

RADICA®

BIG SCREEN Solitaire

Larger Screen - Moving Cards is Easy - Play Klondike or Vegas



MODEL 75009

For 1 player / Ages 8 and up

INSTRUCTION MANUAL

P/N 82388800 Rev.C

The Big Screen is back! The classic card game is better than ever with a larger screen and easy to move cards. Choose either Klondike or Vegas-style Solitaire and use the timer to increase the challenge and earn extra points.

BUTTON FUNCTIONS



ON•DEAL•DRAW - Press this button to wake the game, deal cards to stacks and draw cards to play Solitaire.

NEW GAME/GAME - Press and hold this button to play a new game and to choose your game mode.

SOUND - Press this button to turn the sound on or off.

TIMER - Press this button to turn the timer on or off (this button must be pressed prior to starting a new game).

DECK - Press this button to move cards from your deck of unused cards.

SUITS - Press this button to move cards from card stacks to suit stacks.

CARD STACKS (7) - Press these buttons to choose and move cards within the card stacks, from the deck to the card stacks and to each of the suit stacks.

UNDO - Press this button to “undo” the last play you made. Your score will decrease by two (2) points for using the UNDO button and also any points awarded for the original move.

RESET - Press this button using a pointed object, to reset your Solitaire game.

HIGH SCORE - Press this button to see the highest score on this game.

Note: Scores are displayed based on which game mode you are currently playing.

SLEEP MODE - After 120 seconds of inactivity, the game will automatically shut down, going into

“sleep mode”. To turn it on again, simply press the **ON•DEAL•DRAW** button.

AUTO BACK LIGHT - Your Solitaire game is equipped with an auto-backlight feature. This allows you to play your favorite game in the dark! After you turn your game on, or at anytime while you are playing your game, if your lighting conditions become dim, your screen will automatically illuminate! Don't worry if you set the game down, when the game goes to sleep - the light will also automatically turn off.

GETTING STARTED

Press **ON•DEAL•DRAW** to turn on the game (it will go to sleep after sitting idle for two (2) minutes), to deal out the cards for a new game and to draw cards. If you want to use the timer, press the **TIMER** button before you begin the game.

GAME MODES

There are two game modes to choose from: Klondike Solitaire and Vegas Solitaire. Press the **NEW GAME/GAME** button to select the game mode.

KLONDIKE SOLITAIRE

In Klondike Solitaire, cards are dealt to the deck 3-at-a-time and the player can pass through the deck indefinitely. Twenty (20) points are deducted for each pass through the deck after the player has gone through the deck three (3) times. The object of Klondike Solitaire is to use all the cards in the deck to build four suit stacks in order from Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen and King.

Card Stacks

You will be dealt twenty-eight cards in seven row stacks. You will build each row stack card face up, in alternating colors, in the order of King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. As the game progresses, you will move these cards to the suit stacks.

Deck

When you cannot move any cards in the row stack, you can draw a new card from the deck.

- To draw a card from the deck, press the **DECK** button until the card flashes. Press the **CARD STACK** button corresponding to the location you want to move the card or the **SUITS** button. The number of passes through the deck is unlimited.

Suit Stacks

At the beginning of the game, they are empty. When you draw an Ace, press the **CARD STACK** button corresponding with the location of the Ace until the card is flashing. Then, press the **SUITS** button to move it to its proper suit stack.

Timer/Bonus

The number of bonus points you will receive depends upon how quickly you win the game.

[Note: Timer can only be turned on/off at the start of a game, prior to your first card move.]

Undo

You'll lose 2 points from your score each time you undo your last move. You will also lose any points awarded for the original move.

Basic Rules of Klondike Solitaire

- Row stacks must be built in descending order of King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.
- Suit stacks must be built in ascending order of Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen and King.
- You must play cards in alternating colors in row stacks. For example, you can play a red card (Outlined) on a black card (Solid), or a black card (Solid) on a red card (Outlined).
- A card at the top of a card stack can be moved to its corresponding suit stack, as long as the card you are moving is the next the card in the sequence. For example, you can move a 3 of hearts from a card stack or the deck and place it on top of a 2 of hearts in a suit stack.
- A sequence of cards can be moved, as a unit, and placed on top of another card. For example, a red 6, black 5 and red 4 can be highlighted and placed on top of a black 7.
- When you turn over an Ace, move it to the suits stack.
- Only a King can be moved to an empty space in the card stacks.

- You may pass through the deck unlimited times.
- Deck cards are turned over three (3) at a time.

VEGAS SOLITAIRE

Vegas Solitaire follows the same rules as Klondike Solitaire, but in this game you will begin with 500 points. Points are accumulated between consecutive games.

- Each time you start a new game, you will lose 52 points (one point for each card in the deck).
- You will win 5 points each time you move a card from a card stack or the deck to a suit stack.
- You will lose 5 points each time you move a card from the suit stack back down to a card stack.
- You may only pass through the deck once.
- Deck cards are turned over one (1) at a time.

Timer/Bonus

The number of bonus points you will receive depends upon how quickly you win the game.

[Note: Timer can only be turned on/off at the start of a game, prior to your first card move.]

Undo

You'll lose 2 points from your score each time you undo your last move. You will also lose any points awarded for the original move.

RESETTING YOUR SOLITAIRE GAME

Insert a pointed object into the **RESET** button hole to reset your Solitaire game. By doing this, all scores will be deleted. You can also remove the batteries and reinstall them to reset your game.

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 game 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 game 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 game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the game, 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 game.
- 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.
 13628-A Beta Road
 Dallas, TX 75244-4510



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