks and use strategy. The goal of Puzzle Walls is to beat all 15 screens of a level. A game is over when you lose 10 balls.



## The Game

To exit a screen, you must hit a tunnel brick (■--■). A tunnel brick is surrounded by a variety of special bricks. The brick pattern is different in each screen of each level.

Certain special bricks increase the difficulty of the game. See p.15 for a description of the bricks. At higher levels, the tunnel brick is surrounded by an increasingly complex pattern of special bricks.

### **The Levels**

Each level has 15 screens for a total of 60 screens. No two screens are the same. Level 1 (Easy) includes the screens numbered 1-15. Level 2 (Medium) begins at 16, Level 3 (Hard) begins at 31, and Level 4 (Impossible) begins at 46.

### **Tips**

- Use the special effects bricks to clear a path to the tunnel brick.
- Don't try to save all of the balls when there is more than one on the screen. Only one ball is necessary to complete the game.
- Any balls on the screen will stay in play when you move to another screen. So be ready to move the paddle to hit the falling ball(s).
- Ball-eater bricks will never eat the last ball on the screen.
- Multiplier bricks in the bottom row will not multiply. This means the wall can never fall on your paddle.
- When you hit a  brick, it will add 1 ball to your remaining balls.



## Viewing Brick Descriptions

During a game, press **SPEC** to see a list and description of the bricks. Press **ENTER** at the last help screen to resume your game where you left off.



## Understanding the Bricks

Brick	Description
	Tunnel--goes to next screen.
	One way, up only.
	One way, down only.
	Adds 1 ball to remaining balls.
	Eats extra balls off screen.
	Normal brick.
	This brick never goes away.
	This brick multiplies when hit.
	This brick moves when hit.
	Speeds up ball.
	Slows down ball.
	Explodes into 4 balls.
	Makes paddle longer.
	Makes paddle shorter.

# Shape Shifter

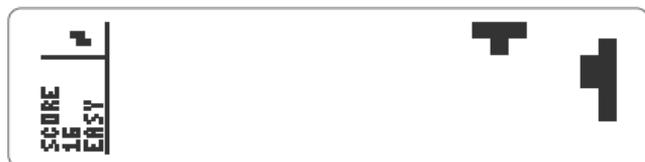
This section shows  
how to play Shape Shifter.

# Shape Shifter

---

## The Goal

The goal of Shape Shifter is to direct the falling blocks so they fit together to form a complete row.



Horizontal play



Vertical play

Shape Shifter can be played by holding the Digital Book horizontally or by turning it to play vertically so  and  point left and right.

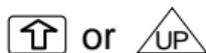
## The Rules

You direct the falling blocks using these keys:

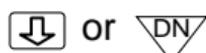
To...

Press...

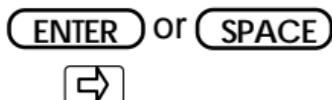
Move up or left



Move down or right



Rotate block



## ***Shape Shifter***

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Each time you drop a block to form a row, the completed row will disappear. This will increase your score.

There are five different types of easy-to-fit blocks and a variety of harder-to-fit blocks. The more challenging blocks fall intermittently.

Blocks fall faster as more rows are completed. Challenging blocks appear more often as you complete more rows.

Your score increases when a block drops and when a row disappears.

A game is over when no more blocks will fit on the screen.

## **The Levels**

The level of difficulty increases as rows vanish.

At the Easy Level, the blocks fall faster after every 24 rows completed. After you've completed 72 rows, you'll move to the Medium Level.

At the Medium Level, the blocks fall faster every time 12 rows disappear. You'll move to the Hard Level after 24 rows disappear.

Before starting a game, pick the level you want to start at in the Choose a Level menu.

### Tips

- Drop blocks from higher up for more points. However, once you drop a block you can't rotate or move it.
- Look for a miniature version of the next block in the top portion of the screen.
- Be prepared for speed changes and more challenging blocks.



#### Viewing the Blocks

You can view the possible blocks that you may see during a game.

Press **ENTER** and select Shape Shifter under the Help Menu. Then press **ENTER**.

Then under Shape Shifter select Block Descriptions. Press **ENTER**.

# Reference

This section reviews  
how to use  
the Digital Book System.

# Digital Book System

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## Installing & Removing Digital Books

To install a digital book, first turn off your Digital Book System. Then align the digital book's tabs with the notches in either book slot on the back and snap the book into the slot. If you install only one book, it doesn't matter which slot you use. But make sure that the book's metal contacts are facing down.

To remove a book, first turn off the Digital Book System. Then compress the book's tab and lift the book from the slot.

## Restarting the Digital Book System

If the keyboard fails to respond or the screen performs erratically, first press **CLEAR** and then press **ON/OFF**. If nothing happens, hold **CLEAR** and press **ON/OFF**. If nothing happens still, press the recessed reset button on the back of your Digital Book System using a paper clip.



If you install or remove digital books when the Digital Book System is on, or when you reset the Digital Book System, you may erase information that you entered in the installed digital books.

### Switching Between Digital Books

1. With two digital books installed, press **CARD**.
2. Highlight a symbol by pressing  or . Then press **ENTER**.

To return to the first book, repeat these steps.

### Sending Words Between Books

Some digital books can send and receive words from other digital books.

1. Highlight a word in a digital book.  
Read its User's Manual to learn how.
2. Hold  and press **CARD**.
3. Highlight the other digital book's symbol.  
Then press **ENTER**.

You see its main display. You may have to press **ENTER** again to look up the word.

## Replacing the Batteries

Your Digital Book System uses CR2032 lithium batteries. Have four new batteries ready before following these steps.

- 1. Turn the Digital Book System off.**
- 2. Press and slide the battery cover off the back of the unit. Then remove all batteries.**
- 3. Place a battery, with its plus (+) sign up, at the bottom of each battery cavity.**
- 4. Place a battery, plus sign up, at the top of each cavity. The metal clip must contact the top battery.**
- 5. Replace the battery cover.**



To prevent deleting information from installed digital books:

- Always replace the batteries before they lose all power, and never remove the batteries while the Digital Book System is on.
- Never mix old and new batteries. And, once batteries have been removed, install new ones within two minutes.

### **Protecting the Digital Book System**

- Don't touch the metal contacts on the back of your digital books or the rubber contacts in the book slots of the Digital Book System. **CAUTION:** Touching the contacts with statically charged objects, including your fingers, could erase information that you entered in your installed digital books.
- Don't put excessive pressure or weight on your digital books or Digital Book System.
- Don't expose your digital books to extreme or prolonged heat, cold, or other adverse conditions.

When you're not using your Digital Book System, keep two digital books or dummy books in its slots to prevent dust build-up.

### **Cleaning the Digital Book System**

To clean the digital books, apply isopropyl alcohol with cotton swab.

To clean the Digital Book System, apply a mild household cleaner onto a soft cloth. **CAUTION:** Spraying liquids directly on your Digital Book System could damage its circuitry.

# Specifications

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## IC-115 Product Features

- 2 graphics games
- Shape Shifter: Increasing difficulty levels; Variable Skills levels (Easy, Medium, Hard); Next block preview; Strategy suggestion information; built-in key instructions; and game scoring.
- BrickOut: three game versions (Puzzle Walls, Brick Walls, Falling Walls); Variable skill levels for Puzzle Walls; 15 screens for each skill level in Puzzle Walls; strategy suggestion information; built-in key instructions; full brick descriptions (via SPEC key); and game scoring
- context-sensitive help information
- self-demonstration
- ROM size: 4 megabits

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