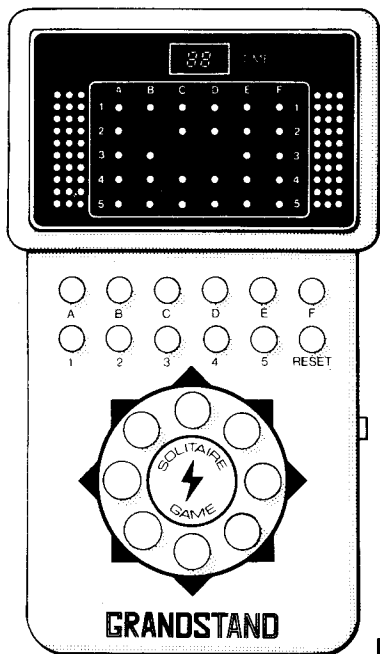


# ELECTRONIC GAME SOLITAIRE



INSTRUCTIONS

## **The Playfield**

A 5 by 6 LED dot matrix is the playfield of the game. Each dot in the matrix is either ON or OFF, indicating whether the corresponding position is occupied or not. On top of the matrix is a two digit display which shows the time unit consumed by the player. The position of the dot in the matrix is represented by a unique co-ordinate which consists of a row number and a column number showing at both sides of the playfield. For example, row 1 and column A will point to the left and upmost dot of the matrix.

## **Rules and Objects**

The game starts by having 29 dots and 1 hole (i.e. the only position unoccupied) in the playfield. Each time the player is only allowed to move a dot by jumping over another dot to rest on a position unoccupied in one of the eight possible directions. (i.e. up, down, left, right, up left, up right, down left and down right). Each movement will effectively remove the dot being crossed over by the dot selected by the player, such that one additional hole is created in the process. The object of the game is to remove all the dots in the playfield such that a single dot is left ultimately.

## **To Play**

- (1) The game will start immediately after power is on. The timer will begin to count up from 0 and a single dot in the matrix is off, indicating that it is the only position unoccupied.
- (2) Select the dot to be moved by pressing the corresponding row number and column number. The selected dot will blink subsequently.
- (3) Choose the direction of movement by pressing the direction key. The motion will be followed automatically if no error has been made.
- (4) Repeat the above procedures until one dot is left at last, when the timer will stop counting and the number displayed is the time taken for the game.
- (5) If there are more than one dot left in the matrix when the timer counts up to 99, the game will immediately be over, and the player should have another trial.

## **Error**

If an erratic entry has been made, e.g. selecting a dot which is actually a hole in the matrix or choosing an improper direction, an error message will be displayed, and the previous step ignored. Meanwhile, the player has lost his time because the timer is still counting up continuously.

## **PROFESSIONAL/AMATEUR SWITCH**

The slide-switch at the front panel may select the playing level. By switching to the PROF position, the timer will count up faster, resulting in a shorter time available to the player.

## HOW TO REPLACE BATTERY

Insert coin along slot (A) to remove battery door. Attach one 9-volt battery to connector. Replace battery door.

