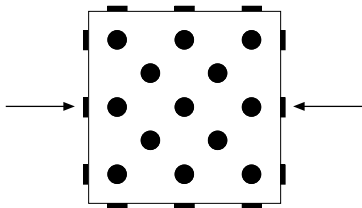


**ThinkADot<sup>®</sup>**

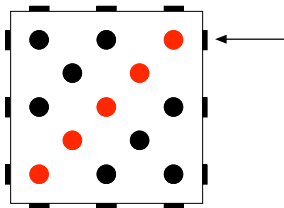
Instructions



Turn ThinkADot on by pressing both middle buttons on any two opposite sides.

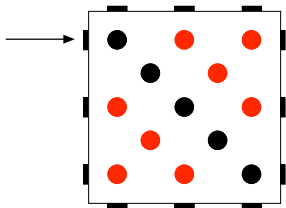
This is called the On/Home button combination. You'll see why later.

There are two other special combinations, but usually you play by pressing the buttons one at a time.



Press a ThinkADot button and watch what happens to the lamps.

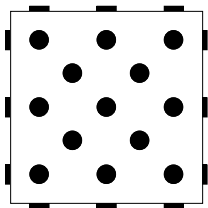
What changes depends on what button you press, which lamps are on and which are off.



You can make a series of changes to the pattern of lamps by pressing a sequence of buttons.

Sequences that are like one another will do similar things to the patterns.

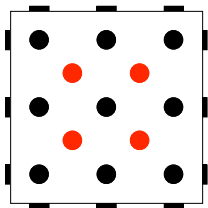
It's all perfectly logical.



When all the lamps are off, it is called the Home Pattern. Whenever you arrive Home, ThinkADot presents a Challenge Pattern.

Just wait and ThinkADot will flash it.

You get to the Home Pattern by pressing ThinkADot buttons or faster by using the On/Home button combination.



There are four Rule Sets in ThinkADot. In each Rule Set the buttons and lamps have different effects on each other.

Within every Rule Set there are sixteen Challenge Patterns.

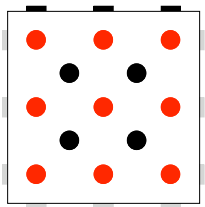
ThinkADot starts you off with the first Challenge from Rule Set One.

To answer a Challenge first go from the Home Pattern to the Challenge Pattern.

To let ThinkADot recognize that you have reached the Challenge Pattern, wait there and it will flash.

Complete the Challenge by returning Home. You get a reward then ThinkADot presents the next Challenge.

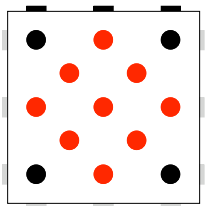
Find your own way Home. If you use the On/Home button combination you will get the same challenge over again!



The first three challenges in each Rule Set can be done with just the three buttons on any single side.

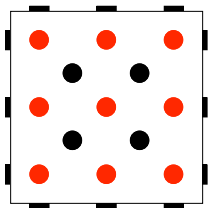
You might also see how using the three buttons on the opposite side could make things a little simpler.





There's almost always a number of different ways to a given goal. Some of the later Challenges can be done using only three buttons, but shorter and more elegant solutions might involve buttons from all four sides.

If you ever get truly lost, just hit the On/Home combo and try again.

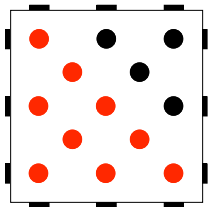


If you do all sixteen Challenges, ThinkADot moves on to the next Rule Set.

Watch out – the rules have changed...

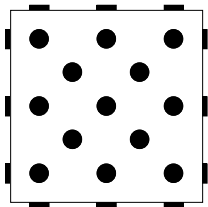
When you've done all sixteen Challenges in all four Rule Sets ThinkADot starts over from the beginning.

You are the master!



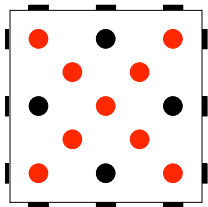
Of course you never need to do what ThinkADot is asking when it presents its Challenges. It's fun to make up your own ideas and theories and test them, or try to reach other, non-Challenge, patterns.

Or just plain play.



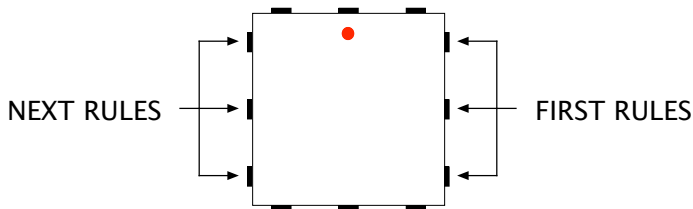
When you are done playing, ThinkADot turns itself off after a minute or two.

ThinkADot always remembers where you leave off, so you won't have to start over.



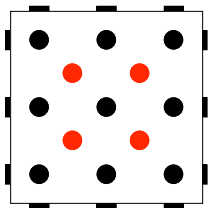
ThinkADot can hear your button presses before it has finished reacting to them, so once you get good, you can enter longer sequences rapidly and ThinkADot will catch up.

ThinkADot's reward and challenges can be interrupted by pressing any button. That button will be applied by ThinkADot.



If you want to reset the ThinkADot to the first Rule Set, just press all three buttons on the right-hand side at once.

To skip all the Challenges of the current Rule Set, you can press all three buttons on the left-hand side.

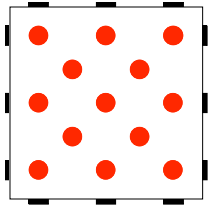


Replacing the batteries resets ThinkADot to the first Rule Set and also forgets any progress you made. But the batteries will last for a good while, plenty of time to completely master all Challenges in all Rules Sets.

We recommend Duracell ULTRAs for best performance.

# ThinkADot<sup>®</sup>

the power of logic is in your hands



[www.thinkadot.com](http://www.thinkadot.com)

© 2004 p.s.F/X