SHARP

ELECTRONIC ORGANIZER

ZQ-P10
ZQ-P10A

OPERATION MANUAL

NOTICE

- SHARP strongly recommends that separate permanent written records be kept of all important data. Data may be lost or altered in virtually any electronic memory product under certain circumstances. Therefore, SHARP assumes no responsibility for data lost or otherwise rendered unusable whether as a result of improper use, repairs, defects, battery replacement, use after the specified battery life has expired, or any other cause.
- SHARP assumes no responsibility, directly or indirectly, for financial losses or claims from third persons resulting from the use of this product and any of its functions, such as stolen credit card numbers, loss or alteration of stored data, etc.
- The information provided in this manual is subject to change without notice.

In Europe:

This equipment complies with the requirements of Directive 89/336/EEC as amended by 93/68/EEC.

Dieses Gerät entspricht den Anforderungen der EG-Richtlinie 89/336/EWG mit Änderung 93/68/EWG.

Ce matériel répond aux exigences contenues dans la directive 89/336/CEE modifiée par la directive 93/68/CEE.

Dit apparaat voldoet aan de eisen van de richtlijn 89/336/EEG, gewijzigd door 93/68/EEG.

Dette udstyr overholder kravene i direktiv nr. 89/336/EEC med tillægnr. 93/68/EEC

Quest' apparecchio è conforme ai requisiti della direttiva 89/336/EEC come emendata dalla direttiva 93/68/EEC.

Η εγκατάσταση αυτή ανταποκρίνεται στις απαιτήσεις των οδηγιών της Ευρωπαϊκής Ενωσης 89/336/ΕΟΚ, όπως ο κανονισμός αυτός συμπληρώθηκε από την οδηγία 93/68/ΕΟΚ.

Este equipamento obedece às exigências da directiva 89/336/CEE na sua versão corrigida pela directiva 93/68/CEE.

Este aparato satisface las exigencias de la Directiva 89/336/CEE modificada por medio de la 93/68/CEE.

Denna utrustning uppfyller kraven enligt riktlinjen 89/336/EEC så som kompletteras av 93/68/EEC.

Dette produktet oppfyller betingelsene i direktivet 89/336/EEC i endringen 93/68/EEC.

Tämä laite täyttää direktiivin 89/336/EEC vaatimukset, jota on muutettu direktiivillä 93/68/EEC.

Note

- This model may not be available in some countries.

Attention: Your product is marked with this symbol. It means that used electrical and electronic products should not be mixed with general household waste. There is a separate collection system for these products.

A. Information on Disposal for Users (private households)

1. In the European Union

Attention: If you want to dispose of this equipment, please do not use the ordinary dust bin!

Used electrical and electronic equipment must be treated separately and in accordance with legislation that requires proper treatment, recovery and recycling of used electrical and electronic equipment.

Following the implementation by member states, private households within the EU states may return their used electrical and electronic equipment to designated collection facilities free of charge*. In some countries* your local retailer may also take back your old product free of charge if you purchase a similar new one.

*) Please contact your local authority for further details.

If your used electrical or electronic equipment has batteries or accumulators, please dispose of these separately beforehand according to local requirements.

By disposing of this product correctly you will help ensure that the waste undergoes the necessary treatment, recovery and recycling and thus prevent potential negative effects on the environment and human health which could otherwise arise due to inappropriate waste handling.

2. In other Countries outside the EU

If you wish to discard this product, please contact your local authorities and ask for the correct method of disposal.

For Switzerland: Used electrical or electronic equipment can be returned free of charge to the dealer, even if you don't purchase a new product. Further collection facilities are listed on the homepage of www.swico.ch or www.sens.ch.

B. Information on Disposal for Business Users.

1. In the European Union

If the product is used for business purposes and you want to discard it:

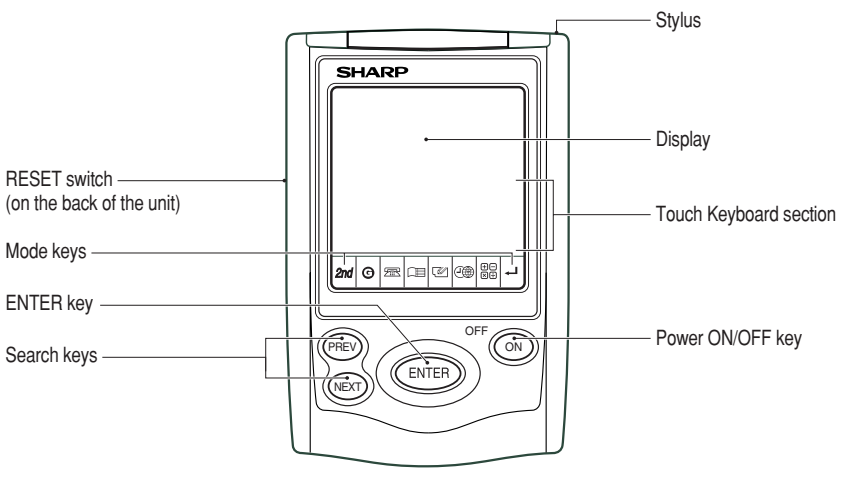
Please contact your SHARP dealer who will inform you about the take-back of the product. You might be charged for the costs arising from take-back and recycling. Small products (and small amounts) might be taken back by your local collection facilities.

For Spain: Please contact the established collection system or your local authority for take-back of your used products.

2. In other Countries outside the EU

If you wish to discard of this product, please contact your local authorities and ask for the correct method of disposal.

Part Names



Key Assignments

- 2nd — 2nd Function key. Activates the second function specifically assigned to the next key tapped.
- (GAME): Game mode key
- (TEL): Telephone mode key
- (SCHEDULE): Schedule mode key
- (MEMO): Memo mode key
- (CLOCK): Home Clock/World Clock mode key
- (CALC/CONV): Calculation/Conversion mode key
- (ENTER): Enter key

• In this manual, these Mode keys are represented with icons in parentheses.

Using the Organizer for the First Time

Be sure to perform the following operations before using the Organizer for the first time.

1. Pull out to remove the isolating film on the back of the unit.
2. Press the RESET switch with a stylus. "RESET?" is displayed.
3. Tap 2nd and press ENTER to initialize the Organizer. Moments later, "RESET!" will be displayed, and the Organizer's memory contents will be cleared.

Soon after, the Select Language screen appears. Guidance messages can be displayed in 10 languages: English, Italian, German, French, Spanish, Portuguese, Hungarian, Czech, Polish, and Greek. When the Organizer is initialized, the setting will revert to English as default.
Select the desired language using PREV or NEXT, then press ENTER. When the language is set, the Home Clock will be displayed on the screen. (See "Clock Mode".)

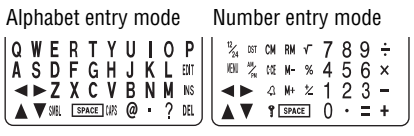
NOTES

- If the Organizer is subjected to strong, extraneous electrical noises or shocks during use, an abnormal condition may occur in which no keys (including OFF/ON) will respond. Press the RESET switch, tap 2nd, then press ENTER to delete all the memory contents.
- To minimize battery consumption, the Organizer is designed to turn its power off automatically when no key activities are detected for approximately 7 minutes.
- The key touch tone can be turned on and off by tapping CLOCK MENU, select "KEY TONE?" using PREV or NEXT, and press ENTER. Select on/off using PREV or NEXT, then press ENTER. When the tone is activated, "✓" will appear.

Entering Characters

Touch Keyboard

Alphabet entry mode / Number entry mode



- Each time 2nd is tapped, the touch keyboard switches between the Alphabet entry mode and the Number entry mode.
  To tap the touch keys, use the attached stylus.
- Tap towards the center of each key.
- Numbers, alphanumeric letters, symbols, and "+ − × ÷ ." can be entered into the dot display area (the 1st line).
- Numbers and some characters (only space, –, F, and P in Telephone mode) can be entered into the number display area (the 2nd and the 3rd lines).
- Letters are entered in capital letters ("CAPS" is turned on). To enter lowercase letters, tap CAPS to turn "CAPS" off.

Entering symbols and letters with an accent mark

- To enter a symbol, tap SMBL repeatedly until the desired symbol appears:

  @#$£¥€( )~': /_&<>ß!?¡¿æµ¢

- To enter a letter with an accent mark, tap the relevant key shown below repeatedly after tapping SMBL.

(Key)	(CAPS ON)	(CAPS OFF)	(Key)	(CAPS ON)	(CAPS OFF)
E	É È Ë Ê Ě Ę	é è ë ê ě ę	P	Þ	þ
R	Ř	ř	S	Ś Š	ś š
Z	Ź Ž Ż	ź ž ż	D	Ď	ď
Y	Ý Ÿ	ý ÿ	C	Ć Č Ç	ć č ç
U	Ú Ù Ü Û Ů Ű	ú ù ü û ů ű	N	Ń Ň Ñ	ń ň ñ
I	Í Ì Ï Î	í ì ï î	T	Ť	ť
O	Ó Ò Ö Ô Õ Ő Ø	ó ò ö ô õ ő ø			
L	Ł Ľ	ł			
G	Δ Φ Γ Λ Π Θ Σ ϒ Ω Ξ Ψ				
A	Á À Ä Â Ã Å Æ Ą	á à ä â ã å æ ą			

- Activate "CAPS" on to enter capitalized letters.
- In the Greek language mode, only the capitalized letters can be entered.

Making corrections

Move the cursor to the character to be corrected. Enter the correct character to replace the previous one.

Cursor

The cursor (_) indicates the position for entering a character. Move the cursor with the cursor keys (▶ ◀ ▲ ▼).

Inserting characters

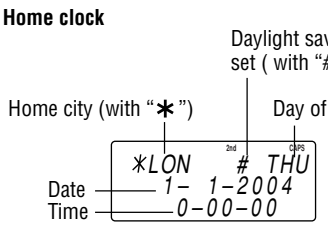
Each time INS is tapped, a space is inserted at the cursor position to allow character entry.

Deleting characters

Tap DEL to delete the character at the cursor position.
Tap C•CE to clear all the characters you have entered and yet to be stored.

Clock Mode

Home clock



Each time CLOCK is tapped, the clock switches between the Home clock and the World clock mode. (For World clock, "✱" is not displayed.)

1. Before setting the clock

- The default setting for the date is "DD/MM/YYYY" (day-month-year). To change the setting to "MM/DD/YYYY" (month-day-year) or "YYYY/MM/DD" (year-month-day):
  1. Tap CLOCK once or twice to display the Home clock (with "✱").
  2. Tap MENU, select "DATE SET" by using ▲ or ▼, and press ENTER.
  3. Press PREV or NEXT to select the desired type.
  4. Press ENTER to store the new setting.
- To change the 24-hour clock to the 12-hour clock, tap 12/24 ("A" or "P" is displayed). Each time 12/24 is tapped, the clock switches.
- For daylight saving time/summer time, tap DST in advance ("#" is displayed on the left side of the day of the week).

2. Setting the clock

1. Tap CLOCK once or twice to display the Home clock (with "✱").
2. Tap 2nd EDIT to start setting.
   The cursor starts to flash on the city name.
3. Press PREV or NEXT to select the desired time zone. (Refer to the list of cities described below.)
   - Enter the city name, if needed (6 characters or under). Only one changed name for Home clock can be stored.
4. Tap ▼ to move the cursor to the day.
5. Enter the day, the month, and the year (4 digits).
   - The built-in calendar extends from January 1st, 1901, to December 31st, 2098.
   - Tap AM/PM to select "A" (morning) or "P" (afternoon) for the 12-hour clock. (in 12-hour)
6. Enter the time (hours and minutes)
7. Press ENTER. The clock starts from "00" seconds.

Notes

- To enter a single-digit date or time, enter "0" and the digit (e.g. "02").
- If you enter an invalid date or time, "ERROR!" appears briefly. Enter the correct date and time and press ENTER.

Zone No.	Display	City	Zone No.	Display	City
0	TNG	TONGA	10	MOW	MOSCOW
1	WLG	WELLINGTON	11	CAI	CAIRO
2	NOU	NOUMEA	12	PAR	PARIS
3	SYD	SYDNEY	13	LON	LONDON
3.3	ADL	ADELAIDE	14	AZO	AZORES ISLANDS
4	TYO	TOKYO	15	-2H	2hrs behind LON
5	HKG	HONG KONG	16	RIO	RIO DE JANEIRO
6	BKK	BANGKOK	17	CCS	CARACAS
6.3	RGN	YANGON	18	NYC	NEW YORK
7	DAC	DHAKA	19	CHI	CHICAGO
7.3	DEL	NEW DELHI	20	DEN	DENVER
8	KHI	KARACHI	21	LAX	LOS ANGELES
8.3	KBL	KABUL	22	ANC	ANCHORAGE
9	DXB	DUBAI	23	HNL	HONOLULU
9.3	THR	TEHRAN	24	MID	MIDWAY

3. Using World clock

1. Tap CLOCK once or twice to display the World clock (without "✱").
2. Press PREV or NEXT to select the desired city.

4. Changing the cities between Home and World clocks

You can change the home city for a city in another time zone without adjusting the stored correct time.

1. Tap CLOCK once or twice to display the World clock (without "✱").
2. Press PREV or NEXT and select the desired city to be set as the new home city.
3. Tap 2nd EDIT to change the cities between Home and World clocks.
   - The previous home city is now set as the world city (without "✱").
4. Tap CLOCK to check the home city.
   - The selected city in step 2 is set as the home city (with "✱").
5. Tap CLOCK to recheck the world city, and press PREV or NEXT to select the new world city, if needed.

5. Setting daylight saving time (DST: summer time)

1. Tap CLOCK once or twice to display the Home or the World clock.
2. Tap DST.
   "#" is displayed. The time is set 1 hour ahead. To clear DST, tap DST to clear "#". The time is set 1 hour behind.

Notes

- DST can be set independently in either Home or World clock.
- When DST is set for one world city, it is used for all cities displayed in World clock.

6. Setting alarms

The Organizer has 3 types of alarms:

1. Daily alarm ..... beeps every day at the alarm time (for 1 minute), when "((•))" is turned on.
2. Hourly alarm ..... beeps every hour when minutes reach "00", when " 🔔 " is turned on.
3. Schedule alarm .. beeps at the time for all the schedule entries (for 1 minute), when "▤)))" is turned on. (Refer to "Schedule Mode".)

Tap any key to stop the alarm beeping.

Setting/Changing the daily alarm time

1. Tap CLOCK once or twice to display Home clock (with "✱").
2. Tap 🔔 to display the daily alarm screen.
   (The display differs between the 12-hour and 24-hour clock.)

   ALARM
   0-00
3. Tap 2nd EDIT.
4. Enter the time.
5. Press ENTER.
   - The daily alarm time is set.

Turning the alarms on and off

An alarm sounds only when the respective symbol ((•)), 🔔, or ▤))) is turned on.
Display Home clock (tap CLOCK once or twice) and tap 🔔 to display the daily alarm screen.
Each time you tap 🔔 while the daily alarm screen is displayed, the combination of symbols switches.

Note

- Alarms sound even when the Organizer is turned off.

Telephone Mode

Telephone mode is composed of two directions of storage memory. Tap TEL to toggle between "1" and "2" on the display.
Use these files for convenience, e.g. business and private files.
A telephone entry consists of name, address, E-mail address, web address (URL) and number fields.

Storing telephone entries

1. Tap TEL once or twice to display the Telephone mode screen.

   NAME?
2. Enter name, e.g. **SMITH** SPACE **ROBERT**, and press ENTER.
3. Enter address, e.g. 2nd **18** SPACE 2nd **EAST** SPACE **ROAD**, and press ENTER.
4. Enter E-mail address, e.g. **SROB** SMBL ▶ (to enter " @ ") **SHARPSEC.COM**, and press ENTER.

   harpsec.com_
   - The E-mail address is automatically entered in lowercase letters.
   - To enter " @ ", simply tap @ instead of SMBL.
5. Enter web address (URL), e.g. **WWW.SHARP USA.COM**, and press ENTER.
6. Enter phone number, and fax number if needed, e.g. **012-3456-7890** ▼ 2nd **F** SPACE SPACE SPACE 2nd **3456-7891**, and press ENTER.

   NUMBER?
   2-3456-7890
   3456-7891_
   - "STORED!" appears briefly, then the Telephone mode screen is displayed. The telephone entry is now stored.

Field	Number of characters	Allowable characters
The 1st line: Name, address, E-mail address and web address (URL)	36 characters or under	Alphabetic letters, numbers, symbols, "+ − × ÷ .", space
The 2nd and the 3rd lines: Phone number		Numbers, space, –, F (Fax), P (Pager)

Notes

- The symbol "NAME", "ADDRESS", "E-mail", or "URL" is turned on while entering in each field.
- To skip entry of an address, E-mail address, web address (URL), or number, press ENTER when "ADDRESS?", "E-MAIL?", "URL?", or "NUMBER?" is displayed. However, entry must be made at the "NAME?" field.

Schedule Mode

Schedule mode is used for storing schedule details (36 characters or under), date and time (year, month, day, hour, and minute).
In the 1st line the same characters are allowable as in Telephone mode.

1. Storing schedule entries

1. Tap SCHEDULE to display the Schedule mode screen.

   SCHEDULE?
2. Enter the details and press ENTER.
3. Enter the date and time.
   - The types of date and time are the same as the types set for the clock.
   - To enter a single-digit date or time, enter "0" and the digit (e.g. "02").
4. Press ENTER to store in the memory.

Notes

- Schedules for the following dates can be stored: January 1901 to December 2098.
- If an attempt is made to store an entry without a date or time, or with an invalid date or time, "ERROR!" appears briefly. Enter the correct date and time and press ENTER.

2. Alarm for Schedule mode

When the schedule alarm ("▤)))") is turned on, it is set for all the schedule entries. Beeping sounds for 1 minute when the time for a schedule entry is reached. Tap any key to stop the alarm. The schedule alarm cannot be set for an individual entry.

Memo Mode

Notes or other pieces of information that are not appropriate for Telephone or Schedule mode can be entered for convenience.
In the 1st line the same characters are allowable as in Telephone mode. In the 2nd and the 3rd lines you can enter numbers, –, and space. (36 characters or under can be entered in each line.)

Storing memo entries

1. Tap MEMO to display the Memo mode screen.

   MEMO?
2. Enter the memo item and numbers.
   E.g. **UNION** SPACE **BANK** ENTER **01** ▼ **272-0011223**

   UNION BANK
   01
   272-0011223_
3. Press ENTER to store in the memory.

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05DGK (TINSE0837EHZZ)

Notes for storing and recalling entries

- When the memory is full, "MEMORY FULL!" appears briefly, and the entry cannot be stored.
- When the symbol "▶" or "◀" appears, more information exists. Tap ▶ or ◀ to switch the display.

Checking details of entries in Telephone mode

- To display each field on the 1st line, follow the symbol "▼" or "▲" and tap ▼ or ▲. (The symbol above the 1st line shows each field.)
- Tap and hold ▶ to start the auto scroll on the 1st line. Tap ▶ again to stop or restart the scroll. Tap C•CE to quit the auto scroll.

Recalling entries – Telephone, Schedule, Memo –

Tap the desired mode key first.
NEXT : Recalls entries in forward order
PREV : Recalls entries in reverse order

Sequential search
Press NEXT or PREV in each mode.

Direct search

- Enter the first characters (8 characters or under) of the person's name, schedule details, or memo item, and press NEXT or PREV. Press NEXT or PREV then, to continue performing a direct search.

Sorting order

- Telephone and memo entries are stored by the first character of the person's name or memo item in the following order (case sensitive):

space numbers(0 to 9) A a Á á À à Ä ä Â â Ã ã Å å ă Æ æ Ą ą B b C c Ć ć Č č Ç ç D d Ď ď E e É é È è Ë ë Ê ê Ě ě Ę ę F f G g H h Ch ch I i Í í Ì ì Ï ï Î î J j K k L l Ł ł Ľ ľ M m N n Ń ń Ñ ñ Ň ň O o Ó ó Ò ò Ö ö Ô ô Õ õ Ő ő P p Þ þ Q q R r Ř ř S s Ś ś Š š T t Ť ť U u Ú ú Ù ù Ü ü Û û Ů ů Ű ű V v W w X x Y y Ý ý Ÿ ÿ Z z Ź ź Ž ž Ż ż ß Δ Φ Γ Λ μ Π Θ Σ ϒ Ω Ξ Ψ Ø ø ¢ @ # $ £ ¥ € ( ) ~ ' : / \ _ & < > ! ? ¡ ¿ + − × ÷ .

- "Ch" and "ch" are available in Czech language mode only.
- Schedule entries are stored by date and time.

Note

- When there is no (further or relevant) entry to be recalled, "NOT FOUND!" appears briefly, and the display returns to the mode screen.
- Greek characters are sorted as follows:
  space numbers(0 to 9) Α Β β Χ Δ Ε Φ Γ Η Ι Κ Λ Μ μ Ν Ο ο Π Θ Ρ Σ Τ ϒ Ω Ξ Ψ Ζ a Á á À à Ä ä Â â Ã ã Å å ă Æ æ Ą ą b C c Ć ć Č č Ç ç D d Ď ď e É é È è Ë ë Ê ê Ě ě Ę ę F f G g h i Í í Ì ì Ï ï Î î J j k L l Ł ł Ľ m n Ń ń Ñ ñ Ň ň Ó ó Ò ò Ö ö Ô ô Õ õ Ő ő p Þ þ Q q R r Ř ř S s Ś ś Š š t Ť ť U u Ú ú Ù ù Ü ü Û û Ů ů Ű ű V v W w X Y y Ý ý Ÿ ÿ z Ź ź Ž ž Ż ż Ø ø ¢ @ # $ £ ¥ € ( ) ~ ' : / \ _ & < > ! ? ¡ ¿ + − × ÷ .

Editing or deleting entries – Telephone, Schedule, Memo –

Editing

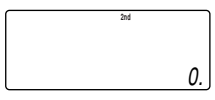
1. Recall the entry to be edited.
2. Tap EDIT. The cursor starts to flash.
   - In Telephone mode press ENTER several times to display each field (the address field and so on).
3. Tap ▶, ◀, ▲, or ▼ to move the cursor to the position to be edited.
4. Enter, insert, or delete characters (refer to "Entering Characters").
   - To cancel editing, tap C•CE.
5. Press ENTER several times (until "STORED!" appears briefly) to finish editing and to store the entry.

Deleting

1. Recall the entry to be deleted.
2. Tap DEL.
   - "DELETE?" is displayed.
   - To cancel the deletion operation, tap 2nd.
3. Press ENTER to delete the entry.

Calculator Mode

The Organizer can calculate numbers of up to 10 digits. Tap CALC/CONV several times to display the Calculator mode screen (Calculator → Currency conversion → Unit conversion → Calculator...).



Calculation

Be sure to tap C•CE, C•CE, and CM to clear the display and memory before performing a calculation.
Note

- When ⊕, ⊖, ⊗, or ⊘ is tapped, the respective symbol, +, −, ×, or ÷ is displayed. (In the examples in this manual, these symbols are not described.)

If an error occurs
If the calculation result or the integer section in the numerical value in the memory exceeds 10 digits or if a number is divided by zero (0), an error occurs ("ERR" is displayed).

Calculation examples

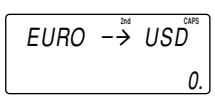
Example	Operation	Display
(−24+2)÷4=−5.5	C•CE ⊖ 24 ⊕ 2 ⊘ 4 =	*−5.5*
34+57=91	34 ⊕ 57 =	*91.*
45+57=102	45 = (The addend becomes a constant.)	*102.*
68×25=1700	68 ⊗ 25 =	*1700.*
68×40=2720	40 = (The multiplicand becomes a constant.)	*2720.*
200×10%=20	200 ⊗ 10 %	*20.*
9÷36=25%	9 ⊘ 36 %	*25.*
200+(200×10%)=220	200 ⊕ 10 %	*220.*
500−(500×20%)=400	500 ⊖ 20 %	*400.*
$4^6=(4^3)^2$=4096	4 ⊗ = = ⊗ =	*4096.*
1/8=0.125	8 ⊘ =	*0.125*
25×5=125	CM 25 ⊗ 5 M+	M *125.*
−) 84÷3=28	84 ⊘ 3 M−	M *28.*
+) 68+17=85	68 ⊕ 17 M+	M *85.*
182	RM	M *182.*
$\sqrt{25-9}$=4	25 ⊖ 9 = √	*4.*
1234567890×145 =179012344050	1234567890 ⊗ 145 =	ERR *17.90123440*
	C•CE	*17.90123440*

(17.90123440×10^10=179012344000)

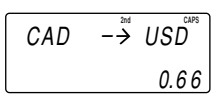
Currency/Unit Conversion Mode

1. Setting a currency rate

1. Tap CALC/CONV several times to display the currency conversion mode screen (refer to "Calculator mode").
   Example: 1 CAD (Canada dollars) = 0.66 USD (US dollars)



2. Press NEXT NEXT NEXT to change the display and tap 2nd EDIT. The initial character of "CAD" starts to flash.
   - You can change each currency name by entering characters (up to 4 in each) and using ▶, if needed.
3. Press ENTER. "0" starts to flash.
4. Enter the rate (up to 10 digits).
   0.66

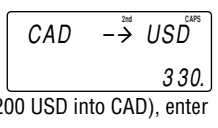


5. Press ENTER to store in the memory.

2. Converting currency/unit

You need to set the conversion rate before making the currency conversion.
Example: Convert 500 CAD into USD using the rate that you have set.

1. Display the screen: "CAD → USD".
2. Enter the value to be converted.
   500
3. Tap ▶ to convert CAD into USD.



   - To convert in reverse order (e.g. 200 USD into CAD), enter **200** and tap ◀.
   - You can use the unit conversion in the same manner. You cannot change the units or the rates for units.
   - The conversion result may have a slight error as a result of rounding off the number (e.g. up to 2 decimal places for currency conversions). Use the conversion result for reference.

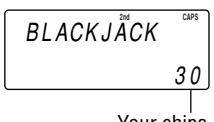
Game Mode

Tap GAME to play the game "BLACKJACK".

Each time GAME is tapped, the display switches between "ALPHA ATTACK" and "BLACKJACK".

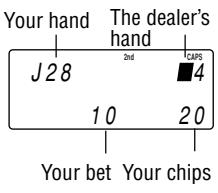
BLACKJACK (Twenty-one)
Make your "hand" (the total of the numbers on the cards) as close to 21, without going over 21.

1. Tap GAME to display the following Game mode screen.

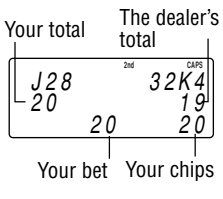


Your chips

2. Press ENTER to start a game. The left 2 cards are dealt for you. (One card is faced up and the other is faced down.)
3. Agree the left-displayed maximum bet (up to 10) or enter fewer bet. Tapping ▶ also can bet to the maximum.
4. Tap SPACE to see your hand. Each time SPACE is tapped, a new card is dealt.

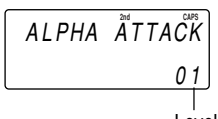


   - "J", "Q", and "K" are counted as 10.
   - "A" can be counted as 1 or 11.
   - When the first 2 cards are "A" and a face card ("J", "Q", or "K"), your hand is "BLACKJACK".
5. Press ENTER to stop being dealt and hold your hand. The dealer's hand and the results are displayed.



   - When you win, your total flashes and your bet is doubled.
   - When you win with "BLACKJACK", your bet is tripled.
6. Press ENTER and display the Game mode screen.
   - When you have no more chips to bet, the game is over.
   - To quit the game, tap C•CE or any mode key. Your chips are stored for the next time.
   - To return your chips to 30, tap 2nd DEL and press ENTER on the Game mode screen.

ALPHA ATTACK
Type in characters (A to Z) displayed on the 1st line to clear them. 20 levels of speed are available.



Level

1. Tap GAME to display the following Game mode screen.
2. Enter the level number (2 digits from 01 to 20).

   - 01: slow, 20: fast
3. Press ENTER to start a game.
4. Tap the same key as the first character at the left end of the 1st line. (In this case, tap keys in the order: E → Y → K → W.)
   - Pressing the correct key in the correct order deletes the character.
   - When 12 characters are displayed in each level, the game continues in the faster level (up to 20).
   - When no more characters can be displayed, the game is over. The Game mode screen with the level when the game is over is displayed.

Memory Storage

1. Checking memory storage

1. Tap TEL , SCHEDULE or MEMO to display "NAME?", "SCHEDULE?", or "MEMO?".
2. Tap 2nd MENU, select "MEMORY CHECK" by using ▲ or ▼ , and press ENTER. The number of remaining bytes is displayed briefly.

Notes

- The Organizer can store up to 66838 bytes in the memory (excluding the Calculator mode memory).
- One byte is required per character (in the 1st line) for telephone, schedule, and memo entries.
- One byte is required for 2 digits in the number part (in the 2nd and the 3rd lines) of telephone and memo entries. (When there is an odd number of digits in a number entry, the last digit occupies 1 byte.)
- In addition to the memory size for characters (in the 1st line) and numbers (in the 2nd and the 3rd lines), each entry requires the following memory size:
  Telephone entry ..... 6 bytes
  Schedule entry ..... 8 bytes (including date and time)
  Memo entry ..... 3 bytes

2. Deleting all the memory contents

Perform steps 2 and 3 as described in the section, "Using the Organizer for the First Time".

- To cancel the deletion operation, press any key EXCEPT FOR 2nd ENTER in step 3.

Secret Function

1. Registering a password and storing secret entries

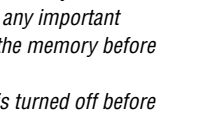
Up to 6 characters can be registered as the password.

- One password is valid for Telephone, Schedule, and Memo modes.

If the password is forgotten, you cannot delete the password only. You have to delete all the memory contents. (Perform steps 2 and 3 as described in the section, "Using the Organizer for the First Time".) As a safeguard, make a written record of the password.

Registering a password

1. Tap TEL , SCHEDULE or MEMO to display "NAME?", "SCHEDULE?", or "MEMO?".
2. Tap 2nd 🔑.



3. Enter the password (case sensitive), e.g. **ABC**.
4. Tap 🔑 to register it.
   - The display returns to the screen in step 1 with the symbol "🔑".
   - If "ERROR!" appears briefly, a password has already been registered. Enter the correct password or delete the password and all the memory contents.
5. Tap 2nd 🔑 🔑 to turn Secret function on. "🔑" disappears.

Storing secret entries

1. Enter characters in Telephone, Schedule, or Memo mode when "🔑" is not displayed (Secret function is on).
   - When "🔑" is displayed, tap 🔑 🔑 to turn Secret function on.
2. Tap 🔑 before pressing ENTER to store. "🔑" appears.
3. Press ENTER to store a secret entry in the memory.
   - "STORED!" appears briefly, and the display returns to the mode screen without "🔑" (Secret function is on).
   - You cannot display the secret entry until you turn Secret function off.

2. Turning Secret function on and off

When Secret function is on, "🔑" is not displayed.
- You can display, edit, or delete entries except secret entries.
- You can enter new entries as secret or non-secret.

When Secret function is off, "🔑" is displayed.
- You can display, edit, or delete secret entries only. (You cannot display non-secret entries.)
- You cannot enter a new entry.

Turning Secret function off

1. Tap TEL , SCHEDULE or MEMO and check that "🔑" is not displayed.
2. Tap 2nd 🔑. "PASSWORD?" is displayed.
3. Enter the password and tap 🔑.
   - "🔑" is displayed and you can display secret entries.
   - If you enter an incorrect password, "ERROR!" appears briefly. Follow the above steps and enter the correct password.
   - Even when Secret function is turned off, it will be automatically turned on ("🔑" will disappear):
     A) when GAME, CLOCK, or CALC/CONV is tapped,
     or B) after the power is turned off manually or automatically.

Turning Secret function on

1. Tap TEL , SCHEDULE or MEMO and check that "🔑" is displayed.
2. Tap 2nd 🔑.
   The password is displayed. Memorize it again.
3. Tap 🔑 again.
   "🔑" disappears and you cannot display secret entries.

3. Changing the password

1. Turn Secret function off ("🔑" appears).
2. Tap 2nd 🔑. The password is displayed.
3. Tap 2nd EDIT.
   The initial character of the password starts to flash.
4. Enter, or edit characters and make a new password.
5. Tap 🔑. The new password is now registered.

Caring for Your Organizer

- Do not carry the Organizer in the back pocket of slacks or trousers.
- Do not drop the Organizer or apply excessive force to it.
- Do not subject the Organizer to extreme temperatures.
- Since this product is not waterproof, do not use it or store it where fluids can splash onto it.
- Clean only with a soft, dry cloth.
- Use only a SHARP approved service facility.

Replacing Battery

Battery used

Type	Model	Quantity
Lithium battery	CR2032	1

- *Improper battery replacement may cause change or loss of the memory contents.*
- *Be sure to write down any important information stored in the memory before replacing the battery.*
- *Make sure the power is turned off before replacing the battery.*
- *Do not press OFF ON until the battery replacement procedure is completed.*

1. Precautions

Since improper use of the battery may cause leakage or explosion, strictly observe the following instructions.

- Insert the battery with the positive side (+) correctly facing up.
- Never throw the battery into a fire because it might explode.
- Keep the battery out of the reach of children.

Because the battery in the Organizer was installed at the factory, it may become depleted before the specified expiration time is reached.

2. Battery replacement

If the display becomes dim and difficult to read, immediately replace the battery with a new one. Continued use of the Organizer with an exhausted battery can alter or clear the memory contents.

- Complete the replacement of the battery within 1 minute, otherwise all the memory contents may be cleared.

1. Press OFF ON to turn the power off.
2. Loosen the screw and remove the battery holder cover on the back of the unit.
3. Remove the exhausted battery by prying it out with a stylus. (Fig. 1)
4. Install a new battery with the positive side (+) facing up into the battery holder. (Fig. 2)
5. Replace the holder cover and secure it with the screw.
6. Press OFF ON to turn the power on.
   - If nothing appears on the display, press the RESET switch and tap NEXT.
   - Do not tap 2nd and press ENTER. This key sequence will clear all the memory contents.
7. Set the clock.

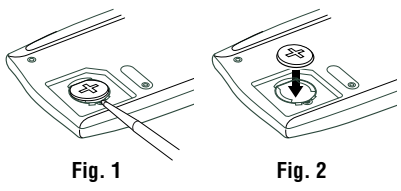


Fig. 1 Fig. 2

Specifications

- **Model:** ZQ-P10/ZQ-P10A
- **Product name:** Electronic Organizer
- **Display:** 3 lines of 12 digits
- **Memory capacity:** 96 KB Equivalent*
- **Clock mode:**
  Accuracy: ± 60 seconds/month at 25°C
  Display: Year, month, day, day of the week, hour, minute, second, AM/PM
  Clock function: 12-hour/24-hour format (switchable), 3 kinds of date type (switchable), world clock function, daylight saving time (summer time) display, daily alarm, hourly alarm
- **Telephone mode:** Entering and recalling of telephone entry (name, address, E-mail address, phone number, and web address (URL))
- **Schedule mode:** Entering and recalling of schedule entry (details, year, month, day, hour, and minute), schedule alarm
- **Memo mode:** Entering and recalling of memo entry
- **Calculator mode:** 10 digits (with calculation status symbols), arithmetic calculations, percentage, square root, memory calculation, etc.
- **Currency/unit conversion mode:**
  5 types of currency conversion (editable) and 9 types of unit conversion
- **Game mode:** 2 games
- **Power consumption:** 0.003 W
- **Operating temperature:** 0°C to 40°C
- **Power supply:** 3V ⎓ (DC), lithium battery CR2032 × 1
- **Auto-power off:** Approx. 7 minutes
- **Battery life:** Approx. 2 years at ambient temperature of 25°C, assuming the following daily use: 30 minutes display, alarm sounding for 20 seconds and key touch tone turned on/off 100 times.
- **Weight** (including battery)**:**
  Approx. 72 g
- **Dimensions:**
  64 mm (W) × 97 mm (D) × 14.8 mm (H)
- **Accessories:** 1 lithium battery (installed), operation manual, stylus

* Memory at 96KB Equivalent. Approx. 1,500 telephone names & numbers (name, telephone and fax number are 14 characters per entry) can be stored by using compression technology. (Compression Rate: Approx. 1.5:1)

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