

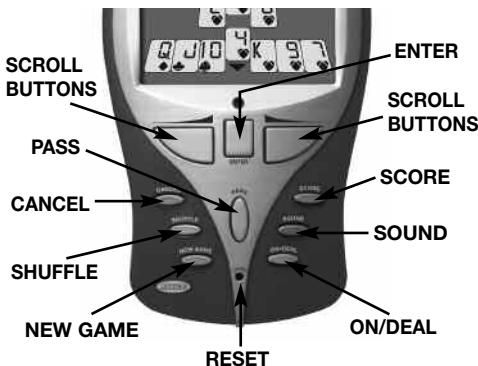
Model 76039
For 1 user / Ages 8 and up

INSTRUCTION MANUAL

P/N 823A0600 Rev.A

Don't get caught with the Queen!

Get ready for card passing and scrolling action. Three virtual competitors will battle to the end. You may even try to out maneuver your competitors and Shoot the Moon. Choose your strategy wisely and live with the consequences. This competitive classic is fun anytime, anywhere!



BUTTONS AND FEATURES

ON/DEAL – Press this button to turn the game ON. Once the unit is ON, press this button a second time to shuffle and deal the cards.

SHUFFLE – Press to shuffle and deal the cards when “HAND OVER” is flashing.

PASS – At the beginning of each trick, after selecting the 3 cards you want to pass, press this button to pass the cards.

CANCEL – Brings a card back down from the PASS area into your hand.

SCORE – When “HAND OVER” is flashing, pressing this button lets you see the score of all 4 players. Each player's (you and 3 virtual players) respective arrow will flash as their score is shown.

SCROLL BUTTONS – These buttons scroll your cards left and right so you can view your entire hand.

ENTER – At the beginning of each game, use this button to select the 3 cards you want to PASS. Each card is selected one-at-a-time by toggling through your hand and placing the card in the middle raised position. Move each card into the PASS area by pressing ENTER. During play, the down arrow will be flashing to indicate your turn. ENTER a card by toggling through your hand and placing the card in the middle raised position. Press the ENTER button to play the selected card.

SOUND – Press this button to turn the sound ON and OFF.

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NEW GAME – Press and hold this button to start a NEW GAME.

RESET – If the game begins to malfunction, insert a blunt point and press the RESET button. This action will RESET the game to its original settings.

SLEEP MODE – After 90 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.

HOW TO PLAY

Before you begin:

The goal in Hearts is to have the lowest score of the 4 players at the end of the game. A game is over when 1 of the players reaches 100 points.

Each round consists of at least 4 hands and each hand contains 13 tricks. To start a hand, each player is dealt 13 cards which are arranged by suit. Each player then passes 3 cards to the right. The 2 of Clubs is played to start the game, and each player must follow suit if possible. If a player can't follow suit, he can play any other card. Each trick (group of 4 cards) is claimed by the player with the highest ranking card of the lead suit. That player then plays the first card of the next trick. A Heart cannot be the lead card until they have been “broken.” Hearts can only be broken when a Heart is played during a trick which is led by another suit. The broken heart image will be shown on the screen once Hearts is broken. A Heart cannot be played during the first trick.

Let's begin:

- Turn the unit on by pressing the ON button.
- To start a new game, press the NEW GAME button.
- Press ON/DEAL to deal the cards.
- Your cards will be automatically arranged by suit.
- Use the SCROLL ARROWS and the ENTER button to select 3 cards to pass (use CANCEL if you change your mind about a card before you pass.) Each card you select must first be positioned in the center of your card display.
- Press PASS to pass the 3 cards and receive 3 others.
- When it's your turn, use the SCROLL ARROWS and the ENTER button to select a card to play.
- At the end of a hand, each player's points are shown on the screen.

To start a new game, press and hold the NEW GAME button.

ADDITIONAL TERMS:

BREAKING HEARTS – It is illegal to lead a Heart until after a Heart has been played (as a discard) to another trick, unless your hand contains nothing but hearts. Discarding a Heart, thus allowing Hearts to be led in the future, is called **BREAKING HEARTS**.

SHOOT THE MOON – If you manage to win all the scoring cards (Every Heart, Queen of Spade) all other players' scores increase by 26 points.

TRICK – The action when four cards are played.

POINTS

Each Heart	1 Point
Queen of Spades	13 Points
Shoot the Moon	0 Points (Competitors receive 26 points each)

BATTERY INSTALLATION

This game is powered by four (4) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four (4) AAA (LR03) batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING 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.

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.
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www.radicagames.com



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