

Nintendo®

GAMEBOY®

SOLITAIRE™

FunPak

DMG-UX-USA-1



Interplay™

12 DIFFERENT GAMES
INSTRUCTION BOOKLET

**WARNING: PLEASE READ THE ENCLOSED CONSUMER
INFORMATION AND PRECAUTIONS BOOKLET BEFORE
USING YOUR NINTENDO® HARDWARE SYSTEM OR
GAME PAK.**



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SOLITAIRE FUNPAK™

Interplay™

SOLITAIRE FUNPAK

Thank you for selecting the Nintendo® Game Boy® Game Pak Solitaire FunPak™. We recommend that you read through this booklet thoroughly before beginning play to maximize your enjoyment of the game and then keep this booklet for reference.

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Introduction



The ability to play by oneself and the opportunity to challenge the odds has always been Solitaire's appeal. It has

been accused of being a colossal waste of time yet it has mesmerized its players for centuries. *Solitaire FunPak™* offers 12 different versions of this classic game as well a tournament mode. So enjoy a game that has been played by kings and presidents but be wary—the games of Solitaire are known to be habit-forming.

Care of Your Machine

- If you are going to be playing for a long time, try to take a break for several minutes each hour.
- Do not store in extreme temperatures or expose it to rough handling or shock.
- Do not take your Game Boy® or Game Pak apart.
- Do not touch the terminals or let them get wet.
- Do not try to clean your equipment with volatile solvents such as thinner, benzene or alcohol. When not using your Game Pak, store it in its protective case.



Starting the Game

Insert your Game Pak into the Game Boy and turn on the machine. When the *Solitaire FunPak*TM title screen appears press **START** to choose a game. Use the CONTROL PAD to select the game that you want to play. You have 13 game possibilities: Klondike, Tripeaks, Pyramid, Cruel, Free Cell, Golf, Canfield, Aces Up, Scorpion, Poker, Stonewall, Florentine and Tournament play. Once you have selected a game, press **START** or **B** and that game's title screen will appear. Press **START** or **B** again and the game will begin.



Game Controls

Although the object and method of play differ from game to game, the controls for each variation of Solitaire have virtually the same functions. Use the CONTROL PAD to move the cursor throughout the Tableau (the lay-out of dealt cards), Stock (remainder of the deck after the Tableau has been dealt) and the Foundation (in most games this is where the cards are placed in a specified order to win the game). Pressing **B** will select a card and allow you to move it. When you have moved the card to the desired location, press **B** again and the card will be dropped there (assuming it is a legal move). Pressing **A** will automatically return the cursor to the Stock so you can re-shuffle or select another card (depending on the rules of a particular game).



Options

If you press **START** while a game is being played, the Options window will come up. Here you will be able to perform six different functions:

Redeal same - Restarts the game you are currently playing from the beginning.

Undo Allows you to take back your last move.

Deal Again - Reshuffles and deals the same deck over again.

New Game - Deals a new game.

Game Over - Exits game.

To impliment the above commands press **B**.

Music - Changes or turns off the musical theme. After you make your selection, press **START**.

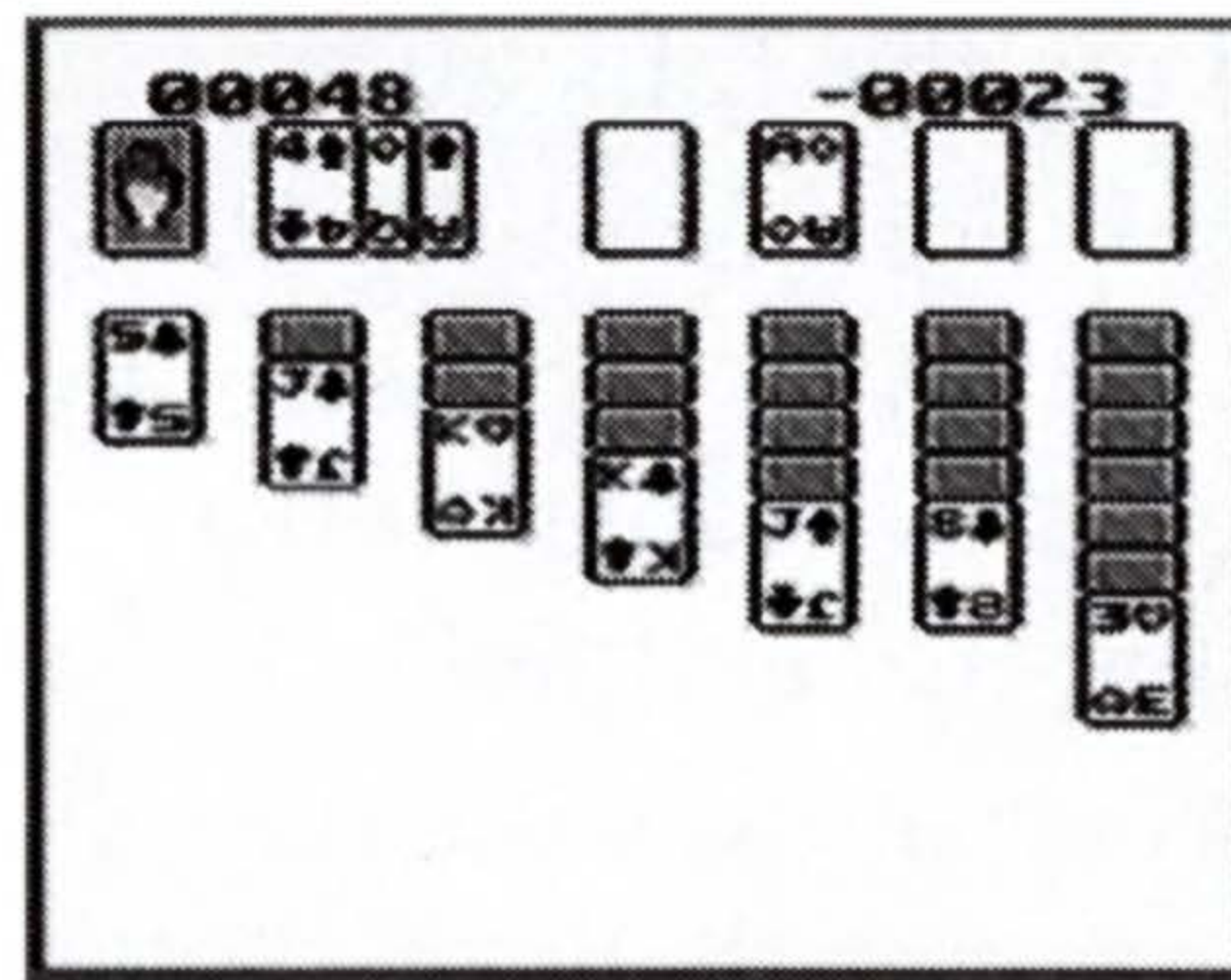


How to Play Solitaire

Scoring—Keeping score in Solitaire may seem unusual at first (your score appears in the upper right of the screen). In many of the games it costs you points to start the game, therefore you begin with a negative score. As you move cards, you score points and your deficit will be erased. In some of the games, there are a finite number of cards that can be overturned from the Stock and once you exhaust this supply the game is over. In those cases, it is important to make efficient use of the cards from the Stock. As a result, in these games it costs you points to select a card from the Stock (i.e., see Pyramid).

Klondike

The object of Klondike is to move all of the cards to the Foundation, in ascending order (Ace, 2, 3...to



King), arranged by suit.

The Tableau features seven columns of cards. Each column has one card exposed and the remaining cards are laid face down. Cards are played on each other, in descending order, alternating red or black regardless of suit. When a column is cleared of cards, only a King can move into the vacant space. A face down card may be turned over after the exposed card that was placed on top of it has been moved. When no more moves within the Tableau are possible, the exposed card from the Stock can be played on the Tableau.

Cards are dealt from the Stock in groups of one to three (depending on what you choose). Only the card that is completely exposed is available for play. When all cards have been dealt, they are returned to the Stock and redealt.



When an Ace is exposed, place it in the Foundation to begin arranging that suit. Fully exposed cards can be placed to the

Foundation from the Stock or the Tableau. The game is over when no more plays can be made to the Foundation. The game is won when all cards from the Stock and the Tableau have been moved to the Foundation.

Tripeaks

The object of this game is to move all of the cards from the Tableau to the discard pile.

Cards are moved from the Tableau to the discard pile in descending (King, Queen...to Ace) or ascending order regardless of suit (A Queen can be placed on a Jack or a Jack can be placed on a Queen in the discard pile).

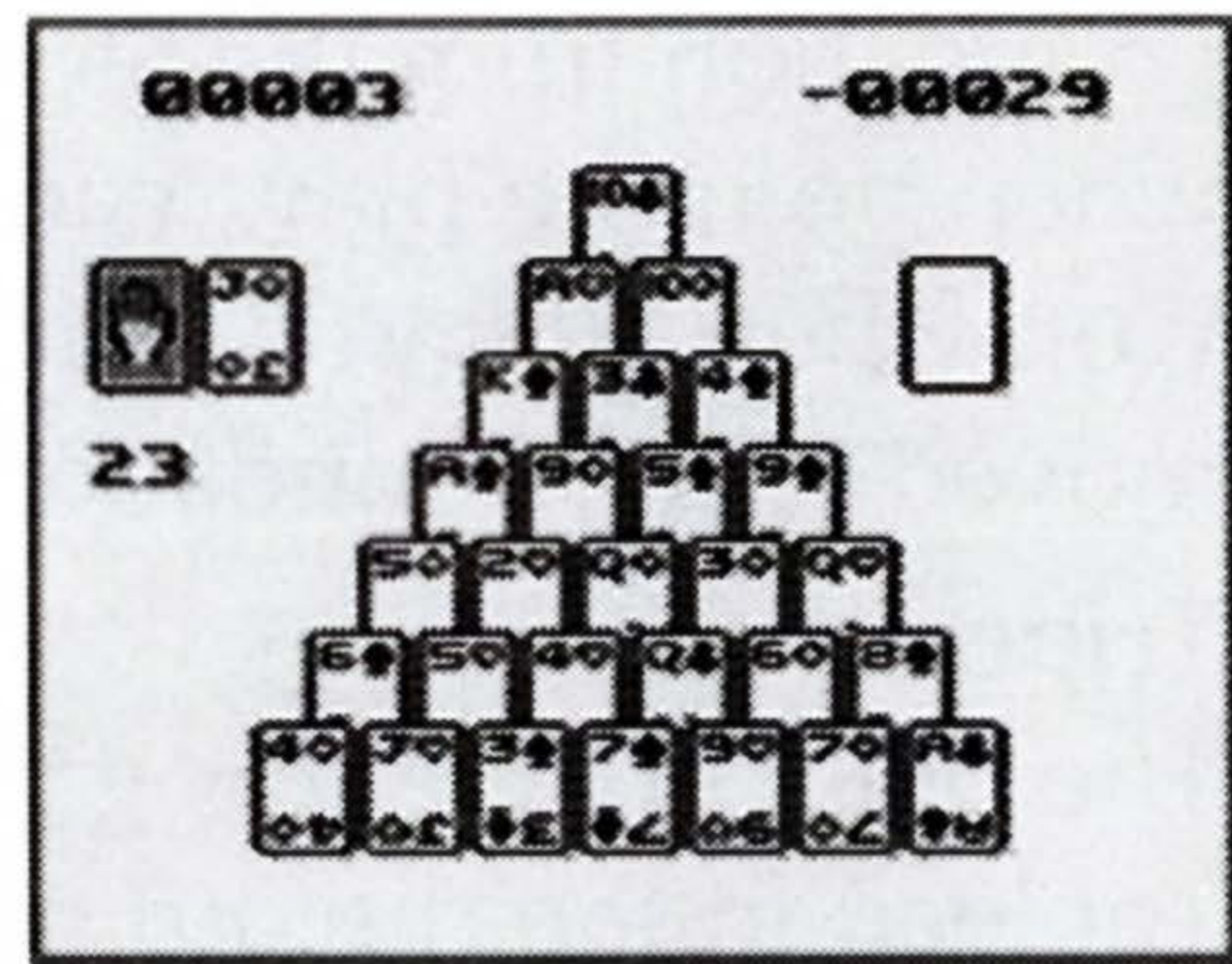
When no cards can be played from the Tableau, the next card is turned over from the Stock (which consists of 23 cards). You have won when all the cards from the Tableau are moved to the discard pile. If you use all 23 cards from the Stock and the Tableau still has not been cleared, you have lost (you receive



bonus points when each of the peaks is cleared).

Pyramid

The object of Pyramid is to move all of the cards from the Stock and Tableau to the discard pile, located just to the right of the pyramid.



With the exception of the King, cards move into the discard pile in pairs. The Queen and Ace move together, as do the Jack and the 2, the 10 and 3, the 9 and 4, the 8 and 5, and the 7 and 6. Both cards in a pair need to be exposed to make a play unless one card is the only card covering its pair.

Cards in the Tableau can be paired with other cards in the Tableau as well as exposed cards from the Stock.



The game is over when all 24 cards from the stock have been dealt and there are no more exposed pairs. The game is won

when all cards have been paired and discarded.

Cruel

The goal of Cruel is to move all the cards to the foundation, arranging them by suit, in ascending order.

Cards are moved within the Tableau by suit, in ascending order. When a card is moved in the Tableau, the card beneath it is exposed and available to be played. To move a card from the Tableau to the Foundation, press B twice (once a card is placed in the Foundation it cannot be removed). When no moves can be made in the Tableau, select Deal and the cards are redealt in piles of 4. Card sequences are kept intact when there is a redeal.

Play continues until all cards are moved to the Foundation and no more cards can be moved in the Tableau.

Free Cell

The four free cells at the top left of the screen are used to



temporarily hold cards while you are rearranging the cards in the Tableau. In order to solve the game, you must arrange all of the cards from the Tableau to the Foundation (the four cells at the upper right of the screen) in ascending order. In order to accomplish this you can stack the cards in the

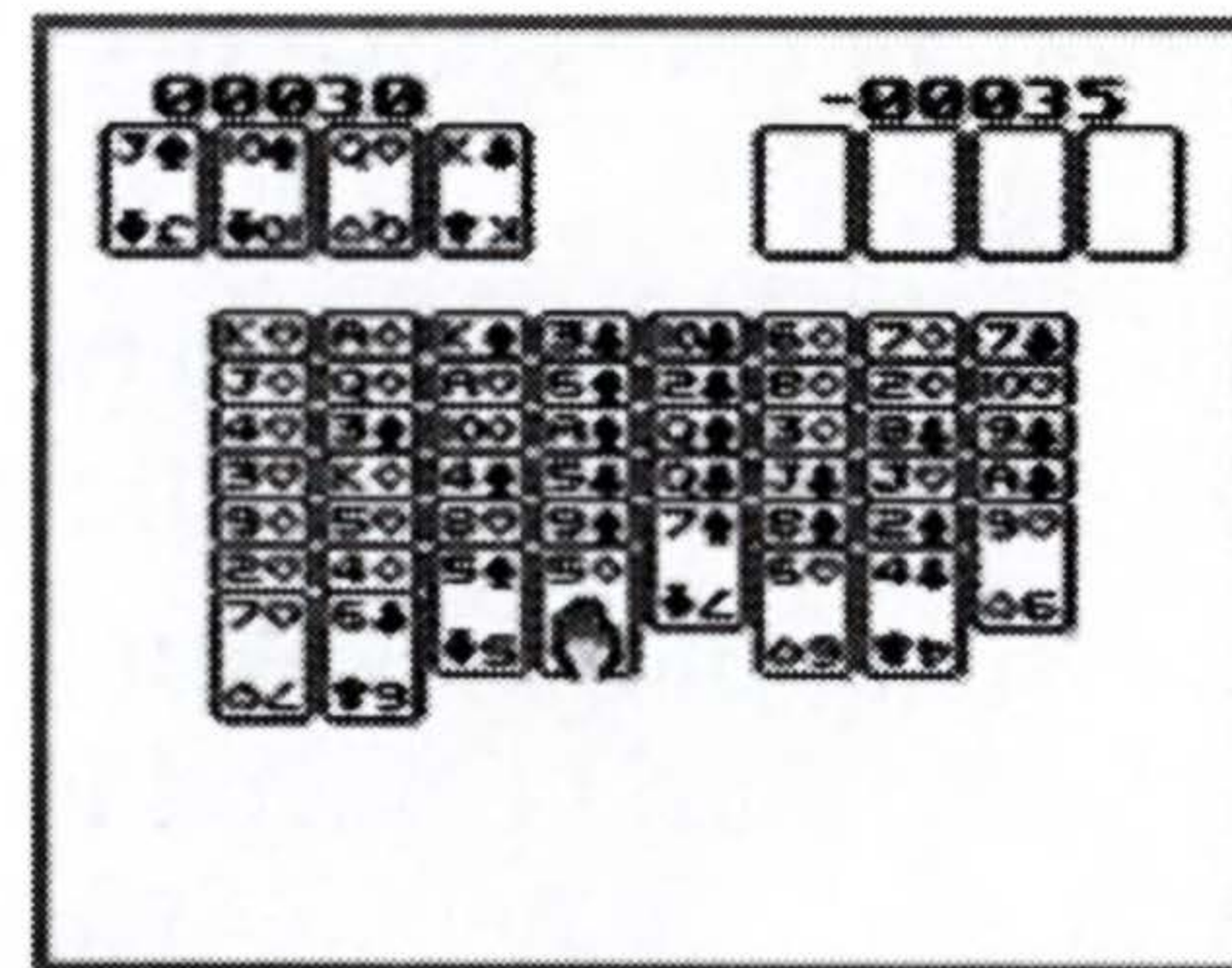


tableau in descending order (alternating colors) so as to free up the card you need. If one of the eight columns empties, you can move cards individually or in a series to that empty column.

NOTE: A series can be no greater than the number of empty free cells at the upper left of the screen.

The game is won when all of the cards have been moved into the foundation. The game is over when no more cards can be moved in the tableau.



Golf

The object of Golf is to remove all the cards from the Tableau. The removed cards are placed in the discard pile, to the right of the Stock.

Only fully exposed cards are available for play. Cards are moved from the Tableau to the discard pile in either ascending or descending order regardless of suit. However, only a 2 can be played on an Ace. Depending on your choice at start (play on King or flip on King); upon playing a King you must either play a Queen or flip a card from the stock.

The game is over when no more cards can be played from the Tableau and all 16 cards from the Stock have been overturned. The game is won when all of the cards have been removed from the Tableau and all cards from the Stock have



been moved to the discard pile.

Canfield

The object is to move all the cards to the Foundation by suit, in ascending order. The first pile of the Foundation is already started. All other piles of the Foundation must start with the same rank card (if the starter file begins with a 4, all other piles must start with a 4).

Cards in the Tableau can be placed in descending order and alternating color. Cards can be moved individually or in complete sequences.

The Reserve Pile is made up of 13 cards dealt at the start of the game. The top card is exposed and must be played when possible. When cards from the Reserve or Tableau cannot be used, the



Stock Pile is turned over. Cards from the Reserve and Stock Piles can be played on either the Tableau or Foundation.

The game is over when no more moves can be made from the Stock, Reserve or Tableau. You have won the game when all cards have been moved to the Foundation.

Aces Up

The object is to deal four cards at a time from the Stock, eliminating cards of lower rank so that the player ends up with all four Aces alone.

Four cards are dealt in a row at the start. Cards of the same suit but lower rank than the other exposed cards are removed to the discard pile. Another four cards are then dealt and cards removed if possible. Blank columns are filled with any card from the Tableau to allow for cards underneath to be exposed.

The game is over when no other cards can be removed. The game is won when all four Aces sit alone on the Tableau.



Scorpion

The object of Scorpion is to arrange the cards on the Tableau in descending order.

Scorpion does not have a Stock or a Foundation. All cards are dealt to the Tableau at the beginning of the game, except for three cards which make up the Merci. The Merci may be played at any time at your discretion. Only fully exposed cards can be played upon (by lower ranked cards of the same suit). Any card (exposed or not) in a column may be selected to be placed on an exposed card. Move the cursor to the bottom card of that column, press B and the desired card will be selected and you can place it on one of the exposed cards (as long as it is a legal move).

The game is over when no cards can be played or whatever plays can be made do not improve your chances of winning. The game is won when all of the cards are placed in descending order from King to Ace, by suit.



Poker

The goal of Poker is to score the highest possible points. The game begins with all cards shuffled, sitting in the Stock Pile and no cards laid out on the Tableau.

Each card in the Stock is played to the Tableau as it is exposed. The exposed card can be placed in an empty position but once it is placed it cannot be moved. Your object is to make the best possible Poker hands in each of the five rows.

The best possible hand you can get is a Royal Flush (100 points) and the lowest is One Pair (2 points). The other scoring possibilities are as follows: Straight Flush (75 points), Four of a Kind (50 points), Full House (25 points), Flush (20 points), Straight (15 points), Three of a Kind (10 points) and Two Pair (5 Points). The game ends when all cards are moved to the Tableau.



Stonewall

The object of Stonewall is to move all of the cards into the foundation and arrange them by suit, in ascending order (Ace to King). Cards in the tableau are packed in descending order and alternating color. When an exposed card is moved and a face down card is uncovered, it is turned over. Cards can be moved individually or as complete sequences. An empty column can be filled with any card or sequence of cards.

Cards in the Reserve (cards stacked along the left side of the screen) can be played at any time on the Foundation or the Tableau. Cards in the Foundation cannot be moved.

The game is over when no more moves can be made on the Tableau or to the Foundation. You have won the game when all cards have been ordered in the Foundation.



Florentine

The object of this game is to build up the four corner Foundation piles by suit in ascending order. The Foundation Pile in the top left corner is started already and all other Foundation Piles must start with the same rank card.

The Tableau (the four cards other than the foundation) is arranged in descending order regardless of suit. The Foundation is built by suit in ascending order. The cards wrap from Ace to King in the Tableau and Foundation. The center card is the Reserve Card and cannot be built upon but may be moved to either the Foundation or to another pile in the Tableau.

Cards from the Stock Pile are turned over and either played on the Foundation, Tableau or an empty reserve space. These cards can also be placed in the discard pile. As the other Foundation cards appear, place them in the remaining three corners.

The game is won when you have placed all cards in the



Foundation.

Tournament Play

This option allows you to play the different versions of Solitaire while your score carries over from one game to the next. In the Standard and Championship formats, you will play each of the 12 games of Solitaire in the order that they appear on the main menu. The Custom and Custom Timed modes enable you to select the games that will make up your tournament.

The goal is to achieve the highest score possible for the entire tournament. This is done by accumulating as many points as you can in the individual games.



CREDITS

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Manual Layout/Design
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Manual Editing
Nina Levitin



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Lifetime Warranty

If the Game Pak should fail after the original 90-day warranty period has

expired, you may return the Game Pak to Interplay at the address noted below with a check or money order for \$15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective Game Pak (including the original product label) in protective packaging accompanied by: (1) a \$15.00 check, (2) a brief statement describing the defect, and (3) your return address. *If replacement Game Paks are not available the defective Pak will be returned and the \$15.00 refunded. Due to the nature of batteries, the battery back-up in any Game Pak can only be warrantied for a period of one year from date of purchase.*

If you have a problem with your Game Pak, you may wish to call us first at (714) 553-6678. If your Game Pak is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Game Pak with a description of the problem and \$15.00 to:

WARRANTY REPLACEMENTS

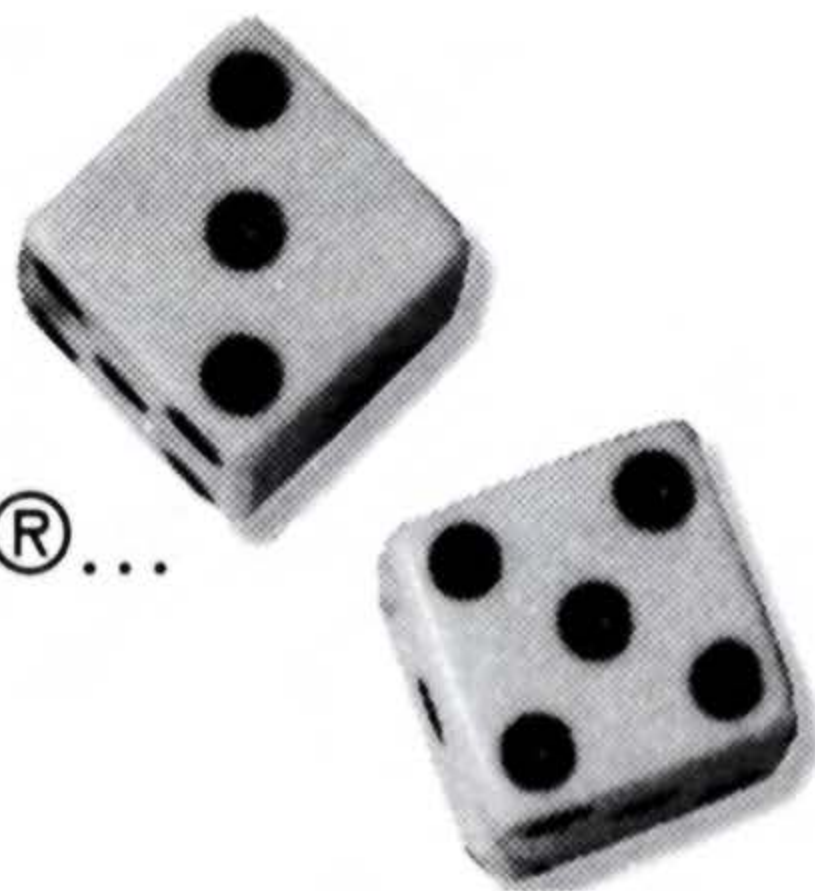
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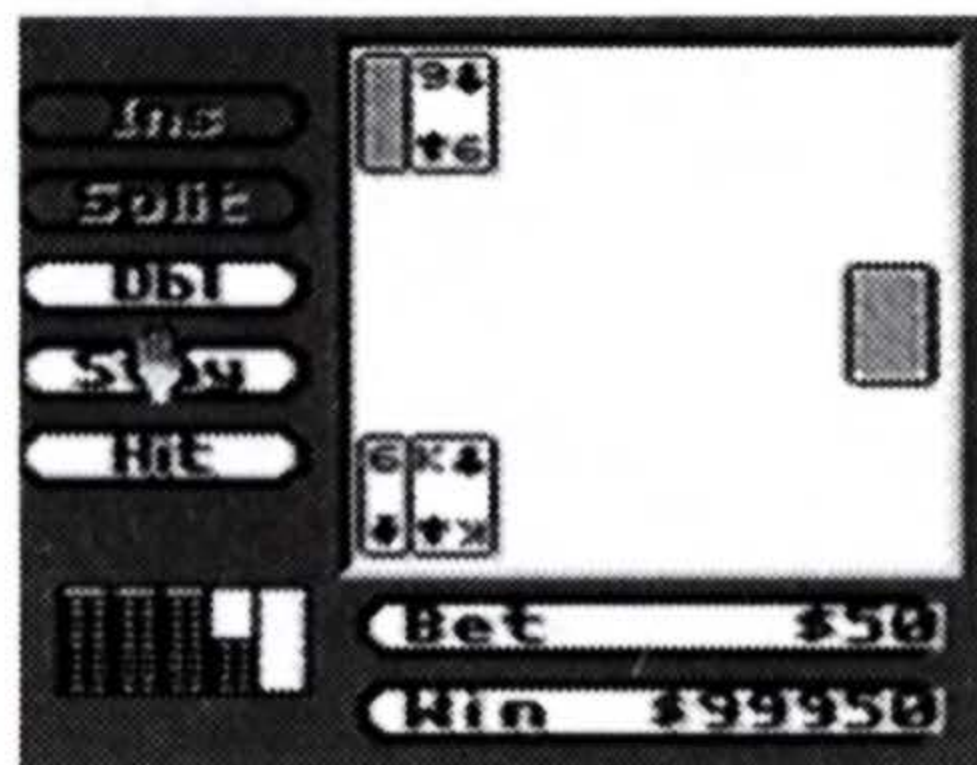
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