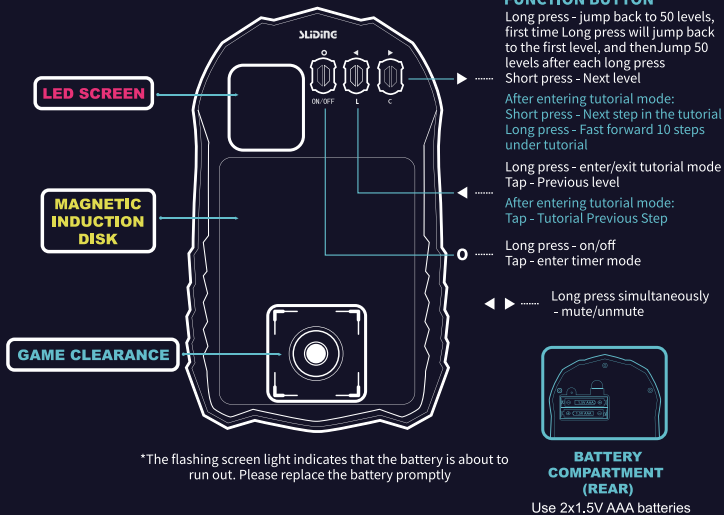


LEARN ABOUT SLIDING PIECE PUZZLE

Sliding Piece Puzzle is a sliding speed-solving board game. It has a built-in electronic question bank of more than 500 levels, which will take you to solve problems step by step and exercise your brain thinking ability.



*The flashing screen light indicates that the battery is about to run out. Please replace the battery promptly

ENTER THE GAME DESCRIPTION



BIG GRID
(Occupies 4 grids)



LONG LATTICE
(Occupies 2 grids)



SMALL GRID
(Occupies 1 grid)

GAME GOAL Move the large grid from a different initial position to the exit area at the bottom of the disk

DISK Composed of 4x5 rectangles, with a total of 20 grids

GRID Large grid occupies 4 grids, small grid occupies 1 grid, and long grid occupies 2 grids

OPENING That is the initial layout of the grid, each opening will leave 2 spaces to move the grid

MOVE RULE Only slide the grid, do not pick up the grid, and cannot change the initial placement direction of the long grid

SKILL ① Small grids go together in pairs. ② When a large grid moves, a small grid opens in front and a small grid follows. ③ When the long grid is placed horizontally, find two small grids to open the way before moving

BATTERY The product uses 2x1.5V AAA rechargeable batteries; please install the batteries correctly according to the battery compartment polarity instructions.

SWITCH MACHINE AND MUTE SETTING Long press the ON/OFF button for 2 seconds to switch the machine on and off. If there is no operation within 5 minutes, it will automatically standby, and the screen brightness will be reduced. Press any key to wake it up; if there is no operation within 20 minutes, it will shut down.

GET STARTED QUICKLY

1 CHOOSE TOPIC

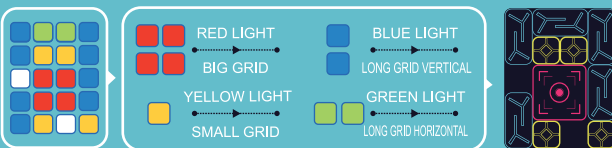
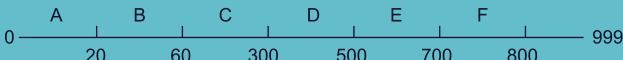
This product has built-in more than 500 opening circles, divided into seven difficulty levels, and the difficulty gradually increases. *After booting up, it will automatically play the most recently played questions, short press the <or> key to switch to the previous question or the next question

GETTING STARTED	ELEMENTARY	INTERMEDIATE	ADVANCED	ELITE	GRANDMASTER	EXPERT
1-10	11-30	31-60	61-100	101-200	200+	500+

2 SET THE START

After selecting the topic, please arrange the grid on the disk according to the on-screen instructions. The opening diagram of the screen and the corresponding lattice placement

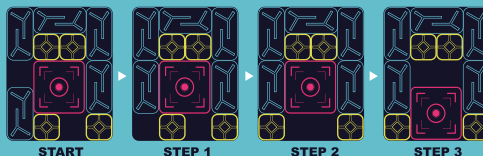
Built-in timer, the time starts when the pass starts, and it can count up to 999 seconds. When the pass is completed, press the O key and the timer ends, and the number of seconds used is displayed. A specific number of seconds will emit a corresponding sound to remind the player (one beep at 20 seconds; two beeps at 60 seconds; three beeps at 300 seconds; four beeps at 500 seconds; five beeps at 700 seconds; six beeps at 800 seconds). The completion time is different, the corresponding level is also different (completed within 20 seconds, rated as A level, that is expert; completed within 20-60 seconds, rated as B level, that is master; completed within 60-300 seconds, rated as C level, that is Elite; completed within 300-500 seconds, rated as D-level, that is advanced; completed within 500-700 seconds, rated as E-level, that is intermediate; completed within 700-800 seconds, rated as F-level, that is elementary; completed within 800-999 seconds, directly eliminated, the rating is entry)



OPENING CHART REPRESENTATION AND PLACEMENT OF LATTICE DISK PENDULUM METHOD

3 START TO SOLVE THE PROBLEM

After setting the opening, you can start solving problems.



4 TEACHING MODEL

Stuck in the game?
Long press the L key to enter teaching mode;
Tap the <or> key to enter the previous/next step
Press the L key lightly to enter teaching mode