

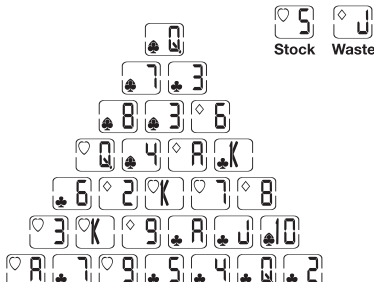


# HOW TO PLAY

## Before you begin:

Pyramid Solitaire is a quick and fun game of clearing twenty eight cards face-up in the shape of a Pyramid. This is achieved by discarding card pairs equal to thirteen. The Pyramid consists of seven rows of cards starting with seven foundation cards. The next row up has six; the next five, four, three, two and finally one card is placed on top of the Pyramid. Once the Pyramid is complete, the remaining cards are placed face-up in a pile. This pile is called STOCK.

As you clear your way up the Pyramid, playable cards are only those with no other cards below them. STOCK and WASTE piles can also be used for matching. The WASTE pile is created as you shuffle through your STOCK pile one card at a time.



**Note:** During a game, you're only allowed to go through your STOCK pile twice. Once you have passed through the STOCK pile once, pressing the DEAL button will reshuffle your WASTE pile and place the cards back into your STOCK pile.

To clear pairs equal to 13, numeric cards are worth their face value and Face Cards (Jack, Queen, and King) are worth 11, 12 and 13. An Ace is worth one. Since a King is already worth 13, you can take it away by itself, without finding a match. Each time you clear a pair or a King you will receive 10 points, and additional BONUS points are won for consecutive matches.

## Let's begin:

Turn the unit on by pressing the ON button. To start a new game, press and hold the NEW GAME button and the unit will automatically shuffle and deal 28 cards into the shape of a Pyramid. Once this is completed, the remaining cards will be placed face-up into your STOCK pile.

**Note:** The screen only displays two of the seven rows of the Pyramid. To climb up or down the Pyramid, press the SELECT button to toggle and display the different rows.

To SELECT card pairs, toggle up, down, left, or right with the SELECT button. To quickly move to the STOCK or WASTE pile, press between the top and right side of the button. If you want to quickly move to the lower portion of the Pyramid, press between the bottom and left side of the SELECT button.

The SELECT button will allow you to highlight one card at a time. If you're pairing a card with another, you SELECT or highlight the first card by pressing ENTER. This card will be paired with the next card you choose, by pressing SELECT and ENTER. If the card(s) you have SELECTED is a King or equal to 13, these cards will be removed from the Pyramid. If they are not valid, the unit will flash INVALID and play will continue. Continue removing card pairs until the Pyramid is clear. If you cannot match any more cards, the game is over. To start a new game, press the NEW or DEAL button.

## ADDITIONAL TERMS AND SYMBOLS

**BONUS** – Clearing multiple pairs with no invalid moves or re-deal results in BONUS points.

Consecutive Pairs	BONUS Points
2	10
3	20
4	30
5	40
6	50
Each additional match of 1	10
If Pyramid is cleared	200



16006

For 1 player / Ages 8 and up

## INSTRUCTION MANUAL

P/N 82399500 Rev.D

## Clear the Pyramid!

The Pyramid takes Classic Solitaire to a new level. Clear card pairs equal to 13 and climb your way to the top! You'll clear with pocket size portability and experience a new way to play.

## BUTTONS AND FEATURES



**ON/DEAL** – Press this button to turn the game ON. During game play, press DEAL to transfer your STOCK cards, one at a time, to the WASTE pile. Once you have passed through the STOCK pile the first time, press the DEAL button to reshuffle your WASTE pile and place the cards back into your STOCK pile. At the end of a round, press the DEAL button to reshuffle and start a new game.

**SCORE / HIGH SCORE** – Press this button once to reveal your current score. Press and hold this button to obtain the HIGHEST SCORE.

**SELECT** – Use this four way button to toggle up, down, left, or right. To quickly move to the STOCK or WASTE pile, press between the top and right side of the button. To quickly move to the lower left portion of the Pyramid, press between the left side and the bottom portion of the SELECT button.

**ENTER** – Once you have made your card SELECTION, press the ENTER button to highlight your first card choice. After highlighting the first card, you will toggle through and SELECT your second card to create a pair equal to 13. Press the ENTER button a second time to remove or clear the card pair from the Pyramid.

**UNDO** – Once you've SELECTED and ENTERED a card, you can reverse or UNDO your previous move by pressing the UNDO button.

**SOUND / NEW** – Press this button to turn the SOUND ON or OFF. Press and hold this button to start a NEW GAME.

**RESET** – When a blunt point is inserted, this button RESETS the game to its original settings.

**SLEEP MODE** – After 60 seconds of inactivity, the game will automatically shut down, going into "sleep mode." To turn it on again, simply press the ON button and the game will start where you ended play.

**CARD VALUES** – Numeric cards are worth their face value and the Face Cards are worth the following:

Cards	Value
Numeric	Face Value
Jack	11
Queen	12
King	13
Ace	1

**INVALID** – This display indicates that an incorrect card pair is trying to be cleared.

**STOCK** – After the Pyramid has been built, the remaining cards are placed in a STOCK pile. Each card is revealed, one at a time, and available to be played.

**SCORING** – You will receive 10 points for every King or valid pair.

**WASTE** – To reveal additional STOCK cards, STOCK cards can be transferred, one at a time, face up, to the WASTE pile and used in pairing.

## BATTERY INSTALLATION

This game is powered by 2 x AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert 2 x AAA (LR03) batteries as indicated inside the battery compartment.
- Replace the battery compartment door and tighten with a screwdriver. Do not over-tighten.

**ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.**

## CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

## MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

**Please retain this for future reference.**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

## RECYCLING - EUROPE

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

The crossed out wheelee-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

## 90-DAY LIMITED WARRANTY

**(This product warranty is valid in the United States and Canada only)**

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

**IMPORTANT:** Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed by:  
**RADICA USA Ltd.**  
13628-A Beta Road  
Dallas, TX 75244-4510



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