

## Talking GlowDice Directions

### General Features

A three-position slide switch on the bottom of the *Talking GlowDice* allows the user to turn the device OFF, as well as to toggle between HIGH and LOW volume settings. Simply slide the switch until desired setting is selected.

The *Talking GlowDice* is powered by four replaceable AAA batteries. To insert the batteries, simply open the battery door on the bottom of the device, insert new batteries, then close the door. Expected life span of the batteries will depend on frequency of use.

The *Talking GlowDice* features seven glowing LEDs that mimic the dot patterns of a conventional dice. For example, the four corner LEDs will glow when a “4” is rolled. When a “1” is rolled, only the center LED will illuminate. At the same time that the rolled number is illuminated, a spoken announcement of the rolled number occurs.

### Usage

To “roll” the dice, simply push the ROLL button. A spoken number will be heard, and corresponding LEDs will illuminate. Opposite the ROLL button is a PLAYBACK button that allows the user to replay the last “rolled” number. The PLAYBACK announcement can be differentiated from the ROLL announcement by a brief “chirp” preceding the spoken number. Also referred to as the “No-Cheat Beep,” this introductory sound alerts other players as to which button was pressed. The PLAYBACK feature can be helpful if the LEDs “go to sleep” or fade before the player can ascertain which number was rolled or if the announcement is unobserved. The “rolled” number remains illuminated for about 8 seconds. No matter how long the device is inactive, pushing the PLAYBACK button will “re-awaken” it, announcing and displaying the last rolled number. This applies as long as you have not turned the device off.

*Talking GlowDice* is lightweight and can be handheld while “rolling,” or it can be positioned on a stationary surface, such as the center of a game board. Non-skid pads on the bottom of the device ensure stability.

The number randomization of the *Talking GlowDice* guarantees that no repeatable pattern of rolled numbers can be detected. Game players can neither predict a “rolled” number nor produce a desired outcome.

When playing a game that requires two dice, simply push the ROLL button twice to simulate the two-dice roll. Then add the numbers together to determine the number of spaces to be moved or other needed action as dictated by the game rules. The option exists to place two *Talking GlowDice* side-by-side and roll each independently when two dice are required.