

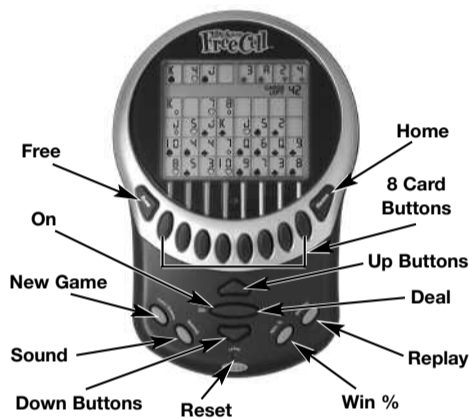


**I5008**  
For 1 player / Ages 8 and up  
**INSTRUCTION MANUAL**  
P/N 82389300 Rev.C

### Addicting and perplexing!

So you think you're good at Solitaire, huh? If so, then you've never played FreeCell. This game takes the basic principals of Solitaire to the next level and beyond! Simply separate a deck of cards into its four suits, lowest to highest. Sound simple enough? Well, after a few rounds of FreeCell, you'll wish you had more than just four Free Cells to work with!

### BUTTONS AND FEATURES



**NEW GAME** - Press and hold this button to begin a new game before and during a running game.

**SOUND** - This adjusts the game's sound. This mutes the sound on and off

**WIN %** - Press this button to display the percentage of wins in a session of play.

**REPLAY** - Press and hold this button to replay the game just played (dealt in the same layout).

**RESET** - When a blunt point is inserted, this button resets the game to its original settings and erases the current game and percentages. A paperclip is recommended for this procedure

**ON / DEAL** - This turns the game on or wakes it from "sleep mode." This also deals the cards after NEW GAME or REPLAY is pressed. During a game, press this button to instantly scroll to the bottom of the screen.

**UP and DOWN ARROWS** - Use these to scroll up and down the cards.

**CARD BUTTONS** - Press one of these buttons to select a card or cards in the column directly above it.

**HOME CELLS BUTTON** - Press to send a selected card directly to a Home Cell

**FREE CELLS BUTTON** - Press to send a selected card directly to a Free Cell

**HOME CELLS** - These four cells are where you will place each suit in order of Ace to King.

**FREE CELLS** - These are placeholders to where you can temporarily move cards.

**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 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.

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### BATTERY INSTALLATION

This game is powered by two (2) AA (LR6) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AA (LR6) 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.

### FREECCELL RULES

FreeCell is a Solitaire type game played with all 52 playing cards dealt face up. The object of the game is to divide all the cards into their four suits: Hearts, Clubs, Diamonds, and Spades. The four suits should be "stacked" onto the Home Cells in order from Ace (being the lowest) to King (being the highest).



The four Free Cells on the top left are used for placeholders.

**EXAMPLE:** The Ace of Spades is in a Home Cell. At the bottom of one of the columns is a 3 of Spades with a 2 of Spades right behind it. You may move the 3 of Spades to a Free Cell in order to free up the 2 of Spades. Once the 2 of Spades is placed on the Ace of Spades, you can then place the 3 of Spades on top of the 2 of Spades.

Remember, the object of the game is to move all cards to the Home Cells using one of the three legal moves. The game is lost when there are no more legal moves left to play.

**HINT:** Before making your first move, keep an eye open for trouble areas such as aces at the tops of columns or low cards stacked behind high cards.

If the game is lost, it can be replayed without affecting your win percentage by pressing the REPLAY button then the ON / DEAL button. The cards will be dealt in exactly the same order as before.

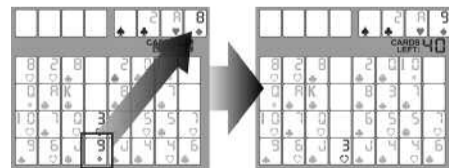
### LEGAL MOVES

1. You can move any card from the bottom of a column to an empty Free Cell.

**HINT:** Keep your Free Cells empty as much as possible; you'll always need them. Empty columns are very useful as well.

2. You can move any card from a Free Cell or from the bottom of a column to a home cell if it is the next highest card than the card found in that home cell and it's in the same suit.

**EXAMPLE:** You can move an 9 of diamonds onto a 8 of diamonds in a home cell.

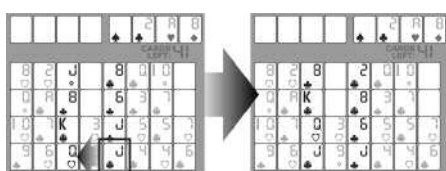


At the end of each move, the game will automatically transfer all unneeded cards into home cells (Unneeded cards are determined if there are no lower ranking cards of the opposite color left in the playing area).

Aces can always be moved into an empty home cell. Aces and 2's are automatically moved to the Home Cells if they are at the bottom of a column

3. You can move a card from a Free Cell or from the bottom of a column to the bottom of another column as long as the rank of the card is one less than the rank of the card you will place it on and its color is different.

**EXAMPLE:** You can move a black Jack onto red Queen. Any card can be moved into an empty column.



## HOW TO PLAY

### TO BEGIN

To begin, press the ON / DEAL button to turn on the game. Next, press the NEW GAME button to begin a new game, then the ON / DEAL button to deal the cards. Use the UP and DOWN ARROW buttons to view the entire deck of cards.

### MOVING CARDS

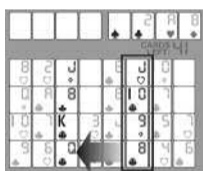
Press the CARD BUTTON under the card you wish to move. The card will flash if selected. Next, press an area to where you want to move the card and it will move automatically (as long as it is a valid move). You can move the card to any of the other 7 Columns, any of 4 Free Cells or the 4 Home Cells.

Press the FREE CELL BUTTON to send it to an empty Free Cell. Press the HOME CELL BUTTON to send it to a valid Home Cell.

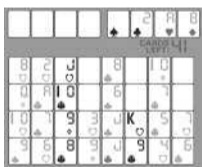
**HINT:** If you wish to cancel the move, simply press the chosen cards' button again and the card will stop flashing. This will not work after you press the FREE CELL BUTTON, the HOME CELL BUTTON or another CARD BUTTON. Once a move is made, it is final

### MOVING A STACK OF CARDS

Just like in Solitaire, you may move a stack from one column to another. Press and hold the CARD BUTTON that has a moveable stack. EXAMPLE: Red Jack, Black 10, Red 9, and Black 8.



As you hold down the CARD BUTTON, more cards flash inside the moveable stack. After all the desired cards are flashing, press the CARD BUTTON under the desired location. (The number of cards that can be selected are determined by the empty columns and free-cells) This can be an empty column or on top of a corresponding card--such as a Black Queen, using the above example.



As you play several games, press and hold the WIN % button to view your percentage of wins.

If you lose a game, press the REPLAY button to replay the last game.

**Good luck!**

## 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.

## 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.

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