

# enjoy Tano's "Cinnamoroll Pocket Cafe"!

Kanchi Shindo

"Cinnamoroll Pocket Cafe" is a portable LCD game equipped with a vibration sensing function.



cinnamon

Hello! I'm Cinnamon.  
Welcome to Pocket Cafe!  
This is a small shop where I  
and my friends gather!



cappuccino



mocha



espresso



chiffon



Milk



## counting mode

with your hand and make a "crunch", carry it around and do your best to collect "smile" friendship with Cinnamon will increase!

If you click, you can see various actions

Cinnamon and his friends!

\*Depending on how you roll, the count may not be done.



## cafe mode

you have enough smiles, invite customers to the cafe! If a lot of customers come, something good might happen...!



## game mode

You can play two mini-games: "Scratch and Catch Game"!



## Album mode

collect cute "stamps" of Nakama Cinnamon and his friends!



## mode

Exchange smiles and stamps with your friends using the communication (infrared) function!

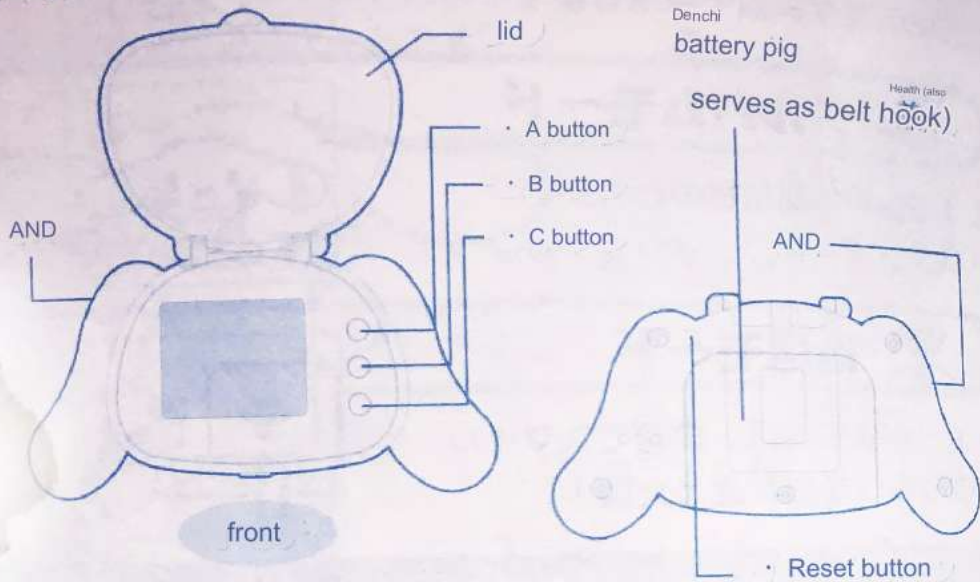


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各部分  
Name of  
each part

Horizontal  
Body



game  
screen



- Counting mode icon
- cafe mode icon
- game mode icon
- Album mode icon
- Communication mode icon
- Setting mode icon

Let's start a pocket cafe!

Introduction

the insulating sheet from  
"Cinnamoroll Pocket Cafe"  
press the reset button.

② The melody plays and Sina

The picture book story of  
how Mon came to live at  
Cinnamon is displayed like a

picture will only be displayed the first time and will not be displayed quickly.  
forward the characters by pressing the B button.

story is finished, the title screen will change  
followed by a screen where you can enter  
the time.

Enter the  
current time!

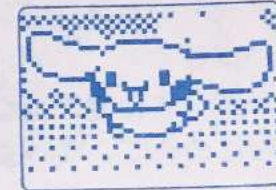
the A button and select AM  
PM (afternoon).

made your selection, press the B button  
to confirm.

button several times to display the  
press the B button to start the

Please decide. In the same way,  
Please also determine the current "minute".

③ "分", the input is complete.



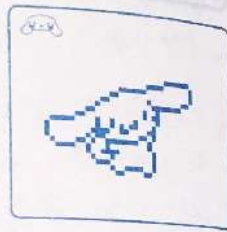
Tooi  
probably  
lives in the sky.



## counting mode

てふは 手で振ったり、In this mode, you can attach it to your belt or bag and move the Count Mo Cafe vertically to count, and accumulate smiles based on the number of counts.

★ "Count mode" is the basic mode that you are not playing in other modes. When modes, you will always return to can also return to this screen even if you do anything for 30 seconds on another screen.



Counting screen

★ When in "counting mode", the counting mode icon will be displayed and Cinnamon will move around. ※ Cinnamon is sleeping at night, but by moving the main unit, the will be done.

Let's shake it!



Count screen

When the count screen is displayed, try shaking Pocket Cafe HontaiFu Gamen main unit. Cinnamon's on the screen will change and the count \*The count mode icon will flash while counting is in progress.

By counting, Café Cina performs various actions during the day when Cinnamon on モンで働く、the screen is awake. At night when I'm sleeping, I close my eyes Just click.

may not be done depending on how you roll.

※ カウント画面と、画面が消えているとき以外 is done in Kamen.

out the hidden smiles

\* You will earn "smiles" according to the number of count. Press the B button to check the smile face you currently have.

\* Smiles can only be displayed up to 999999.



Smile accumulates "1 smile" every 10 times.

"Smiles" you save can be used in "Cafe Tsukakane "Game Mode"!"



B button to check the number of smiles you have accumulated so

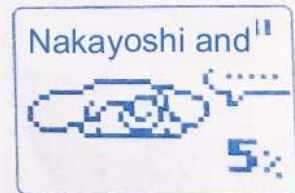
\* Smiles can only be displayed up to 999999.

"smiles so far" are the smiles you have obtained by counting up to now. Smiles earned through games, etc. are not included.



press the B button to check your friendship level with Cinnamon.

your friendship level increases, new "Actions" will increase! (See page 8)



at the clock

count screen is displayed, press the C button to display the clock screen, where you can check the current time. Tokeigamen is not done when the clock screen is displayed.



special action

press any of the A.B.C buttons on "Pocket Cafe" to turn on the power or return to count mode, be displayed and then the count screen will appear. "Special Actions" are fun actions performed by Cinnamon and his friends.

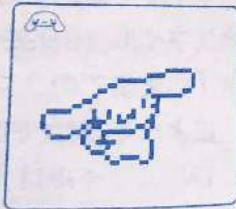


be operated while special actions are displayed. New "Special Actions" can be obtained by increasing with Cinnamon. To increase Cinnamon's friendship "Cafe Mode." If you can invite a lot of customers to Café Cinnamon, your friendship level will increase.

play other modes

the count screen is displayed, press the A button to switch the the eye, and the icon on the screen.

Press the A button to display the icon for the mode you want to play, then press the B button.



	<b>Cafe Mode</b> This is a game that invites customers to Cafe Cinnamon. When customers come, your friendship with Cinnamon increases!
	<b>game mode</b> can play two mini-games: "Catch Game" and "Scratch Game."
	<b>Album mode</b> This mode allows you to see the stamps you have earned.
	<b>mode</b> is a mode where you can receive or give away the smiley faces, menus, and stamps you have.
	<b>Setting mode</b> This mode allows you to adjust the time, ON/OFF, contrast, etc.



cafe mode



Mode is a game mode where you use the smiles you have accumulated to buy cafe menu items and sell them as services to attract customers to Cafe Cinnamon. If a lot of customers come to Cafe Cinnamon, your friendship with Cinnamon will increase! You menu items such as Kakutoku and Atara, as well as stamps.

service menu and invite customers!

When you enter cafe mode, after the title and of Cinnamon's Elagame, a menu selection

button several times to select the menu that you would to specify as a service item.

The smile value is determined by selecting/determining the menu. This is the amount of Smile you will pay if can only select menu items that can be purchased with the smiles you have.

cinnamon roll



800 smiles

Choosing an expensive menu attract more customers!



After selecting the menu, press the B button to confirm.

You will be asked to confirm whether this menu is.

Roll Press the A button to select or "No". If you select "No", you will be re-selected from the menu.

Is that okay?

Yes, No

and confirm the menu, and Cinnamon will begin delivering the menu to the customer.

⑤ Now, how many customers will come?



lot of customers come, it's because of choice of menu!

Cinnamon and Nakayodo are happy that Cafe Cinnamon their friendship level will increase.



event occurs and stamps are earned!

customers come, an event may occur where Cinnamon Kyomo Suokyakusan and his friends chat. Please read Cinnamon's story.



② If you read all of Cinnamon's stories, you will receive a stamp.



"Stamps" are items with cute illustrations of and the others! Collect as many as you can! You can view the "stamps" you've collected in "Album Mode"!

Acquire new menu!

① When many customers come, new menu items may appear. You may be able to win menu items. Press the B button and read the message.



② After reading all of Cinnamon's chats, you will receive a new menu.



Even if you have a lot of smiles, the number of smiles you have is not enough to cover the price of the menu, it will not appear on the service item selection screen (you will not be able to select it).

When you acquire stamps or new menu items, your friendship level will not increase.

Acquire special actions!

★ When a lot of customers come and your "Friendship Level" increases, you may be able to get "Special Actions".

As the number of "Special Actions" increases, the "friendship level" increases. After the screen, the newly acquired special action will be displayed.





# game mode

Game mode is a mode where you can play two mini-games: "Scratch" and "Catch Game."



Let's choose a game!

When you select the game mode, a screen will appear where you can select the game you want to play. Press the A button several times to select the game you want to play.



② After selecting the game you want to play, press the B button. Return \*Select and confirm "Return" to return to "Count Mode".

## Scratch game

smiles and try your hand at scratching! If you scratch 4 of the 8 spots and the same pattern appears, you will receive a smile based on the type and number of spots and the number of smiles you bet. To play the "Scratch Game" you must have at least 10

① When you select a scratch game, after an explanation from Cinnamon, the smiley face will be displayed in increments of "+10" and "-10" when you press the C button to decide the amount of Smiles you will pay for the game at once. It will switch. The smile you pay here becomes



decided on the "bet" amount, press the B button.

is decided, the black squares will be 8 places. A picture is hidden in square. Press the A button to select which square to cut.



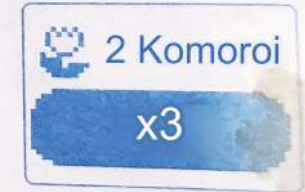
④ After square to cut, press the B button. The selected will be carved out to reveal the pattern.



⑤ Cut out the four squares in the same way.



⑥ When the symbols match, smiles will be added according to the number and type of symbols and the amount of Smile bet. If all the pictures are not matched, all smiles will be forfeited.



Egara Kazu Kakutoku ★Number of patterns and smiles obtained★

scratch mark	2 small	3 small	4 small
	smile x3	Smile Smile x6	Smile x10
	Smile X4	Smile Smile X4	Smile x6
	x2 smile	x3 smile	Smile X4

the game is over, you will be asked if you want to play again.  
the A button to select "Yes" or "No".  
Press the B button to confirm.

## Catch Game

This is a you move Cinnamon, a mobile robot holding a and right to catch falling eggs one after another.



When you select the catch game, after Cinnamon will be taken to a screen where you can score. Your high score is the best score you have ever achieved.



\*The high score is initially set to 300.

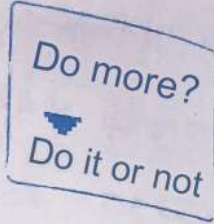
the high score screen, game will begin with "Ready, set, go!"



the game starts, use the A Button to move left the C Button to move young to control use the basket to catch the falling eggs without dropping them.



④ The more you catch, the faster the eggs will fall and the more eggs will fall.



fail to catch the egg, an animation of the egg breaking will be displayed and the game will be over.



eggs caught and the score are displayed.

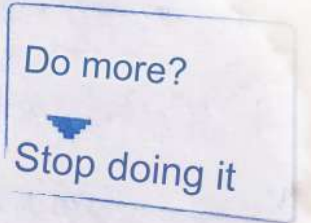


a high score or get a good score, you will receive a bonus smile.



maximum number of eggs you can catch is 100. If you manage to catch 100, you'll get a special bonus of 300 Smiles.

game is over, you will be asked if you want to play it or "Quit" and then press the B button to confirm. the A button to select "Play"



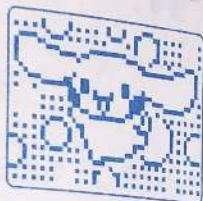


# album mode

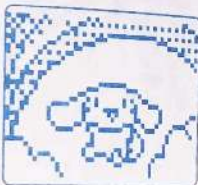
Album mode is a mode where you can view the collection of "stamps" acquired in "Cafe mode".



If you select "Album Mode", the first stamp will be displayed following the title from the beginning.



button to switch the "stamp".



C button to exit stamp mode and return to "count mode".

send a friend ④ If you want to send a "stamp" to a friend, press the B button when the "stamp" is displayed. The mode send stamps.



For information on sending stamps, please see page 20.

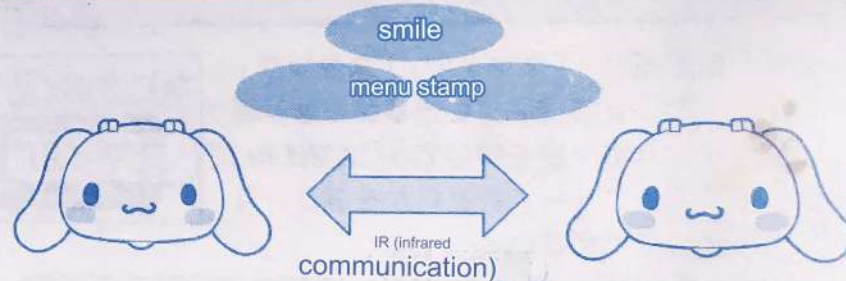


# mode

The communication mode (infrared communication) function to give your "smiles," "stamps," and "menus" to friends, or receive them from your friends. This is a friend mode you can use.

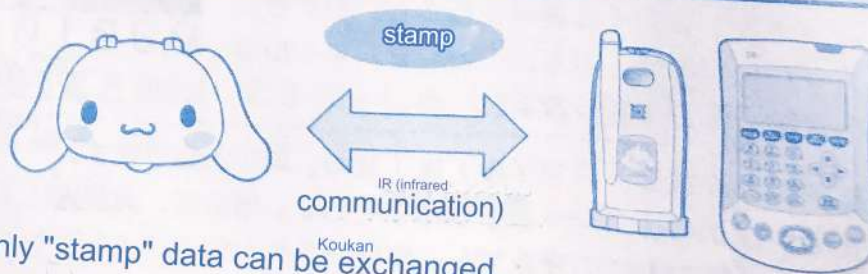


## "Cinnamoroll Pocket Cafe"



can exchange "smile", "stamp" and "menu" data.

## "Cinnamoroll Pocket Cafe", "Cinnamoroll Mel Petit" and "Cinnamoroll Petit Bat"



Only "stamp" data can be exchanged.

\*Other data cannot be exchanged with the Digital Life Series.



## whether to send or receive

you select a communication mode, you will be taken to a screen where you can select whether to send or receive data. Press the A button to select "Send" or "Receive."



② After selecting "Send" or "Receive", press the B button. "Return" and press the B button to confirm, you will return to Mode".

## the data to send

you select "Send", you will be taken to a screen where you can choose which data to "Stamp" or "Menu". Press the A button to select "Smile", "Stamp" or "Menu" and press the B Button to confirm.



## Send a Smile

You can give the "Smiles" you have earned in your own friend "Pocket Cafe" to Pocket Cafe. 1. When you select to send a "Smile", after Cinnamon's message, you will be taken to a screen where you can choose the amount of Smiles you want to send to your friend.



Smiles can be sent to friends in increments of 100. If you do not have 100 or more Smiles, you will not be able to send Smiles to your friends. Smiles sent will also be deleted. Be careful.

Button A will change the "Smile" display in increments of "+100" and pressing Button C will change the display in increments of "-100." Once you have selected the amount of the Smile you would like to send, press the B button.



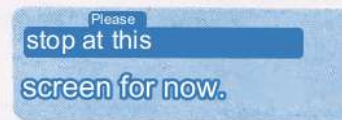
the amount of "Smile" you want to send, a confirmation screen will appear. Press button to select "Yes" or "No." you press "No", you will return to the screen where you can select which data to send.



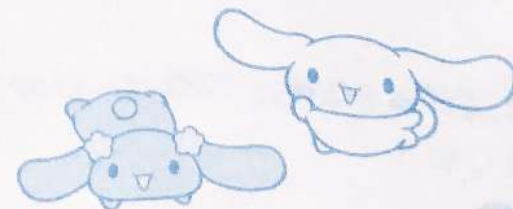
Select "Yes" and confirm the amount of the "Smile" you want to send. Cinnamon will prepare the message to send.



the message, you will see a screen saying it's ready.



When ready, see "Let's communicate" on page 22!



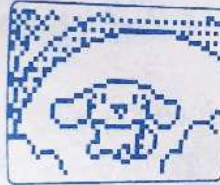
## send a stamp

You can send the "stamps" that you have earned and collected in "Cafe Mode" to your friends.

- ① If you choose to send a "stamp", after a message from Sentaku Okona and Friends, a screen will appear where you can select the "stamp" to send to your friend.



button to switch between stamps.  
After the "stamp" you want to press the button.



"Stamp", a confirmation screen will appear. Press the A button to select "Yes" or "No" please. \*If you select "No", you will be returned to the screen where you can choose what data to send.



- ④ After the message, the preparation OK screen will appear.

Once on this screen  
Please stop.



When you are ready, click "Let's communicate" on page 22.  
look!

## send a menu

You can send the "menu" you earned in "Cafe Mode" to your friends.

- ① If you choose to send a "menu", after a message from Sentaku Okona and Friends, a screen will appear where you can select the "menu" to send to your friend.



button to switch between menus.

After selecting the "menu" you want to send, press the B button.



- a confirmation screen will appear. Press the A button to select "Yes" or "No" please. If you press "No", you will be returned to the screen where you can choose what data to send.



the preparation OK screen will appear.

Once on this screen,  
Please stop.



When you are ready, check out "Let's communicate" on page 22!

get data

You can receive "smiles," "stamps," and "menus" from your friends.

you select "Receive" on the screen where you can choose "Send" or "Receive", after a message from Cinnamon, the Gamen OK screen will appear.

Please stop at this screen.



Now, let's communicate!

the data and the person receiving the data each see the "Ready (infrared rays) at each other and prepare to communicate.

Cinnamoroll Pocket Cafe



Up



Pocket Cafe

Cinnamoroll Pocket Cafe



Up



Cinnamoroll Melpetit

Cinnamoroll Pocket Cafe



Up

to about 1.5m



Cinnamoroll Petit Pat

Hikari \*Distance may

Joken Kyori

Tashoko Denchizanryo

vary slightly depending on conditions such as battery level and light. \*If becomes too thin, communication may not be possible. Please replace the battery. \*Please refer to the respective instruction manuals for information on how to communicate

with and Petitpat.

IR (infrared communication) are facing each other, press the B button. Data communication

send data



get data

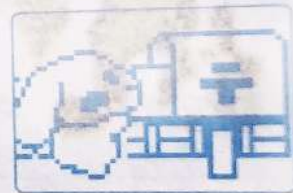


the B button

actually exchanging data. Be not to move the main unit.



Success!



I got the stamp!



Shippai failure!



Please select "Yes" for "Send it again?" and try again.

The received data will be displayed.

## Setting mode

Setting mode is a mode in which you can make various settings such as setting the clock, turning on/off sound, adjusting contrast (screen darkness), and clearing data.



### Choose your settings!

When you select the setting mode, the screen will appear where you can select you want to set.

Press the A button several times to select the you want to set.

After selecting the function you want to set, press the B button.

and, set the clock.

If you select "Setting" in the setting mode, a screen will appear where you can set the clock.

First of all, press the A button several times to select AM (morning), (afternoon). Once you have made your the OK button B to confirm.

Next, press the A button several times to display the current time, then press the B button. Determine the current minute in the same way. Once you have set the date and time, the clock will start running at the time you entered.



## Sound on/off

will you select "Sound" in the settings mode, a screen will appear where you can select whether to turn the sound on or off. Press the button several times to select on or off. Once you have made your selection, press the B button to confirm.

### Sound



## contrast

If you select "Contrast" in the setting mode, a screen will appear where you can set the contrast (screen darkness). Press the button several times to select one of four levels of screen darkness.

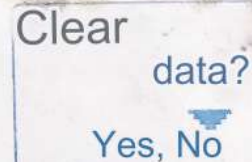
### Contrast light



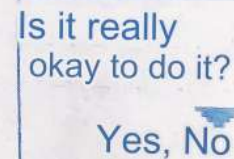
After selecting the screen density, press the B button. thin dark

## Clear data

If you select "Data Clear" in the setting mode, a screen will appear asking if you want to clear the data. Press the A button or "No" and press the B button to confirm.



If you select "Yes" to confirm that you want to clear the data, a screen will appear asking you to confirm whether you really want to delete the data.



to confirm whether you really want to delete the data, and the data will be cleared.

When you "clear data", the clock's time setting, "friendship level", and acquired "smiles", "stamps", "menu", and "special actions" will be cleared and the device will return to its initial state when purchased.

## Auto power off function

To conserve battery power, the screen on "Cinnamoroll Pocket Cafe" turns off if it is not used for about a minute. When you want to use it again, press any of the A.B.C buttons to display the screen again. Counting is also performed even when the auto power is

## replacement and reset

used: 3 button batteries (LR44) (the included batteries are for testing purposes)  
 • Parents must be the ones to replace the button batteries.

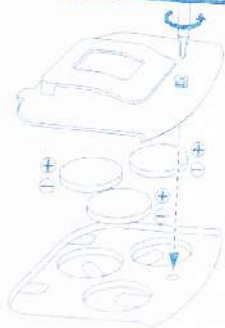
### How to replace the battery of the Denchi Koukan

screw with a screwdriver and open the battery cover.

the diagram on the right, set the to correctly so as not to make a mistake.

insert new batteries for all three.  
 After replacing the battery, close the battery cover and the screw.

\*Even if you the battery, saved data (smiles, stamps, etc.) will not be deleted.



### Reset

• If the following conditions occur, press the reset button.  
 The display screen is difficult to see.

-The screen does not move even when you press the button.

-The screen does not appear even if you press the button.

• If the same symptoms occur immediately after pressing the reset button, Please replace the 3 button batteries (LR44) (sold separately).

• If you drop or hit the device, some functions may stop working there is. In this case, reset Push the button.

26 or press the reset button, the clock will be reset, but the data (smiles, stamps, etc.) will not be deleted.

## Q&A In such a case...?

Power on  
 No power No  
 screen No  
 Adults  
 sound Depression

press the reset button. (→page 26)

Replace the battery. (→page 26)

\*The built-in battery is a test battery.

If the battery level is low at the time of

It may be less.

Unable  
 to communicate

If the battery level is low, you may not be able to communicate even though the screen appears. Please replace the battery.

a distance of approximately 1.5m, keep the IR position as horizontal as possible.

Please contact us. (→page 22) Too

If the distance is too far, communication will not be possible.

are placed too close together, communication will not be possible. 5cm at a distance of at least one minute.

Do not move the main unit while "Link" is displayed. Please be careful. If you move the main unit while it is displayed, Communication is not possible because data cannot be exchanged.

Very dark red not be possible in very bright places under direct sunlight.

• If you experience any of the following symptoms, please contact our customer service center.

\*You must set the date every time you turn on the power. \*Even after replacing the battery and pressing the reset button, the power does not turn on.