

Model No. 2050

Guide No. 76704 B

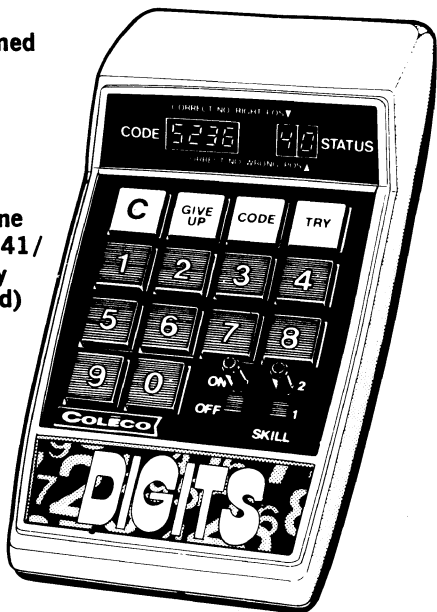
# DIGITS™

## INSTRUCTIONS AND GAME RULES

**MATCH WITS WITH THE COMPUTER!**

- Microprocessor programmed
- LED indicators
- Two degrees of difficulty
- Score pad included
- Requires one 9 volt alkaline transistor battery or #6041/2099 AC Adapter- battery eliminator (none included)

*You can play  
right in the  
palm of your hand*



**COLECO**

MANUFACTURED FOR  
COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010

## INSERT BATTERY

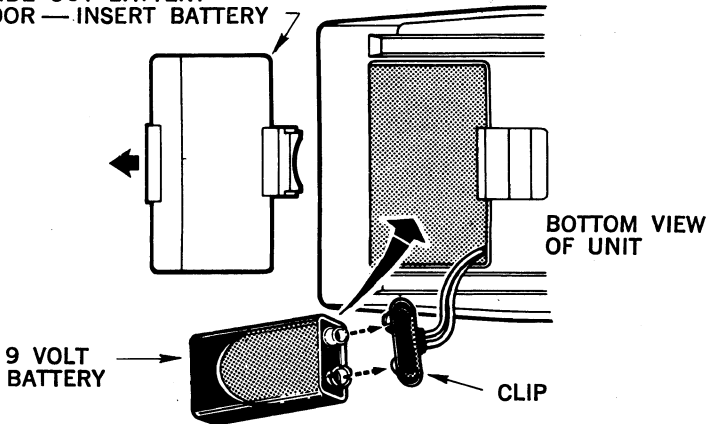
One "9" volt alkaline transistor battery recommended.

To install **BATTERY**, slide out **BATTERY DOOR** on bottom of unit and snap one "9" volt transistor battery to the **CLIP** inside the compartment. (See illustration). Replace battery door.

**NOTE:** For extended operation, you may eliminate the need for a battery by purchasing from your dealer a **Coleco Model #2099 or #6041 9 Volt AC adapter (battery eliminator)**. The AC adapter is plugged into **AC JACK AT SIDE** of unit.

**CAUTION:** Use of any 9 volt adapter other than Coleco Models #2099 or #6041 may permanently damage your unit.

SLIDE OUT BATTERY  
DOOR — INSERT BATTERY



### IMPORTANT

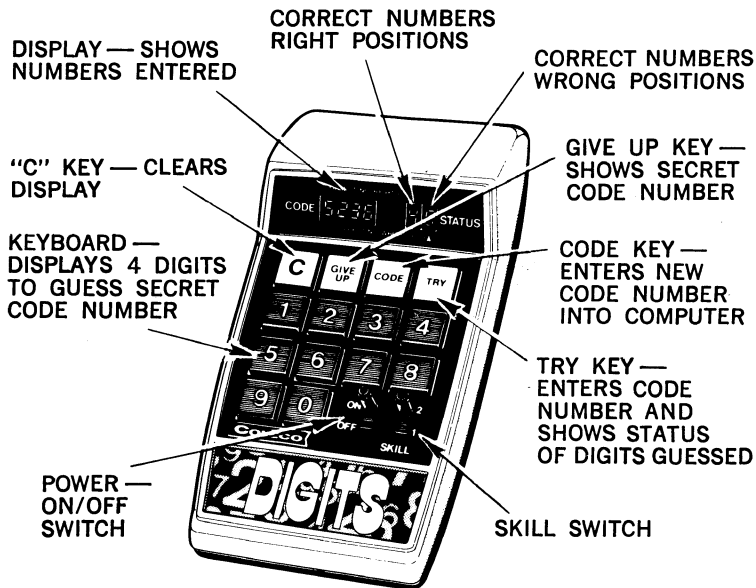
If during play, no numbers appear in display or display goes dim — replace battery.

## GAME DESCRIPTION

DIGITS is an electronic game of logic and deduction that challenges your brain!

A game where **you match wits with the computer**. The LED indicators give you clues, but it's up to you to figure out the right numbers, in the right order!

Play alone or against several players — figure out the **SECRET CODE** in the least number of tries or within a time limit. Player with the least number of tries or the shortest time **WINS**.



## TO PLAY THE GAME

1. To start game — turn power ON.  
One or several decimal points will appear  
in display.



2. Push **SKILL** switch to **POSITION 1**. (Easiest position)  
**SECRET CODE** selected by computer will not have any digit larger  
than "5".



ONLY keyboard numbers "0" through "5" are used to figure out  
the code. If you press numbers "6" through "9", no numbers  
will appear in display.

In **SKILL POSITION 2**, the **SECRET CODE** will contain **ALL** num-  
bers "0" through "9". All keyboard numbers are used to play, mak-  
ing game more difficult.

3. Press "**CODE**" key.



A small "C" will appear in display.

The computer automatically enters a **SECRET (4 DIGIT) CODE**, but  
does not display it.

**For example:**

A. The **SECRET CODE** number in computer is **4534** (not dis-  
played).

Try to discover the code by pressing **4 digits** on keyboard such as  
**5034**. The 4 numbers will appear in the **CODE DISPLAY**:

CODE  STATUS 

B. Now press the "**TRY**" key. The **STATUS display** will show:

CODE  STATUS 

C. Write entry on **TALLY** sheet and note **STATUS** of entry.

ENTRIES					▼ CORRECT NO. RIGHT POS.		
					▼ CORRECT NO. WRONG POS.		
1	5	0	3	4	2	1	
2							
3							

**TALLY SHEET**

In this example, the number "2" on **LEFT** side of **STATUS** display shows the correct number of digits and in the correct position. (Digits 3 and 4).

The number "1" on **RIGHT** side of **STATUS** display shows correct number of digits **but in the wrong position**. (Digit 5).

One of the following combinations is correct:

50

53

54

03

04

34

Thus **3** out of the **4** numbers selected are correct. **Only ONE** is incorrect.

D. Press the "C" key to clear the numbers you entered from the display.

Repeat **STEP A** for new entry, such as **0134**. Press "TRY" key and display will show:

CODE 0134 20 STATUS

E. Note new entry and new status on **TALLY** sheet.

ENTRIES					▼ CORRECT NO. RIGHT POS.		
					▼ CORRECT NO. WRONG POS.		
1	5	0	3	4	2	1	
2	0	1	3	4	2	0	
3							

**TALLY SHEET**

5

Notice in this entry that the two digits in the correct position are still correct (digits 3 and 4), but now there are no correct digits in any other position. So the number "5" you took out, must be the correct digit.

F. Repeat **STEP A** for next entry, placing the number "5" in the second position. Press "**TRY**" key and display will show:

CODE   STATUS

The **STATUS** display will now show you are getting closer to the **SECRET CODE NO. 4534**.

G. Continue in this manner until the **SECRET CODE** is "broken", indicated by the **flashing of STATUS** display.

CODE   STATUS

**SECRET CODE NO. SOLVED**

Player with the **fewest tries** or the **shortest time** to solve **SECRET CODE** wins. Should a player decide to "**call it quits**", he presses "**GIVE UP**" key to reveal the code number. This player loses.

After the **SECRET CODE NO.** appears, either by solving **CODE** or by pressing "**GIVE UP**" key, you must press "**CODE**" key to start new game. This clears display and computer automatically enters a new **SECRET (4 DIGIT) CODE**.

When you feel you are playing like a College Professor in **SKILL POSITION 1**, push switch lever to **POSITION 2**. Now you use **ALL** keyboard numbers "0" through "9" to figure out the **SECRET CODE**.

This is the game to really match wits with the computer and challenge your brain.

Good Luck!

# LIMITED WARRANTY

Coleco warrants to the original purchaser only, each DIGITS™ Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your DIGITS™ Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

## SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of \$10.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.  
Customer Service Department  
35 Willow St., Bldg. #5  
Amsterdam, New York 12010**

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

**This warranty gives you specific legal rights, and you may have other rights which vary from state to state.**

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## GENERAL INFORMATION

- ALWAYS BE SURE GAME IS TURNED OFF TO AVOID BATTERY DRAIN. IF GAME FAILS TO OPERATE AFTER PROLONGED PLAY, YOUR BATTERY IS PROBABLY NEARLY WORN OUT OR DEAD. REPLACE THE BATTERY. ALKALINE BATTERY IS RECOMMENDED.
- BE SURE TO UNPLUG AC ADAPTER UNIT FROM WALL OUTLET WHEN GAME IS NOT IN USE.
- DO NOT ATTEMPT TO OPEN GAME, IT DOES NOT CONTAIN ANY SERVICEABLE PARTS.

**PLEASE RETAIN THIS GUIDE FOR FUTURE REFERENCE**

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### ACCESSORIES AND REPLACEMENT PARTS AVAILABLE

No. 2099 /6041 AC Adapter (battery eliminator) : To eliminate the need for batteries.

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., Customer Service Department, P.O. Box 460, Amsterdam, N.Y. 12010.

Fill out and send this form.

<b>NOTE:</b> Prices and parts subject to change without prior notice	_____	Please ship ( ) ea. AC Adapters @	_____	\$5.00
	_____	Appropriate State Tax	_____	
	_____	Shipping & Handling	_____	\$1.75
	_____	TOTAL	_____	

**NO C.O.D. ORDERS WILL BE ACCEPTED.**