

BICYCLE[®]

Electronic Card Game

ON/OFF

to turn on the unit.
to turn off the unit.

SOUND

to control sound: on or off.

MAX SCORE

to take a look at the maximum score.

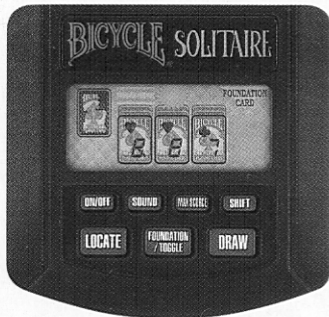
DRAW

to draw the opening cards for the 3 row tableau.
to draw additional cards from the deck.

LOCATE

to locate cards on the tableau/foundations.

SHIFT (you must SHIFT twice: choose both a "FROM and "TO")
press after using the LOCATE button to locate the card/cards to shift FROM:
FROM one row of the tableau to another
FROM one row of the tableau to the foundation



Requires 1 "AAA"(LR03) battery included
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Made in China Printed in Hong Kong

FROM the top card of the deck to a tableau row or the foundation.
press SHIFT again after using the LOCATE button to locate the row you are shifting TO another row of the tableau.

FOUNDATION/TOGGLE

to move a card from the tableau to the foundation.
to move the top card from the deck to the foundation.
to toggle the four rows of the foundation (to see what are the last foundation cards laid in each of the four suits.)
to see the last card of any row on the tableau.

ACL/RESET

press the four keys of
ON/OFF...LOCATE...DRAW...
FOUNDATION/TOGGLE
simultaneously to erase the cumulative score and start over again with \$200.

AL2105



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Recycled Paper

TIGER ELECTRONICS
INC.[®]

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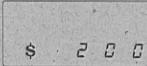
75041BCKME-1

Pocket Electronic Casino Game

INSTRUCTION

PRESS THE ON BUTTON TO TURN ON THE GAME.

The first time you play, you begin with \$200. You automatically bet \$52 (one dollar for each card) before each game begins. You are awarded \$10 for each card that winds up in any of the four foundation rows.



AFTER PRESSING THE ON BUTTON, PRESS THE DRAW BUTTON TO DRAW YOUR OPENING CARDS.

On screen, you will see the formation of the tableau, which are 3 rows of cards, on which you will try to build the 4 rows of foundation.

As play progresses, you will see one exposed card in each row of the tableau.

You will also see one foundation row on the right side of the screen. Press the FOUNDATION button to toggle the four foundation rows.



3 ROWS OF TABLEAU

Try and create the four foundation rows (one foundation for each suit) by moving cards FROM one row of the tableau TO another. Foundation rows are built from ACE to KING in each suit.



FOUNDATION ROWS: TOGGLE TO SEE THE FOUR DIFFERENT ROWS OF FOUNDATION.

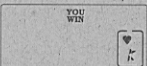
For moving cards, you must first pinpoint the row of tableau you are shifting FROM. Then you must pinpoint the row you are moving TO.



If you are moving all the cards in one row to another row, you can start a new row, but only with a FACE-UP KING.



The game is over after every card in the hand has been exposed and no further move are possible.

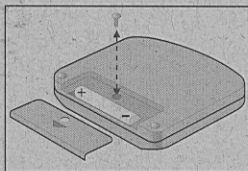


If you use all 52 cards in the foundation, you WIN the game. But even if you can't use all 52 cards, remember that you still score 10 points for every card used in the foundation!

INSERTING THE BATTERY

To insert the battery, remove the battery compartment cover at the back of the game. (To remove cover, unscrew the cover, then push the cover in the direction of the arrow.)

Insert one "AAA" (LR03) battery or equivalent (included), making sure to align the "+" and "-" as shown.



CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight. Do not press the liquid crystal display, and avoid heavy shock or the display may fail.

For example, in the illustration above, you have an 8H (8 of hearts) as a face-up card. You can move a 7S (7 of spades) or a 7C (7 of clubs) to that row SINCE the 7 is THE NEXT LOWER RANK AND THE OPPOSITE COLOR.



PRESS THE LOCATE BUTTON TO POINT TO THE 7 OF CLUBS. THE 7 WILL FLASH ON SCREEN. THEN PRESS THE SHIFT BUTTON. THE WORD "FROM" WILL LIGHT UP ON SCREEN.



THEN USE THE LOCATE BUTTON TO LOCATE THE ROW YOU ARE SHIFTING THE 7C 'TO'. THEN PRESS THE SHIFT BUTTON AGAIN. THE WORD "TO" WILL LIGHT UP ON SCREEN AND THE MOVE OF A BLACK 7 TO THE RED 8 IS SUCCESSFUL.



Then the face down card below the 7 is automatically turned face-up. It is a BLACK 9.



In row 2, you have 2 cards (RED 8 and BLACK 7). But you can't see them both at the same time. Press the LOCATE button to highlight row 2 and you can see the BLACK 7. Then press the FOUNDATION/TOGGLE button. It will show you the last card of row 2 (which is the RED 8) and this card will flash. The word LAST CARDS will light up on screen.

The player now has a "run" of RED 8 and BLACK 7 in a row. If a BLACK 9 appears in another row, both the RED 8 and the BLACK 7 TOGETHER should be moved to that row and the face-down card immediately below the RED 8 is turned over.



When an ACE appears, press the FOUNDATION/TOGGLE button to move the card to foundation rows. Also use the FOUNDATION/TOGGLE button to TOGGLE between the four foundation rows. (spades, hearts, clubs, diamonds)

You build your foundations sequentially by both color and number from ACE (the bottom of the foundation) to KING (the top of the foundation). So after you move an Ace to a foundation row, for instance, the Ace of Hearts, as soon as you find the 2 of hearts in the tableau, you move it to the "hearts" foundation.

To win the game, you will try to build all four foundations from ACE all the way up to King in each suit. You score 10 points for every card you successfully add to the foundation!



When you are unable to move any of the cards in the tableau, PRESS THE DRAW BUTTON to draw the top card from your hand. This will be drawn face-up from the far left of the screen.

If you are able to use this card in the tableau, then use it to break your logjam.



After pressing DRAW to draw a card from the deck, see if it's a card you can use! If you can use it, then use your SHIFT button to move the card from the deck to the tableau.



Or if it's possible to use the card in the foundation, then you can then use the SHIFT button and the FOUNDATION/TOGGLE buttons to move the card directly to the foundation. For instance, in the drawing above, the top card from the deck is a 2 of diamonds, so you can go straight to the foundation. When you can go straight to the foundation from the deck, there is no need to put the card in the tableau first!

If you are unable to use this top card from the hand, then press the DRAW button and that card is removed from play and the next card in the hand is exposed. If that card can't be used, then press the DRAW button again and that card is also removed from play and the next card is drawn. This continues for as long as there are cards left in the hand.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store does not have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the games model number, and tell us briefly what the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90 day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90 day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$10.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90 day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

1. Pack the product carefully in the original box or use a good quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90 day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and they may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.