

# INSTRUCTIONS

AGES 8+  
Item No. 59200

# Solitaire

CASINO GAME  
Vegas and Klondike Style

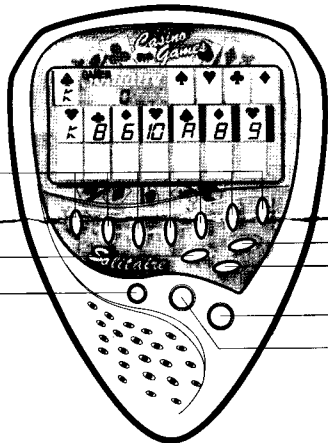
TIGER Games

Get a Tiger!  
Get the Roar!

## IMPORTANT

- If this game malfunctions or "locks up," press the **ON/OFF** button a few times or use a ballpoint pen to press the **RESET** button on the back of the game unit. If the game still doesn't function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.

## All Game Unit



7 CARD STACKS

DEAL  
ON/OFF

SUIT DECK

START/SOUND  
SELECT

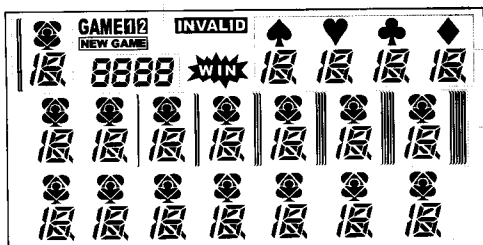
Some of these images appear on the screen at all time. Others appear during gameplay as needed.

SCORE

DECK PILE

TOP ROW

BOTTOM ROW



4 SUIT STACKS

7 CARD STACKS

## Game 1 for Klondike, Game 2 for Vegas

- 4 SUIT (FOUNDATION) STACKS** - Suits are built up here in ascending order, beginning with Ace.
- 7 CARD STACKS** - Cards are built down here in descending order, alternating between black and red suits.
- TOP ROW** - Cards are dealt here from Deck pile.
- BOTTOM ROW** - Cards are moved here during game play.
- DECK PILE** - Cards are drawn from this pile during play.

- SCORE** - See the scoring section.
- INVALID** - Appears if you make an improper move.
- WIN** - Appears if you win the game.



SPADE (Black)



HEART (Red)



CLUB (Black)



DIAMOND (Red)

## Game Buttons

- ON/OFF** - Press to turn the game ON or OFF. (Your game will shut off automatically after 3 minutes of non-use.)
- SELECT** - Press to select a game. (Game 1 is Klondike. Game 2 is Vegas.)
- START/SOUND** - Press to begin playing the game you selected. Press again during the game to turn the sound off and on.

## Game Summary

Following are brief descriptions of the buttons used to play the game. Details and examples will be given later in the instructions.

**DEAL BUTTON**- Press to deal a new card face up from the Deck pile. (At the beginning of the game, there is no need to press this button because 28 cards are automatically dealt to the top row of the seven Card Stacks.)

**SUIT BUTTON** - Press to do the following:

- Use in conjunction with one of the seven Card Stack buttons to move a card from the Card Stacks to one of the four Suit Stacks.
- Use in conjunction with one of the seven Card Stack buttons to move a card from one of the four Suit Stacks to one of the seven Card Stacks.
- Use in conjunction with the Deck button to move any card directly from the Deck pile to the matching Suit Stack.
- Select one of the four Suit Stacks. Keep pressing the button to select a specific card in the stack.

**SEVEN CARD STACK BUTTONS** - There is a Card Stack button below each of the seven Card Stack columns. Press to do the following:

- Select the Card Stack above the button. Keep pressing button to select a specific card (or smaller group of cards) in the stack. Keep pressing to unselect the card(s).
- Use in conjunction with another Card Stack button to move a card from one Card Stack to another.
- Use in conjunction with the Suit button or the Deck button to move cards.

**DECK BUTTON** - Press to do the following:

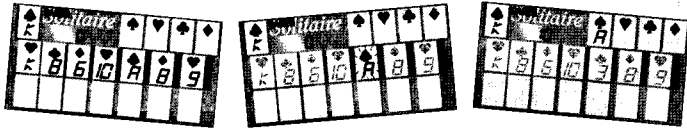
- Select the top card on the Deck pile.
- Use in conjunction with a Card Stack button or a Suit button to move a card from the Deck pile.

Solitaire, in one version or another, has been around for hundreds of years. Two of the more famous versions are included in this exciting electronic game.

**KLONDIKE** first became a popular pastime for the thousands of miners who poured into Alaska during the Klondike gold rush in the 19th century. Today, Klondike remains the best known version of Solitaire in the world. In Klondike, you may pass through the card deck as many times as you wish, until you run out of places to move the cards.

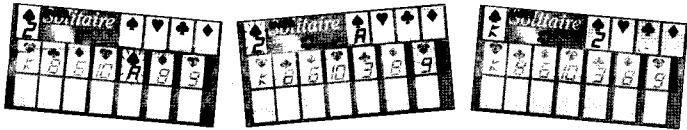
**VEGAS** is an entertaining variation of Solitaire first made popular by Las Vegas casinos. Most of the rules are the same as Klondike, but you may pass through the deck only three times. Scoring is also done differently.

**OBJECT OF THE GAME**



Move cards from the seven Card Stacks (or the Deck pile) to build up four complete Suit Stacks in ascending order, and in suit. Each Suit Stack begins with an Ace and ends with a King (A,2,3,4,5,6,7,8,9,10,J,Q,K).

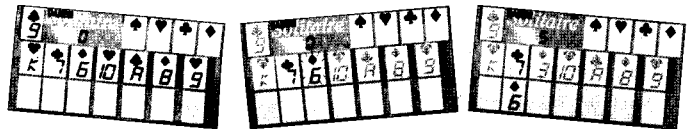
**Building up the Four Suit Stacks:**



Only Aces may be moved to an empty Suit Stack box, and only the next higher card of the same suit may be added to a Suit Stack.

**Building down the Seven Card Stacks:**

These Card Stacks are built down in descending order and alternating color suits. (See Suit Chart.)



**Example:** A red diamond 6 may be placed below a black club 7. A red heart 7 may not be placed below a red heart 8.

One or more cards in any Card Stack may be moved to another Card Stack as long as this build rule is followed. When a card is removed from a Card Stack, the card immediately underneath it (if any) is automatically flipped face up.

**Important:** Once a Card Stack column is empty, a King must be the first card placed in the empty column.

**Reminder:** Whenever possible, your first priority is to move cards from one of the seven Card Stacks to one of the four Suit Stacks. And your ultimate goal is to complete all four Suit Stacks. Think of the seven Card Stacks as a well-organized card storage area used to meet that goal.

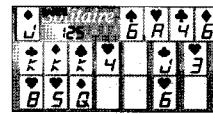
Do the following:

1. Press the **ON** button. (Your game will shut off automatically after 3 minutes of non-use. Simply press any button to return to where you left off.)
2. Press the **SELECT** button to choose a game. Game 1 is Klondike. Game 2 is Vegas.
3. Press the **START** button to begin playing. The game will automatically place 28 cards in the top row of the seven Card Stacks (left to right) as follows:
  - First stack.....one card (face up).
  - Second stack.....two cards (top card face up, the second underneath).
  - Third stack.....three cards (top card face up, two more underneath).
  - Fourth stack.....four cards (top card face up, three more underneath).
  - Fifth stack.....five cards (top card face up, four more underneath).
  - Sixth stack.....six cards (top card face up, five more underneath).
  - Seventh stack.....seven cards (top card face up, six more underneath).
 The other cards remain in the Deck pile face down for the moment.

After the 28 cards are placed in the seven Card Stacks, do the following:

1. Move any Aces to the appropriate matching Suit Stack.
2. Move any other appropriate cards to start building up the four Suit Stacks or building down the seven Card Stacks.
3. When all possible cards have been moved, press the Deal button to automatically turn a Deck Pile card face up.
4. Attempt to move the top Deck Pile card into one of the seven Card Stacks, or into one of the four Suit Stacks. If there is no place to move the card, press DEAL again, and continue until a card comes up that can be moved.

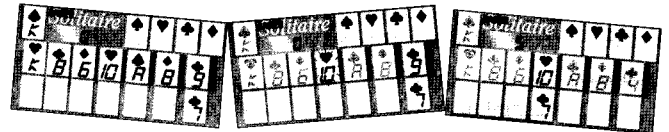
**Cards**



It is easy to move cards. In most cases, begin by pressing the Card Stack button (or Deck button) corresponding to the card(s) you want to move.

**To move an entire Card Stack to another Card Stack:**

1. First, press the Card Stack button corresponding to the stack you want to move. The selected Card Stack will flash.

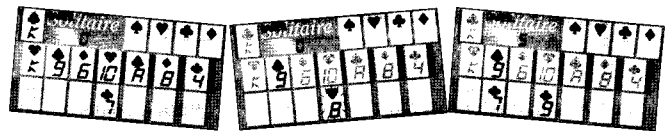


**Example:** If a Card Stack includes a 9 of Clubs, 8 of Hearts and 7 of Clubs - and you want to move all three cards - press the Card Stack button once to select all three cards in the stack.

2. Then, press the Card Stack button corresponding to the stack where you want to the cards to go. This will automatically place the cards in their new location.

**To move only a portion of a Card Stack to another Card Stack:**

1. First, press the Card Stack button corresponding to the cards you want to move. The selected Card Stack will flash. Then, keep pressing the Card Stack button until the specific cards you want to move are flashing.



**Example:** If a Card stack includes a 9 of Clubs, 8 of Hearts and 7 of Clubs - and you want to move only 8 of Hearts and 7 of Clubs - press the Card Stack button until only those two cards are flashing.

2. Press the Card Stack button corresponding to the stack where you want the cards to go. This will automatically place the cards in their new location.

**To move only one card in a Card Stack to another Card Stack:**

1. First, press the Card Stack button corresponding to the card you want to move. The selected Card Stack will flash. Then, keep pressing the Card Stack button until the specific card you want to move is flashing.



**Example:** If a Card stack includes a 6 of Clubs, 5 of Hearts and 4 of Spades - and you want to move only the 4 of Spades - press the Card Stack button until only the 4 of Spades is flashing.

2. Press the Card Stack button corresponding to the stack where you want the card to go. This will automatically place the card in its new location.

### To unselect a card or Card Stack:

Keep pressing the Card Stack button until no cards are flashing.

### To move a card from a Card Stack to a Suit Stack:

1. First, press the Card Stack button corresponding to the card you want to move. The selected Card Stack will flash. Then, keep pressing the Card Stack button until the specific card you want to move is flashing.
2. Then, press the Suit button. This will automatically place the card in its proper Suit Stack.

### To move a card from the Deck pile to one of the seven Card Stacks:

1. Press the Deck button. The top card in the Deck pile will flash.
2. Press the Card Stack button corresponding to the stack where you want to the card to go. This will automatically place the card in its new location.

### To move a card from the Deck pile directly to one of the four Suit Stacks:

1. Press the Deck button. The card will flash.
2. Press the Suit button. This will automatically place the card in its proper Suit Stack.

### To move a card from a Suit Stack to a Card Stack:

1. Press the Suit Button until the card you want to move is flashing.
2. Press the Card Stack button corresponding to the stack where you want to the card to go. This will automatically place the card in its new location.

Complete all four Suit Stacks to earn 500 bonus points and win the game! Your victory is rewarded with a musical salute and "WIN" appears on the screen. The game then returns to the game selection screen.

If your score drops to -200 (minus 200) or below, "YOU LOSE" appears on the screen. The game then returns to the game selection screen.

You start each game with 0 points.

### Points are earned as follows:

Move a card from one of the seven Card Stacks to another.	earn 5 points
Move a card from one of the seven Card Stacks to one of the four Suit Stacks.	earn 10 points
Move a card from the Deck pile to one of the seven Card Stacks.	earn 5 points
Move any card directly from the Deck pile to the matching Suit Stack.	earn 10 points

### Points are lost as follows:

Move a card from one of the four Suit stacks back to one of the seven Card Stacks.	lose 10 points
Go through the entire deck of cards more than once.	lose 25 points each time

Your game unit will shut off automatically after three minutes of non-use. However, it will "remember" where you left off in the game. Press any button for play to resume. All of the cards will remain in the last playing location and your score will be retained.

### Object of the Game

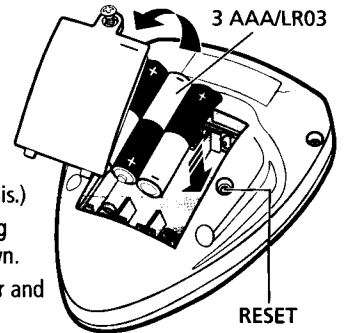
The object of Vegas is the same as Klondike: Complete four Suit Stacks from Ace to King. Vegas plays the same as Klondike, with the following exceptions:

1. You cannot go through the entire deck as many times as you wish. You may only go through the deck three times.
2. You start out with -52 (minus 52) points.
3. If you move any card from the Deck pile or seven Card Stacks to one of the four Suit Stacks, you win only 5 points.

### 3 "AAA/LR03" BATTERIES REQUIRED (INCLUDED).

To replace the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment on the back of the unit and open the door.
2. Carefully remove the old batteries. (Do NOT use a metallic object to do this.)
3. Insert 3 "AAA/LR03" batteries, making sure to align the "+" and "-" as shown.
4. Replace the battery compartment door and tighten the screw.
5. In case the game malfunctions or "locks up", press RESET button to initialize the unit.



### IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.





### CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.
9. Do not dispose of batteries in fire. Battery may explode or leak.

10. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the US doctor phone (202) 625-3333 collect.
11. Make sure the batteries are inserted correctly and follow the toy and battery manufacturer's instructions.

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the battery to reset the computer, or push in the **RESET** button.

### Care & Damage

- |   |   |
|---|---|
|  High temperature will destroy the unit. Do not leave unit in direct sunlight.          |  Do not use a pencil or pin to press the RESET switch. Use a ball-point pen. |
|  Do not press the liquid crystal display and avoid heavy shock or the display may fail. |  Clean only with a piece of soft dry cloth.                                  |

If Casino Game is damaged or something has been left out, **DO NOT RETURN IT TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.  
PO Box 200, Pawtucket, RI 02862

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

### 90-Day Warranty

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S.\$4.99. Payments must be by check or money order payable to Hasbro Inc.

**The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.**

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

Hasbro Inc.  
Consumer Returns A-847  
1027 Newport Ave.  
Pawtucket, RI 02862

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HASBRO IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary, from state to state.

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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.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

**PROOF OF PURCHASE**  
**Solitaire Casino Game**



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