

MODEL 77004 For 1 player / Ages 8 and up INSTRUCTION MANUAL

P/N 823A5400 Rev.A

For 15 years, Radica has consistently produced the best portable electronic card games. We consistently strive to deliver the most realistic Solitaire experience through superior programming, graphics, lighted screen and game features. Fliptop Solitaire will challenge you to clear the deck while you play Klondike or Vegas Solitaire!

## BUTTONS AND FEATURES:



On•Deal•Draw - Press this button to turn the game on, deal cards for a new game and draw cards.

New Game - Press and hold this button to start a new game.

Game - Press this button to choose Klondike or Vegas style Solitaire (before you deal any cards)

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

Timer - Press this button to turn the timer on and off (before the start of a game).

Deck - Press this button to draw a card or activate a card that can be moved to card stacks or suit stacks.

Suits - Press this button to place cards in the suit stacks.

Card Stacks - Once you have activated a card in the Deck or Suit stack, press any one of these buttons to place that card within a Stack. Also, you can move cards from one Card Stack to another or move a card from the Card Stack to the Suit Stack.

RESET - When a blunt point is inserted, this button RESETS the game to its original settings.
LIGHT - Slide the button to the left to turn the light on and to the right to turn it off. Remember to turn off the light after playing to save battery.

PROTECTIVE LID - Press the bottom button and the Fliptop lid will release and open. Once in the open position, flip or rotate the lid and secure it into the back of the unit. To close the lid, press the bottom button and the Fliptop lid will release and open. Rotate the lid in the forward position and close or secure the lid by latching it into the front of the unit.

## GETTING STARTED

Press the New Game button. You will see the words NEW GAME flashing. Press the Game button to choose which style of Solitaire you want to play. Once you have decided which game you are going to play, press the
On•Deal•Draw button to deal the cards.

## Timer/Bonus

The number of bonus points you will receive depends upon how quickly you win the game. To play with the timer, press the Timer button. (NOTE: You must press the Timer button before you start a game).


## 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.

## 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, and deck cards are turned over one (1) at a time.

## MOVING THE CARDS

The object of Solitaire is to build four (4) Suit Stacks - from Ace to King - with each stack containing only the cards of a particular suit. The player will accomplish this by drawing a card from the deck and moving it to the card stacks or suit stacks. Build the card stacks in descending order, alternating solid and outlined cards and move them to the suit stacks when possible. Only the King may be moved to an empty card stack.
NOTE: Solid cards are the black suits and out lined cards are the red suits.

Moving the cards is easy! First, press the button corresponding to the card(s) you want to move (Deck, Card Stack or Suits). The selected card(s) will flash. When selecting a card in the suit stacks, hold down the Suits button until the desired card is flashing. Pressing the button again will release the card. After selecting the card(s) you want to move, press the button corresponding to the location where you want to move them.

## SLEEP MODE

Fliptop Solitaire will go to sleep after two (2) minutes of non-activity. To wake the game, press the On•Deal•Draw button.

## BATTERY INSTALLATION

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

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) 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. J ust 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 turn-
ing 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 wheelie-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:
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Dallas, TX 75244-4510


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