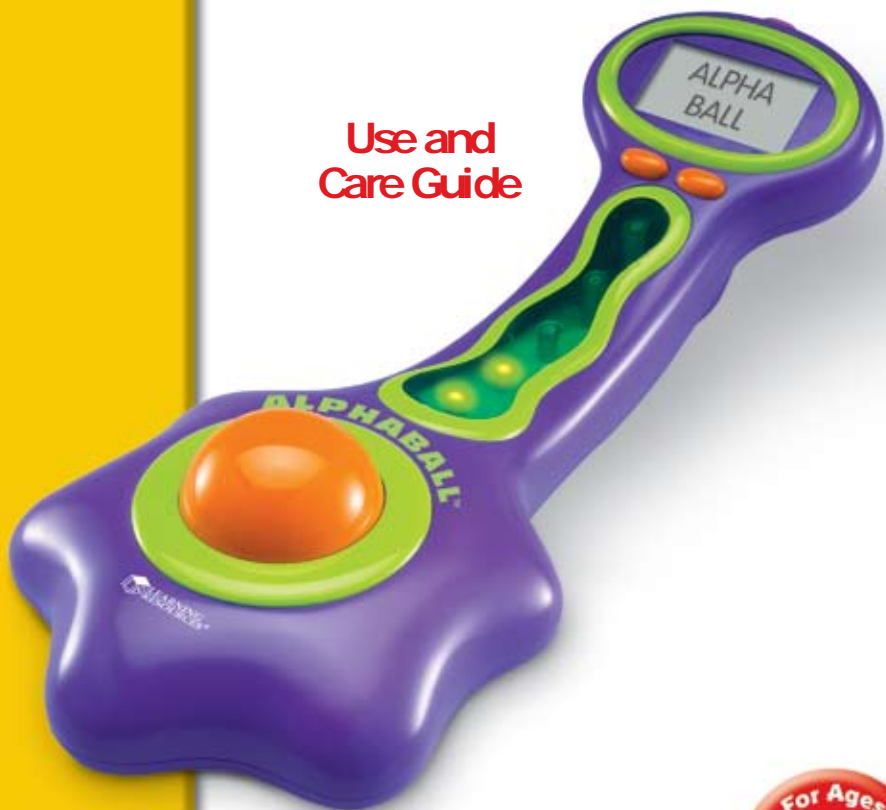




# AlphaBall™

Electronic Word Game

Use and  
Care Guide



# Operating AlphaBall™



Volume

On/Game  
select

Off

Countdown  
Lights

Trackball control

## Installing and Replacing the Batteries:

**Requires:** Phillips screwdriver  
3 AA Batteries

Batteries should be installed or replaced by an adult. Alphaball™ requires 3 AA batteries (not included). The battery compartment is located on the bottom of the game unit. To install batteries, first undo the screws (using a Phillips screwdriver) and remove the battery compartment door. Install batteries as indicated inside the compartment. (see back of guide for additional notes on proper battery care)

## How to Play:

Get ready to play Alphaball™, the fast-paced, scrambled spelling game.

The game is activated on by pressing the ON button. First, you'll hear a welcome sound, and then the game is ready to begin.

Choose any of the 6 games by pressing the GAME button. Each time the button is pressed, you'll toggle to a new game. When you find the game you want, press down on the trackball to start.

The six games are:

**Game 1 – WORD MIX – Default game.**

**Game 2 – WORD SCRAMBLE**

**Game 3 – WONDER WORDS**

**Game 4 – WORD MIX IN SPANISH**

**Game 5 – WORD SCRAMBLE IN SPANISH**

**Game 6 – WONDER WORDS IN SPANISH**

To exit any game, or to start a new game, press the GAME" button to return to the game selection point.

Each press of the GAME button will toggle through the available games. To choose the desired game, press down on the trackball control.

If there is no response for 5 minutes, AlphaBall™ will power down automatically.

## Basic Controls

**GAME** Button – This button will turn the game ON, and toggle through games 1 to 6. Each time the **GAME** Button is pressed it will toggle to the next game. The default game is game 1;

**OFF** Button – This button will turn the game off when you are done playing.

**TRACKBALL** – The trackball is used during the game for various functions; When spun, it scrambles all letters at the start of a particular game, is used to scroll through the alphabet for letter selection, and is used to confirm letter selection by pressing DOWN. The trackball can scroll in 4 directions, and can be pressed down as an enter button.

**SOUND** Button – This button will toggle the sound from HIGH to LOW to OFF and repeat. The high volume will be at maximum volume, low will be at a lower volume and off will turn the sound completely off.

**RESET** Button – Holding down the trackball for 5 seconds will cause the game to reset if an error occurs.

## Select Game

The default game is game 1, WORD MIX. When the **GAME** button is pressed again, game 2 will be announced. Each press of the **GAME** button will toggle through and announce each game, toggling from game 1, game 2, all the way to game 6. After game 6, if the **GAME** button is pressed again, the unit will toggle back to game 1. To start the desired game, press down on the trackball.

### GAME 1 - WORD MIX

**OBJECT:** Create as many words as possible from the scrambled letters

You'll need some extra paper for this game. The game begins when a player spins the trackball to scramble up a collection of 7 letters. Now all players have 2 minutes to spell as many words as they can from the scrambled letters on the screen. Write as many words as you can form from the scrambled

letters. When the timer expires, each player counts up their words, scoring them using the following scoring method.

- 2 letter words – 5 points
- 3 letter words – 10 points
- 4 letter words – 20 points
- 5 or more letters – 50 points

## **GAME 2 - WORD SCRAMBLE**

OBJECT: Unscramble the scrambled word

First, players need to pick a 1 or 2 player game. The game begins when one player spins the trackball to activate the “letter scrambler”. The screen will now display a scrambled word and all players must try to unscramble the letters to solve the puzzle. Each player will take a turn unscrambling the word, using the trackball to scroll through the letters of the alphabet. To choose a letter, scroll through all of the available letter choices and press down on the trackball.

If player 1 makes a wrong guess, player 2 will take a turn. The player who successfully unscrambles the scrambled word wins the round.

## **GAME 3 - WONDER WORDS**

OBJECT: Guess the hidden word

This game plays like the traditional game HANGMAN. Players take turns guessing letters to try to solve the word puzzle. The game begins when one player spins the trackball. This will scramble up the four puzzle categories. One of them will be randomly chosen, and a word from that category will be randomly selected . The puzzle categories are:

Places

Animals

Foods

Things

Now the hidden word puzzle is selected, and a number of blank spaces will appear on screen. Players need to try to solve the puzzle by guessing letters from the alphabet. Each player will have 7 chances. Each time a wrong letter is chosen, that player will lose a chance, and the other player will take a turn.

When a player guesses a correct letter, it will appear in the spaces on the screen. To solve the puzzle, move the trackball under each letter space, press the enter button (DOWN on the trackball), and scroll through the alphabet. When all correct letters are in place, press DOWN on the trackball again. The game will automatically register whether the word is correct or not. The first player to solve the word puzzle wins that round.

#### **GAME 4 - WORD MIX (in Spanish)**

OBJECT: Create as many words as possible from the scrambled letters

This game plays the same as GAME 1, but this time, players need to create Spanish language words. The game begins when a player spins the trackball to scramble up a collection of 7 letters. Now all players have 2 minutes to spell as many words as they can from the scrambled letters on the screen. Write as many words as you can form from the scrambled letters. When the timer expires, each player counts up their words, scoring them using the following scoring method.

2 letter words – 5 points

3 letter words - 10 points

4 letter words – 20 points

5 or more letters - 50 points

#### **GAME 5 - WORD SCRAMBLE (in Spanish)**

OBJECT: Unscramble the scrambled word

This game plays exactly like GAME 2, but instead of unscrambling English language words, the players need to unscramble Spanish language words. First, players need to pick a 1 or 2 player game. The game begins when one player spins the trackball to activate the letter scrambler. The screen will now display a scrambled word and all players must try to unscramble the letters to solve the word puzzle. Each player will take a turn unscrambling the word, using the trackball to scroll through the letters of the alphabet. To choose a letter, scroll through all of the available letter choices and press

down on the trackball.

If player 1 makes a wrong guess, player 2 will take a turn. The player who successfully unscrambles the scrambled word wins the round.

### **GAME 6 - WONDER WORDS (in Spanish)**

OBJECT: Guess the hidden word

This game plays just like Game 3 above, but all words and word puzzle categories are in Spanish! The game begins when one player spins the trackball. This will scramble up the four puzzle categories. One of them will be randomly chosen, and a word from that category will be randomly selected from a pool. The puzzle categories are

Places

Animals

Foods

Things

Now the hidden word puzzle is selected, and a number of blank spaces will appear on screen. Players need to try to solve the puzzle by guessing letters from the alphabet. Each player will have 7 chances. Each time a wrong letter is chosen, that player will lose a chance, and the other player will take a turn. When a player guesses a correct letter, it will appear in the spaces on the screen. To solve the puzzle, move the trackball under each letter space, press the enter button (DOWN on the trackball) , and scroll through the alphabet. When all correct letters are in place, press DOWN on the trackball again. The game will automatically register whether the word is correct.

