

Troubleshooting

If experiencing erratic or poor performance with Lock It In™, please try the following:

- Turn the unit off. Wait several minutes and turn the power back on.
- If performance is still poor, turn the unit off and replace the current batteries with new batteries.
- A reset button is located on the unit. Use the tip of a pen or paperclip to gently depress the reset button while the game unit is on. This button will reset the programming of the unit to its original state.

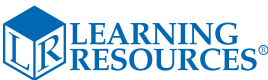
Battery Care and Maintenance Tips

- Use three AA batteries only.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer's instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Insert batteries with the correct polarity.
- Do not recharge non-rechargeable batteries.
- Only charge rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the toy before charging.
- Only use batteries of the same or equivalent type.
- Do not short-circuit the supply terminals.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- Wipe the surface with a dry cloth.
- Do not mix new and used batteries.
- Please retain these instructions for future reference.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

An AC Adapter is available for purchase for use with this product:

LER 6989 AC Adapter



For a dealer near you, call:
(847) 573-8400 (U.S. & Int'l)
(800) 222-3909 (U.S. & Canada)
+44 (0)1553 762276 (U.K. & Europe)



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Use and Care Guide

Lock it in!TM

Electronic Math Challenge



For Ages
6-11



Installing and Replacing the Batteries

Requires: Phillips screwdriver, 3 AA Batteries

Batteries should be installed or replaced by an adult. Lock It In!™ requires three AA batteries (not included). The battery compartment is located on the bottom of the main unit. To install batteries, first undo the screws with a Phillips screwdriver and remove the battery-compartment door. Install batteries as indicated inside the compartment. See last page of guide for additional battery care.

Operating Lock It In!™

Use the **Power On/Off** button to begin or end play.

The **Display Screen** provides visual information for game setup and also shows math problems during game play.

Press the **Volume** button one time to toggle between high and low volume. Headphones can also be used; the **Headphones Jack** accepts standard mini-jack headphones input.

Use **Dial 1 (ones column)** and the **Enter** button to set up game mode, level, and number of players. Align the intended digit on **Dial 1** with the orange **Center Bar** before pressing **Enter** to submit answers in setup or game play modes.

Game Setup

Selecting a Game:

When the power is turned on, the power-on sound effect will play followed by, "Access granted. Prepare to lock it in!" This indicates that the unit has power and is ready. The computer will ask for game selection.

Lock It In![™] features four exciting game modes*:

Game 1: "Hyper Digits" focuses on number sense and place value including recognition of number words, greatest and least values, and rounding.

Game 2: "Cyber Sum It" centers on skills pertaining to addition and subtraction facts 0 to 12 and mental math involving numbers 0 to 9,999.

Game 3: "Fact Attack" involves multiplication and division facts 0 to 12 and mental math involving numbers 0 to 9,999.

Game 4: "Math Madness" is the ultimate skills challenge and combines all the problem types of Games 1–3.

*Details on the types of math questions for each game can be found in the Sample Questions section of this guide.

To select and enter a game type:

- Rotate Dial 1 (far right or "ones column") so that a number in the range of 1 to 4 is aligned with the orange Center Bar.
- Press Enter to submit the game mode (1, 2, 3, or 4).

Selecting a Level of Difficulty:

The computer voice will ask for the selection of a difficulty level for the game mode.

Lock It In![™] features three levels of difficulty for each game mode:

Level 1 = easy (grades 1–2)

Level 2 = medium (grades 2–3)

Level 3 = hard (grades 3–5)

Grade equivalencies for levels of difficulty are provided as general guidelines. For Fact Attack (multiplication and division) Level 1 is appropriate for grades 3–4.

To select and enter a level of difficulty:

- Rotate Dial 1 (far right or "ones column") so that a number in the range of 1 to 3 is aligned with the orange Center Bar.

- Press Enter to submit the level of difficulty (1, 2, or 3).

Selecting the Number of Players:

Play Lock It In!™ with 1 or 2 players.

To select and enter the number of players:

- Rotate Dial 1 (far right or “ones column”) so that the number 1 or 2 is aligned with the orange Center Bar.
- Press Enter to submit the number of players (1 or 2).

Note: In two-player mode, the computer will direct player 1 to begin by solving two problems. Game play is then passed to player 2 for two problems. Play continues until each player completes ten problems and a bonus puzzle, if applicable. Scores are tallied after player 2 finishes.

How to Play

The object of all games is to score as many points as possible by correctly answering math problems.

Each game provides a series of ten problems based on the game mode and level of difficulty selected.

Before play begins, a Target Score is provided by the computer for the game and level selected.

If a player’s total score meets or exceeds the target score, play will advance to a Bonus Puzzle for the chance to earn more points.

1. A problem will show on the Display Screen.
2. When ready to answer, align appropriate numbers on the orange Center Bar for each dial and press Enter.
3. Players must align the BLANK dial faces with the Center Bar for dials containing no number value.

Example: To enter the answer 23, the thousands and hundreds dials must have blank spaces aligned with the Center Bar.



“Correct”



“Incorrect”

4. If an answer that has been locked in is correct, the computer will award points and advance to the next problem.
5. If an answer is incorrect, the lights above the dials will indicate which dials have digits or blanks in the correct place.
6. Dial lights that are not “on” indicate where a correction should be made, and the computer will ask the current player to try again.
7. Players have three chances to correctly answer a problem before play will advance.

Sample Questions and Answers

Game 1 – “Hyper Digits” Number Sense & Place Value

“What’s the value of the highlighted digit?”



60

“Show the number.”



19

“Make the greatest number possible. Use all of the digits.”



984

“Round to the nearest thousand.”



4,000

“Which number’s value is the greatest?”



28

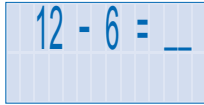
Game 2 – “Cyber Sum It” Addition & Subtraction

“Make the number.”



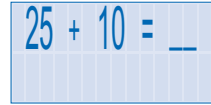
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“Solve the problem.”



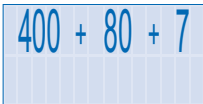
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“Add.”



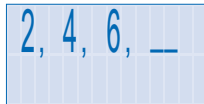
35

“Make the standard form.”



487

“Make the missing number.”



8

“Solve the problem.”



2

Game 3 – “Fact Attack” Multiplication & Division

“Solve the problem.”

$$3 \times _ = 12$$

4

“Solve the problem.”

$$10 \div 2 = _$$

5

“Make the greater answer.”

$$\begin{array}{r} 5 \times 1 = _ \\ 2 \times 3 = _ \end{array}$$

6

“Find the missing number.”

$$16, 18, _, 22$$

2 0

“Listen and solve the problem. 8 times 8.”

Listen and solve.

6 4

“Solve the problem.”

$$\begin{array}{r} 8 \times _ = 40 \\ 40 \div 8 = _ \end{array}$$

5

Bonus Puzzles

If a player achieves a total score that meets or exceeds the target score, a bonus puzzle will be presented.

There are two types of bonus puzzles.

Bonus Puzzle – “High/Low”

The display screen will show a blank indicating the number of digits to be guessed (1, 2, or 3 depending on the game’s level of difficulty).

1. The computer will instruct the user to guess the number, beginning with the ones column. Players have 20 seconds to guess the hidden number.
2. Players should set the thousands, hundreds, and tens dials to “blanks.”
3. Players begin as instructed and guess the mystery number by aligning a digit on the ones dial with the orange Center Bar and pressing Enter.
4. The computer will respond with “higher, lower, or correct” depending on how the entered dial number compares to the mystery number.
5. A player has unlimited guesses during the 20-second countdown.
6. After the correct number is guessed in the ones column, play will advance to the digit in the tens column.
7. Points are awarded based on how quickly a player guesses the correct number.
8. A final score is shown at the completion of the bonus puzzle.

Bonus Puzzle – “Hidden Number”

The computer will instruct a player to watch the Display Screen as a hidden number will slowly appear, line by line. Hidden numbers are one to four digits, depending on the game’s level of difficulty.

1. Players have 30 seconds to identify the hidden number by using the dials to input guesses. Dial lights indicate where digits are in the correct position for a guess.
2. Players have unlimited guesses during the countdown.
3. Points are awarded based on how quickly a player guesses the correct number.
4. A final score is shown at the completion of the bonus puzzle.

Scoring - All Games

Total points are meant to provide a general benchmark for the personal performance of a player.

Scores are not saved by the computer beyond the end-of-game display.

Level 1:

Target Score to Qualify for Bonus Puzzle = 850 points

1st Try Correct = 100 points

2nd Try Correct = 75 points

3rd Try Correct = 50 points

Bonus Puzzle points are awarded based upon the speed with which a puzzle is solved.

Level 2:

Target Score to Qualify for Bonus Puzzle = 1,700 points

1st Try Correct = 200 points

2nd Try Correct = 150 points

3rd Try Correct = 100 points

Bonus Puzzle points are awarded based upon the speed with which a puzzle is solved.

Level 3:

Target Score to Qualify for Bonus Puzzle = 3,400 points

1st Try Correct = 400 points

2nd Try Correct = 300 points

3rd Try Correct = 200 points

Bonus Puzzle points are awarded based upon the speed with which a puzzle is solved.