NOTE: In the interest of product improvement, specifications are subject to change without prior notice. This booklet may be copied freely by customers and video rental stores.

SOLITAIRE
©1992 American Video Entertainment, Inc.
Program and game graphics by Odyssey Software, Inc.
Cover illustration by Ken Rieger.
Packaging design by Phil Mikkelson.
Text by Mike Meyers & Patricia Frick
Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

Address all correspondence to:
American Video Entertainment, Inc.
577 Airport Blvd. Suite 700, Burlingame, CA 94010
Or Call (800) HOT-4AVE that's (800) 468-4283.

PRINTED IN THE USA
Thank you for purchasing SOLITAIRE, another exciting video game from American Video Entertainment, Inc. Our Seal of Quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System, the best video game value available.

TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Chapter</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTRODUCTION</td>
<td>1</td>
</tr>
<tr>
<td>THE ORIGIN OF SOLITAIRE</td>
<td>2</td>
</tr>
<tr>
<td>GETTING STARTED</td>
<td>3</td>
</tr>
<tr>
<td>USING THE CONTROLLER</td>
<td>6</td>
</tr>
<tr>
<td>GAME SETUP</td>
<td>7</td>
</tr>
<tr>
<td>USING THE Hand CURSOR</td>
<td>8</td>
</tr>
<tr>
<td>PLAYING SOLITAIRE</td>
<td>9</td>
</tr>
<tr>
<td>STACKING THE CARDS</td>
<td>10</td>
</tr>
<tr>
<td>COLUMNS AND KINGS</td>
<td>11</td>
</tr>
<tr>
<td>HARDY HINTS</td>
<td>12</td>
</tr>
<tr>
<td>NOTES</td>
<td>13</td>
</tr>
<tr>
<td>PRECAUTIONS</td>
<td>14</td>
</tr>
<tr>
<td>CLEANING YOUR NES</td>
<td>15-16</td>
</tr>
<tr>
<td>THE AVE STORY</td>
<td>17</td>
</tr>
<tr>
<td>FREE GAME OFFER</td>
<td>18-21</td>
</tr>
<tr>
<td>FCC INFORMATION</td>
<td>19</td>
</tr>
<tr>
<td>GAME RELEASES</td>
<td>20</td>
</tr>
</tbody>
</table>

You are alone on a beautiful tropical beach, palm trees sway in the warm summer breeze. The songs of a thousand exotic birds fill the air. You don’t have a worry in the world. Just kick back and get ready to experience one of the most popular card games ever - Solitaire.

If you have never played Solitaire, you are about to become one of the millions who love this challenging game. It doesn’t take quick reflexes, it takes thinking, strategy... and a little luck. Just take your time. After all, you are in no hurry, you’ve got many enjoyable hours ahead.
The Origin of Solitaire

Solitaire first became popular during the Klondike Gold Rush of the late 1800’s. Old timers say a player would wager $50 for a pack of cards and win $5 for each card they played on a Foundation Pile before the game was finished. This game was known as “Klondike.”

About the same time, a similar style game was being played at a place called “Canfield’s Gambling Hall” in Saratoga. This game had the name “Canfield” and eventually became much more popular than Klondike. Today, both Klondike and Canfield serve as alternate names for the game most people call “Solitaire.”

Make sure the power switch on your control deck is turned off.

Insert the SOLITAIRE cartridge into your NES console, carefully following the power up instructions in your NES user manual.

If the screen flashes on and off, game screen looks garbled or the game will not play see page 13.

From the title screen press START to begin a game.
**DIRECTION PAD**
From the Set-up screen use the Direction Pad to choose your game options. From the main game screen use the Direction Pad to move the HAND CURSOR.

**B BUTTON**
The B Button is not used in Solitaire.

**A BUTTON**
Press to choose and move cards.

**SELECT**
Pressing once during game play then pressing START will begin a new game. Pressing SELECT twice will return to the current game.

**START**
Press START to begin new game

---

**FROM THE SET-UP SCREEN**

**CARD BACKS:** Choose the card back design you prefer by pressing Right or Left on the Direction Pad. Move the HAND over your chosen pattern, press Down on the Direction Pad to move to your next option.

**COLORS:** Move the HAND Right or Left to select one of five color combinations. Once you’ve chosen your colors, press Down on the Direction Pad to move to the next option.

**DRAW:** Choose ONE CARD or THREE CARD by pressing Right or Left on the Direction Pad. In the One Card version of Solitaire, you deal one card from the pack at a time until you can move one of the cards into a pile. In the Three Card version of Solitaire, you deal three cards face up from the pack, but can only use the top card showing the third card dealt. Once you’ve selected One Card or Three Card, press Down on the Direction Pad to move to the next option.

**MUSIC:** Select whether you’ll play with the background music ON or OFF. Press Down on the Direction Pad to move to the next option once you’ve made your selection.

**SOUND:** Select whether you’ll play with the sound effects ON or OFF. Once you’ve made your selection in this last category, press START to begin the game.
THE HAND CURSOR

You can move the HAND Cursor to any card pile on the game screen by pressing the Direction Pad.

MOVING CARDS: To move a card or sequence of cards, move the HAND Cursor to the card you wish to pick-up and press the A Button. A Blue HAND will mark the card you'll be moving. Next, move the HAND to the pile you want to move the card to, press the A Button. If the move you've attempted is legal, the card or card sequence will instantly move to the new location.

ILLEGAL MOVES: The game will not allow any move that is illegal. If an attempted move is illegal, you will hear a buzz, and the Blue Hand Cursor will disappear. You can now choose a new move.

How to play the game of Solitaire.

The top row is made up of the Pack and the Foundation Cards. Seven cards are dealt across, face down forming seven columns. Next, six cards are dealt face down, starting at the second column and over-lapping the first row dealt. Five cards are then dealt face down starting at the third row, then four cards starting at the fourth row, then three cards starting at the fifth row, etc. until a total of 28 cards have been dealt.

The card at the bottom of each column is now turned face up, and the remainder of the cards are placed at the upper left corner of the screen. The four empty spaces at the top of the screen are called the Foundation Piles. Any Aces that are turned up during game play can be placed in a Foundation Pile and built upon by placing a card of the next number sequence and the same suit on top of it (i.e. a turned-up 2♦ may be placed on top of an A♠, etc.) After you have turned the entire Pack up, place the HAND on the far left empty Pack and press A Button. Now you can go back through the Pack again for new cards.

The object of Solitaire is to move the entire deck of cards on to the Foundation Piles. The game ends when you have done this or when you can't make any more moves.
STACKING THE CARDS

The 28 cards arranged in seven columns are called the Layout Cards. A turned-up card may be moved to another column if it can be placed on a card one higher in value and of a different color. The 4♣ could be moved on to the 5♠, or the turned-up J♦ may be placed on the Q♣.

Once a card is played or moved to another pile, the card beneath it may be turned up. Once a sequence has begun, it can only be moved as an entire unit.

The card sequence 7♥, 6♣, 5♣, 4♠ can only be moved as a unit, in this case, on to column seven, the 8♣.

COLUMNS AND KINGS

Occasionally in a game of Solitaire, you'll find yourself with an empty column. An empty column can only be filled by a King, either alone or as part of a sequence. The K♦, Q♣, J♦ sequence could be moved into the empty column.

You may also fill the column with a King that is drawn from the Pack such as K♠.
HANDY HINTS

You don’t have to play every available card. Think what cards are showing and then plan strategically. Often, it’s better not to play a card on a Foundation Pile that you may need to build on as a sequence in the Layout.

You may pass up the opportunity to move a black king into a space in the layout and wait for a red king if it would be more helpful to you (or vice versa).

When playing the Three Card version of Solitaire, it is a good idea not to play a king from the Pack if you’re sure there are kings buried face-down in the Layout. By not playing kings from the pack, there is a better chance you will have an open space when a king from the Layout turns up.

It is important to move the cards in the far right columns of the Layout as soon as possible. The only way to succeed at Solitaire is to get those long rows of face-down cards turned up.
PRECAUTIONS

* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV
Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

KEEPING YOUR CONSOLE CLEAN

If your cartridge will not work, produces garbled characters or causes your television screen to flash on and off you probably have a dirty internal connector (the slot where your game cartridge plugs into the NES console).

The Nintendo Entertainment System™ uses what is called a zero insertion force connector. Although this eliminates wear and tear on your NES™ and cartridges, to work properly it requires cleaning on a regular basis. Cleaning this connector is easy, all you need is a cleaning kit. Cleaning kits are made by Nintendo™ as well as other manufacturers and they can be purchased anywhere you buy or rent video games.

Do not be tempted to blow on the gold fingers at the end of the cartridge. This further contaminates the internal connector.

Should you have any questions, please call our Toll free 800 number and one of our game counselors will be happy to assist you.

To reach our game counselor hot line call 1(800) HOT-4AVE that's 1(800) 468-4283
The American Video Entertainment Story.
In the beginning, since the first Nintendo video game was sold, each cartridge and NES has contained a patented lock-out chip.

WHO IS AMERICAN VIDEO ENTERTAINMENT?
American Video Entertainment, Inc. is a manufacturer and publisher of Nintendo compatible games. The goal of our company, founded in San Jose California in 1990, is to produce great games at reasonable prices. Our cartridge compatibility is covered by US Patent (5,004,222) which was awarded in April of 1991.

WHY ARE AMERICAN VIDEO ENTERTAINMENT PRODUCTS SUCH A GREAT VALUE?
American Video Entertainment manufactures these products in the United States using American technology. We do not pay a licensing fee to Nintendo. These savings are passed directly on to you the consumer. You are the winner in two ways - great games at great prices.

SHOULD A CONSUMER HAVE THE RIGHT TO CHOOSE WHAT GAMES THEY WANT TO BUY?
America is built on freedom and that translates to the American consumer's right to choose. The American consumer's judgement is guided by the most sophisticated product information system in the world - word of mouth.

American Video Entertainment is proud to support the greatest video game value available today - the Nintendo Entertainment System!

THE AVE STORY  Page 14

Free Games!
American Video Entertainment Video Game Registration Card
Fill out this card and send it in, and we'll enter your name in our monthly drawing for a free game.

Name

Street Address

City State Zip

Gender 

Age

Area Code

Phone Number

Overall Rating:

How many video games do you own?

What is your favorite game?

Where did you hear about this particular game?

Press review

Rental

Other:

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131
Place postage stamp here

American Video Entertainment, Inc.
1348 Ridder Park Dr.
San Jose, CA 95131 USA
CUSTOMER SERVICE DEPT.

Compliance with FCC Regulations
This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause 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.

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 014-000-034-4

American Video Entertainment 90-Day Limited Warranty
AMERICAN VIDEO ENTERTAINMENT, INC. warrants to the original purchaser of this product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. AMERICAN VIDEO ENTERTAINMENT, INC. reserves the right to repair or replace the software at its option, free of charge, any American Video Entertainment, Inc. software product. Before returns are accepted you must call our warranty department (800-433-2469) for a return authorization number. You may then return the product package paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY WILL NOT BE APPLICABLE IF A DEFECT GRACEFULLY OR IF THERE IS NO JUSTIFICATION FOR DEFECT OR DAMAGE DUE TO MANUFACTURING DEFECTS, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND USE OF ANY PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THE WARRANTY IS LIMITED TO THE USE PERIOD DESCRIBED ABOVE. AMERICAN VIDEO ENTERTAINMENT, INC. RELIES ON THE WARRANTY AS THE END USER'S PROTECTION FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The duration of this warranty is limited to the United States only. Some states do not allow limitations on how long the implied warranty lasts or exclusion of incidental or consequential damages, so these exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary from state to state.

FCC INFORMATION
Page 17
American Video Entertainment knows what kind of games America wants to play. Our Mindbender games are exciting, challenging, and are more than just shoot-em-ups. These non-violent games teach basic thinking skills and are jam packed with fun for the entire family.

Playing Pyramid is easy, there is just one rule. Don't let the pit fill up. Each stone falls must be turned and positioned just right together perfectly. How much fun can a modern gamer handle? Play Pyramid and find out.

Krazy Kreatures
Here they come and there they go! As an intergalactic immigration officer you'll be transporting weird wild life from all over the galaxy. You gotta break out of this mess-em-up to move-on. Super excitement for one or two players.

Tiles of Fate
Enchanted tiles that control the flow of fate have fallen into the hands of muggles. Only by using the tiles against themselves will you be able to defeat them, but there is not much time. Match the tiles together in 7 magic circles. It won't be easy but it will be fun.

Pyramid

If action and adventure is more your style we have the games you need. From air battles and espionage to destroying the deadly DEATH BOTS our video games give you radical high power excitement at an unbelievable price.

Playing Pyramid is easy, there is just one rule. Don't let the pit fill up. Each stone must be turned and positioned just right. How much fun can a modern gamer handle? Play Pyramid and find out.

Krazy Kreatures
Here they come and there they go! As an intergalactic immigration officer you'll be transporting weird wild life from all over the galaxy. You gotta break out of this mess-em-up to move-on. Super excitement for one or two players.

Tiles of Fate
Enchanted tiles that control the flow of fate have fallen into the hands of muggles. Only by using the tiles against themselves will you be able to defeat them, but there is not much time. Match the tiles together in 7 magic circles. It won't be easy but it will be fun.

Pyramid

This is the ultimate mind game. Are you ready to accept this cerebral challenge? Test your wits and use your skills to unscramble the puzzle before your time runs out.

Puzzle

This is the ultimate mind game. Are you ready to accept this cerebral challenge? Test your wits and use your skills to unscramble the puzzle before your time runs out.

Deathbots
Technology has decided to take destiny into its own hands. A massive computer is threatening to detonate a Gamma Bomb, the most powerful weapon ever created. Can you save humanity from this mechanical enslavement? Choose from 9 different weapons and stop the Deathbots before they stop you.

Impossible Mission II
The nation's nuclear strike capability has been hijacked by a mad man. Now it's up to you to penetrate Elvis Attenbenger's headquarters and destroy the super computer system. If you fail... its total destruction.

Double Strike
Enter the exotic South Pacific where some of the most beautiful islands on the earth have become the lair for one of the most vicious terrorist organizations. You must strike! And strike against Double Strike!

F-15 City War
Pilot a fully armed F-15 and destroy an invading enemy army. Blast tanks, jets, and gunboats with burning missile fire. You and your city's survival is at stake. If you've got the guts... prove it!

F-15 City War
Pilot a fully armed F-15 and destroy an invading enemy army. Blast tanks, jets, and gunboats with burning missile fire. You and your city's survival is at stake. If you've got the guts... prove it!

Impossible Mission II
The nation's nuclear strike capability has been hijacked by a mad man. Now it's up to you to penetrate Elvis Attenbenger's headquarters and destroy the super computer system. If you fail... its total destruction.
If you like sports games, then check out some of the hottest sports simulations around. All offer single player against the computer and two player head to head challenge.

Venice Beach Volleyball
They have come from all across America - the best of the best. They are here at the most radical summer hangout of the world, at the most exciting event of the year. The Venice Beach Open. Features kick-but single or double head to head action.

Ultimate League Soccer
You approach the field. The rumble of thousands of fans is deafening. Now it is time to face Soccer's greatest challenge. Only one team will win the Ultimate League Soccer. Give it all you've got and go for the World Title!

WALLY BEAR and the NO! gang
Grab your skateboards and get ready to play the hottest game with the coolest character - WALLY BEAR! You'll climb to the heights of city skyscrapers and dash through the depths of slinky sewers. One thing is for sure: the best way to start any adventure is to say NO! to drug and alcohol abuse. Supported by the American Medical Association

Purchasing any or all of these exciting Games is easy. To order by credit card just call us at (800) HOI-4AVE. If you don't have a credit card we also except checks and money orders.

Mermaids of Atlantis,
The Riddle of the Magic Bubble
You'll burst your brain trying to solve all 24 stages of mind blowing bubble puzzles? Match multicolored bubbles as they float to the top of your under water cave. This addictive game will not only challenge your intellect and reflexes but also features an exciting visual under the underwater world of Mermaids.

COMING IN MAY
MAXIVISION 30in1 cartridge
Get ready for the most technically advanced, most powerful, most challenging, most excellent video game cartridge ever made - MAXIVISION. This revolutionary cartridge is jam packed with 30 complete and individual games. Great games like F-15 City War, DeathBots, Soccser, Krazy Creatures, and many many more. Contact your local video game store and try-out the most powerful 8-bit game cartridge ever.

Experience MAXIVISION!!
TO BE RELEASED IN JUNE

STAKK'M
From the sky they fall, gigantic blocks that form an impenetrable barricade. Bringing down the wall won't be easy. Not only must you line up rows of blocks with matching symbols you must reach a special "Level Goal" which changes with every level. Heart stopping excitement that features single or double player simultaneous game play.

AVAILABLE IN JULY