PlayStation®

NTSC U/C

PlayStation®

Fun for everyone!

FAMILY GAME PACK™

EVERYONE™

E

CONTENT RATED BY ESRB

SLUS-01049
PMN-5024-151

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-fee, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FAMILY GAME PACK™

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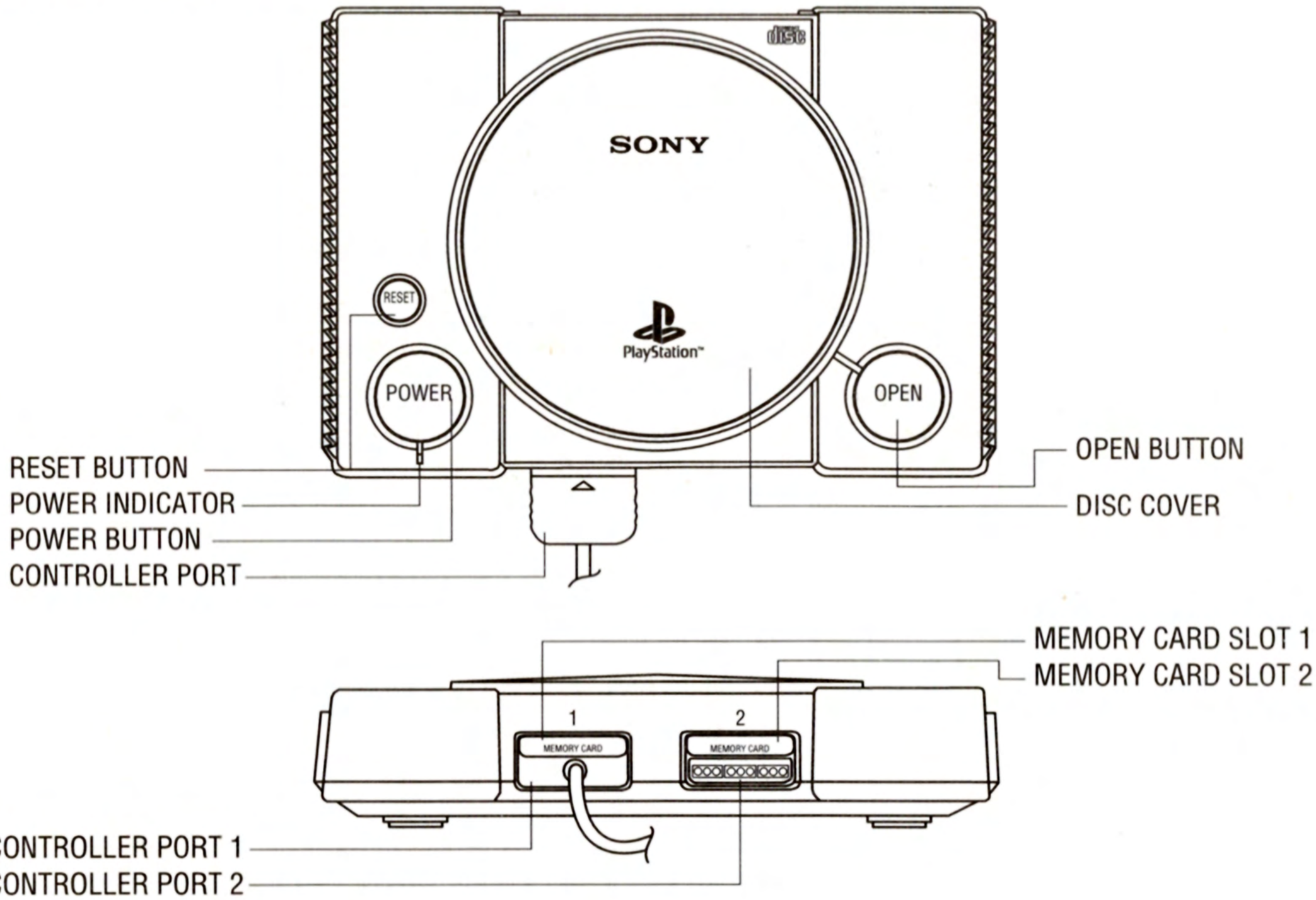
SETUP

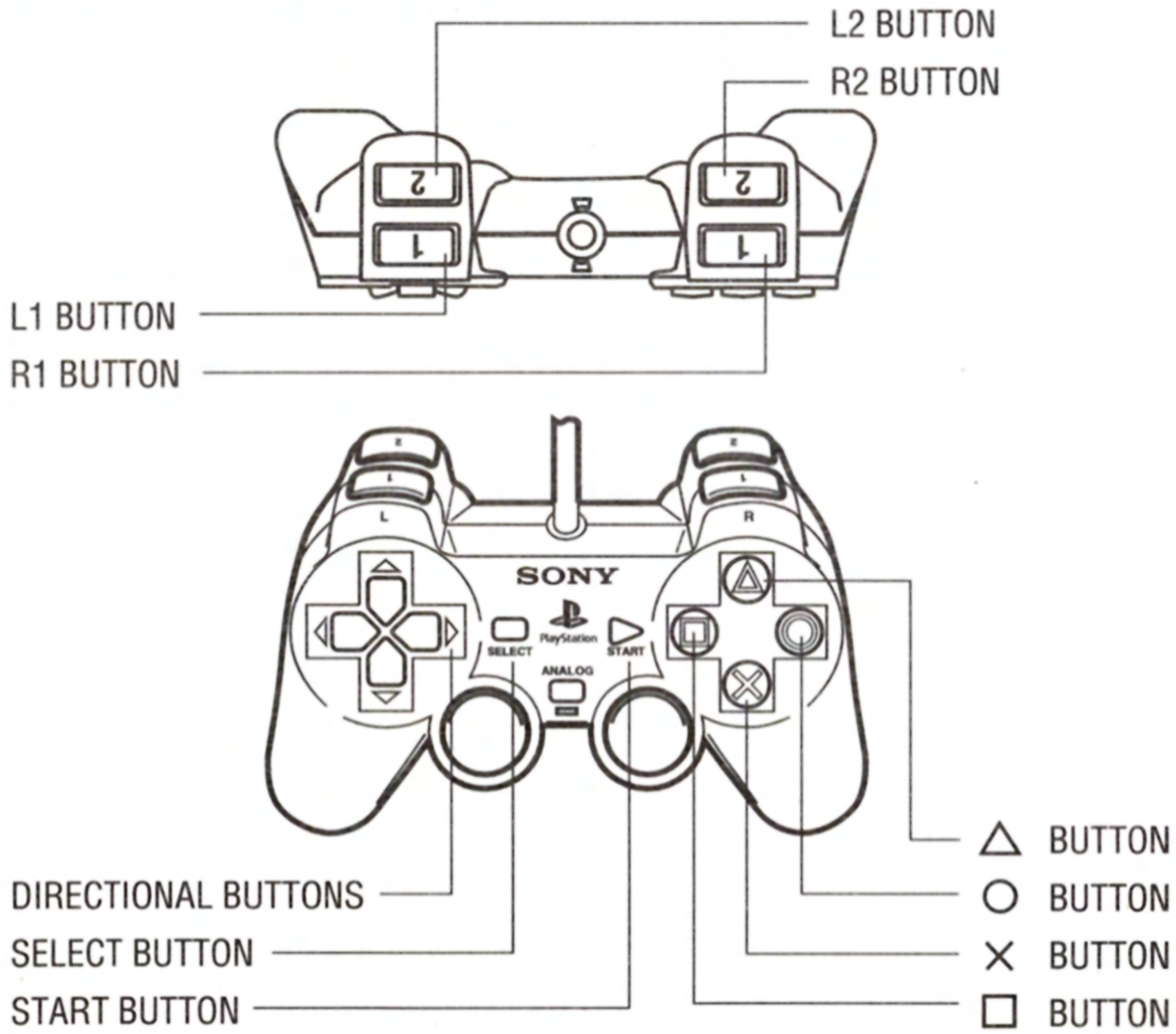
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Family Game Pack™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

If you wish to load or save information during play, insert a memory card with at least one free memory card block into memory card slot 1. It is advised that you do not insert or remove peripherals or memory cards once the power has been turned on.



CONTROLS

DUALSHOCK™ ANALOG CONTROLLER



NOTE: Analog mode is not supported in Family Game Pack, so use the directional buttons for movement instead of the left and right sticks. However, the vibration feature of the DUALSHOCK™ analog controller is supported.

GETTING STARTED

From the Main Menu, players can start a game, load a saved game, edit their player settings and adjust game options such as volume and levels.

STARTING A GAME

When starting a new game, the default type is "Play 1 Player Game" where the player is assigned a placeholder name of "Player 1." You can choose to pick up previously played games in progress or create a new player name and record before choosing to start a game. Press the ✖ button to start a game and bring up the Game Selection Menu.

PLAYER SETUP

Selecting this item allows players to set up individual records for each person; the number of records you can save is limited only by the number of free blocks on your memory card. You can assign controllers, player names, controller configurations and point totals. The following games can be played in either single or two player mode: Backgammon, Blackjack, Checkers, Chess and Reversi.

ENTERING AND EXITING 2 PLAYER MODE/ASSIGNING CONTROLLERS

The first column shows the controller being used by each player. This can be changed each time a new game is selected. Defaults can be changed so that a player profile may be set to play using either controller.

Non-assigned controller slots read "not playing" and non-assigned player slots display "player #" or the previously entered name of another saved game.

To play in 2 Player Mode, set the second player's profile from Not Playing to either Controller 1 or Controller 2 (if the first player is using Controller 1, and you don't want to be sharing the same controller, you should pick Controller 2) by highlighting the Not Playing text, and pressing the ✖ button.

When in 2 Player Mode, single-player games will be grayed out in the Game Selection Menu. When you wish to play a single-player game, merely press the ▲ button from the Game Selection Menu to get to the Player Setup Menu, scroll down the first column until you have the Controller 2 text highlighted, and press the ✖ button to toggle it back to Not Playing, then exit the menu.

PLAYER NAMES

Selecting the second column brings up a name entry screen. Move the cursor from letter to letter using the directional buttons and select letters by pressing the ✖ button. Delete letters by moving onto the ERASE key and pressing the ✖ button. When finished, move to the "Done" button and press the ✖ button to return to the Main Menu screen.

CONTROLLER CONFIGURATION

Choose the 3rd column on the Player Setup screen to re-configure your controller. Three default settings are available. You may also enable or disable functionality to your DUALSHOCK™ analog controller here.

NOTE: All in-game control instructions in this manual assume you have chosen controller configuration A.

RESETTING POINTS

To reset the point total to 5000 for either player, highlight the point total to the extreme right of that player's name and select it with the ✖ button. A window will appear, asking you whether you wish to reset that player's point total to 5,000. Backgammon and all of the Casino Games require a point balance greater than 0 in order to wager, so you will not be able to play these games unless you have at least the minimum number of points to wager available.

GAME OPTIONS

OPTIONS

Brings up slider bars to change music and sound effects, also view credits and scores for winning each game.

SAVE

Saves current game status to a memory card.

LOAD

Loads game status from memory card.

Game Selection Menu

The **Game Selection Menu** comes up after "Play 1 Player Game" is selected from the **Main Menu**. The 26 games can be selected by navigating the **Category Menu**, followed by the **Game Menu**, and in some cases the **Variation Menu** (for selecting variations of Slots and Video Poker).

NOTE: The ▲ button takes the player back to a previous menu.

Pause Menu

Pressing the START button at any time during the game displays the **Pause Menu**, which contains options to Resume your game, adjust the Audio, Save and Quit your game to continue later, or Quit Without Saving. You can also enable or disable the vibration function of your vibration-capable controller. *Warning: Choosing will not retain your progress for the next time you play the Family Game Pack game.*

Winning the Entire Game

When you win games against the computer or play the casino games, you may receive points corresponding to the difficulty of the game. To win the entire game, the player must obtain 300,000 points. Each game's score can be viewed from the Options Menu. Note that losing certain games can cause your score to go down.

CASINO GAMES

STARTING AND PLAYING VIDEO POKER AND SLOTS

To choose a variation select the icon for the variation you want to play, and press the ✖ button.

Now, you must choose your desired wager denomination. You can play at 1, 5 or 10 point increment machines.

After choosing a denomination, place your bet by pressing the ● button to Bet One. If you press the ✖ button, which places the maximum bet, the game automatically deals the cards or spins the dials to begin a game. If you bet anything less, you must press the ✖ button to begin the game. Some games have a 3 "coin" max bet, others have 4, and still others have 5.

VIDEO POKER

Video Poker pits you against the game in your choice of five Poker variations. Video Poker starts with the game flipping over each of the five cards. Underneath each card is a rectangular icon labeled HOLD. You decide which cards to keep by selecting the card and pressing the ● button. The word "Held" will appear on or under the card. To reverse your selection, simply press the ● button again. To discard the remaining cards, which are not marked as held, press the ✖ button for the DEAL button. The game will then deal replacement cards for each one discarded. If you have a winning hand, the reward will be highlighted on the payoff table at the top of the screen.

NAMES OF POKER HANDS AND WHAT THEY MEAN:

THE POKER CHART

ROYAL FLUSH

10, J, Q, K, and A all of the same suit.

FLUSH

Any five cards of the same suit.

FIVE OF A KIND

Four cards of the same rank and the WILD.

STRAIGHT

Five cards in numerical sequence. Ace can be used as either the highest or lowest card.

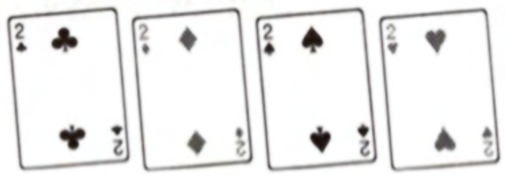
STRAIGHT FLUSH

Five cards of the same suit in numerical sequence.

THREE OF A KIND

Three cards of the same rank.

FOUR OF A KIND



Four cards of the same rank.

TWO PAIR

Two cards of one rank and two cards of another rank.

FULL HOUSE

Three of a kind plus a pair.

A PAIR

Two cards of one rank.

THE VARIATIONS:

DOUBLE DOWN

If you have a winning hand, you have the option to play another type of game called Double Down. The Double Down icon doesn't appear on screen until you produce a winning hand, then it appears and you can select it to wager your winnings. You'll automatically wager all your winnings if you double down.

You are dealt five new cards. The first card is dealt face up. This card is the dealer's card and the card to beat; the cards are ranked in value from 2 (low) to Ace (high). Choose one of the four face down cards: if your choice is lower than the dealer's card, you lose; if your card is higher, your original winnings are doubled, and you have the option to play again for double or nothing.

If your card is equal, then you "push," neither winning nor losing, and are given the option to play again for double or nothing, or stop playing by selecting CASH OUT or DEAL.

JACKS OR BETTER

In this game, you can earn a payoff by hitting any combination from the list of Poker Hands on page 9, except when a pair is lesser in rank than a pair of Jacks.

JOKER'S WILD

In this version of Double Down you must have two pair or better to win, but you will have additional help creating a winning hand – the presence of two wild Jokers. You can assign any rank or suit to these wild cards to help you complete your hand. In the instance of a Joker vs. an Ace, the Joker beats the Ace.

TENS OR BETTER

The rules for this game are identical to Jacks or Better, except your pair must be of a rank of 10 or higher.

DEUCES WILD

You must have three of a kind or better to win this variation, but you have four wild cards in the deck to help you: the Two of Hearts, Clubs, Diamonds and Spades.

SLOTS

TO PLAY

There are five slot machines in the casino to choose from: Neon Luau, Pearly Deep, Monster Madness, Totems and Sun Catcher.

The goal of all slots is for the dials of the "machine" to stop in certain combinations. Variations consist of 3 and 4 dial games, with different combinations paying different amounts. The winning combinations and their payoff points are listed at the top of each slot machine screen for quick reference.

Some slots have multiple pay-lines (e.g. top horizontal, middle horizontal, botton horizontal and diagonal) that can be activated by betting more coins. When a winning combination is scored, the winning icons on the wheel are illuminated in yellow.

BLACKJACK–HOW TO PLAY

One or two people can play Blackjack against the automated dealer. The object is to get the cards in your hand to add up to 21, or closer to it than the dealer without exceeding that number. Face cards are valued at 10 and Aces can be 11 or 1. Players must wager a minimum amount before cards are dealt. The dealer deals two cards to each player. Players may have up to four options: "stand", holding their cards until the round is over; "hit", receiving one card more at a time until standing or going over 21 (busting); "split" or "double-down."

Splitting is an option when a player's first two cards are of equal value (e.g. a 10 and a Jack). Splitting players separate the two cards, add their original bet to the second card and can play out each hand separately with all the normal rules applied.

A player can double-down on any hand, whereby **only one more** card is dealt and the wager is doubled.

RULES OF THE BLACKJACK TABLE

The dealer must hit at 16 or below and must stand on 17 or above. If the dealer busts, all players who did not also bust are paid the amount of their wager. If the dealer does not bust, the players who have a hand closer to 21 than the dealer win the amount of their wager. If the player has a hand equal to that of the dealer, it's called a "push", and the player neither gains nor loses the wager. The exception to this is a Blackjack (where the player receives a face card or 10 and an Ace), which pays 1.5 times the original wager. If the dealer is showing a face card or Ace on the deal, players may choose a side bet called "Insurance". An Insurance bet costs half of your initial bet rounded down. If you take Insurance and the dealer gets a Blackjack, you lose your initial bet, but your Insurance bet is paid 2 to 1. If the dealer does not have a Blackjack, you lose your insurance and play the hand as normal.

If a user gains more than 100,000 points at a single sitting of Blackjack, the user is considered to have broken the bank and the Blackjack game is ended for that sitting. The player may start a new Blackjack game at any time if he or she wishes.

BOARD GAMES

As a general rule in the board games, to move a game piece, move your cursor with the directional buttons and press the ✖ button to select it, then press the ✖ button again on the position you want to move it to.

NOTE: At high difficulty levels in Chess, Checkers and Reversi, the computer may take two or more minutes to complete its turn. You need to wait for the computer to finish before you continue operating the game.

BACKGAMMON

Backgammon is a game played by two people on a board consisting of 24 "points" of alternating color. The game can be played with an automated or live opponent. The object is to be the first person to remove, or "bear off", all of their pieces from the board. The board is divided into four areas: the inner table and the outer table, one for each color. A player moves his pieces from the opponent's inner table, through the opponent's outer table, through his outer table and then finally through his inner table. Once all of his pieces are in his inner table, the pieces are removed from the board in a process known as "bearing off".

SETUP

The players each roll 1 die with the high die going first. The dice rolled are used for the first move. If the initial die rolls are tied, the doubling cube is doubled (up to a maximum of 8), and the rolls are re-rolled until one player wins.

PLAY

A player rolls two dice at the start of his turn and may move his pieces the number of points shown on the dice. For instance, if a player rolls a 3 and a 5, he may move a piece three points and another piece (or the same piece) five points. A player may move his piece to any vacant point, to a point occupied by one or more of his pieces or to a point occupied by only one of his opponent's pieces. If a player lands on an opponent's single piece, the opponent's piece is put on the "bar" (the area of the board that divides the inner and outer table). When a player has a piece on the bar, that piece must re-enter the game in the opponent's inner table before he moves any of his other pieces. If the player is not able to re-enter (because he throws dice that result in blocked moves), the player forfeits his turn.

DOUBLES

If a player rolls doubles, he is entitled to make four moves instead of just two. For example, if a player rolls double fours, he is allowed to move four pieces four points (or any combination of pieces that will use up the four fours).

BETTING AND DOUBLING Control of the doubling cube is allowed for both players at the beginning of a Backgammon game. Once a player doubles, control of the cube is given to the opposing player. When a player has control of the cube, the ● button becomes the button to press when a player wishes to double the scoring stakes. For more information on scoring, see the scoring section below.

NOTE: Only when a double is proposed does the other player get the option to resign.

SCORING

In Backgammon, scoring occurs at the end of each game. For each game won a player receives 1 point. In the event of a Gammon, where one player moves all his pieces off the board before the other moves any off, the winner receives 2 points. And in the event of a Backgammon, where one player moves all his pieces off the board before the other can move all his pieces out of the opponent's inner table, the winner scores 3 points.

All of these point values are multiplied by the number chosen on the doubling cube.

BEARING OFF

Once a player has all of his pieces in his own inner table, a player may begin to bear off, or remove, his pieces. If a player who is bearing off rolls a six and a four, he must move a piece from the sixth point off the board and another piece from the fourth point off the board. If the player has no pieces on the sixth point, he may move a piece from the next highest point off the board. A player must use the full value of the die if possible. If a player's piece is sent to the bar, the player may not continue bearing off pieces until all of his pieces are back in his inner table.

RESIGN

If your opponent doubles and you don't wish to risk the higher stakes, select RESIGN and press the ✖ button. The game will be recorded as a loss of 1 point.

NOTE: Quitting a game before it is completed counts as a loss of 3 points.

CHECKERS

Checkers is a game played by two players on an eight by eight board of alternating black and red squares. The game can be played with an automated or live opponent. The object of the game is to force your opponent to be unable to move, either because he is out of pieces or all his pieces are blocked.

PLAY

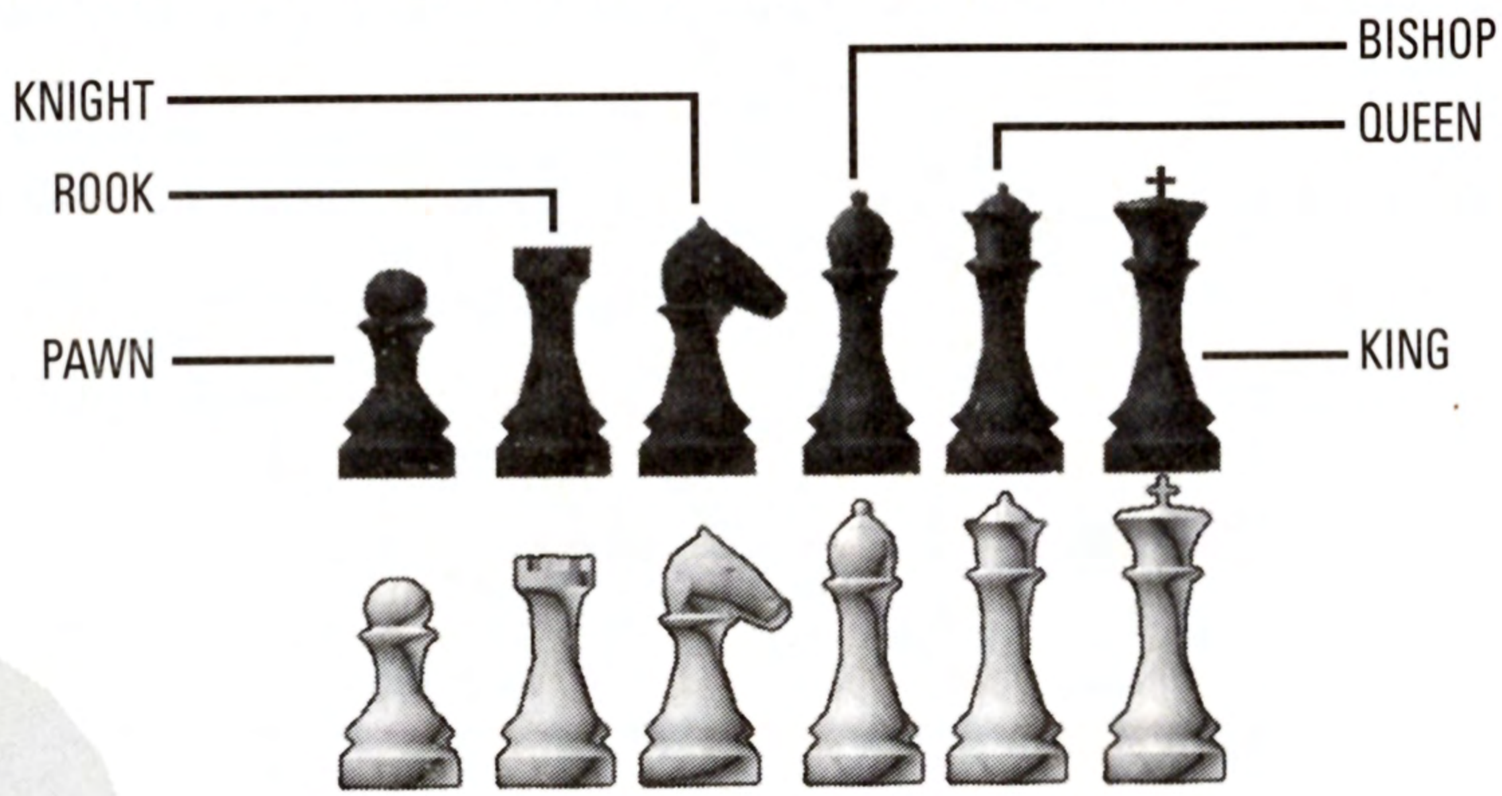
Players will be assigned both a side and a color. A player may move a piece forward diagonally one square to a vacant space. A player may also capture an opponent's piece by jumping over it diagonally, moving two squares in that direction to a vacant space. A single piece may make multiple jumps in a single turn, including zig-zags. If you **can** make a jump, you are **required to**, including continuing multiple jumps once started. If you have a choice of jumps, you may choose any one of them.

KINGING

When a piece reaches the last row it becomes a King. A King may move or jump diagonally in any direction. A piece that jumped into the last row to become a King may not continue jumping on that turn.

CHESS

Chess is a game played by two players on an eight by eight board. The game can be played against an automated or a live opponent. The object of the game is to trap your opponent's King in check.



PIECE MOVEMENT

The movement of the pieces is described below. A piece is captured and removed from the board when an opposing piece legally moves onto its square. Legal moves for each piece are highlighted on the chess board when the piece is selected.

PAWNS

On its initial move, a Pawn may move straight forward (towards the far end of the board) either two squares or one square. After the initial move, the Pawn may only move forward one square at a time. A Pawn may not capture an opponent's piece by moving forward; it may only capture a piece by moving diagonally forward one square.

EN PASSANT

If a Pawn is moved two squares from its initial set-up position, and in doing so is adjacent to an opposing player's Pawn, then that opposing player may capture the Pawn as if it had only moved one square, instead of two, from its initial position only on the next turn.

PROMOTION

If a Pawn reaches the edge of the opposite side of the board, it must be promoted by exchanging it for any other piece except a King.

ROOKS

A Rook moves and captures horizontally or vertically. It can move any number of spaces, but may not jump over another piece.

KNIGHTS

A Knight is the only piece that may jump over another piece. A Knight may move in an "L" shape, two squares straight in one direction (not diagonally) and then one square in a direction 90° from the original direction, or one square in a straight direction (again, not diagonally) and then two squares in a direction 90° from the original direction. A Knight captures pieces in the space it lands.

BISHOPS

A Bishop may move and capture any number of spaces diagonally, but may not jump over another piece.

QUEENS

A Queen combines the moves of a Bishop and a Rook, allowing it to move and capture in any one direction any number of squares, but it may not jump over another piece.

KINGS

A King may move or capture one square in any direction that does not put it in check.

CASTLING

A double move may be made by simultaneously moving the King and a Rook. To Castle, move the King two squares to the left or right. The Rook will move automatically to complete the castle. You may castle as long as: (1) neither the King nor the Rook involved has ever moved, (2) the King is not under attack (in check), (3) the King does not pass through any squares which are under attack by your opponent, (4) all squares between the King and the Rook are empty, and (5) The King does not end its move in a square under attack.

CHECK AND CHECKMATE

When a piece threatens to capture the opposing King, the King is put in "check". A King must immediately respond to the check by getting out of check. This can be accomplished by moving the King, by placing a piece between the King and the attacker or by capturing the attacker. If a player cannot get out of check, then his King has been "checkmated" and the game is over.

DRAW

A game ends in a draw when: (1) a player cannot make a legal move and is currently not in check (stalemate), (2) the game reaches the same position three times in a row or (3) when neither side has moved a pawn or captured a piece in fifty moves.

DOMINOES

Dominoes is a game for one player and an automated opponent, played with twenty-eight dominoes. The object of the game is to be the first player to use all your dominoes. If neither player can use all his or her dominoes, then the player whose dominoes have the fewest dots wins.

STARTING

Each player gets seven dominoes to begin. The player with the highest double (a domino with the same number of dots on each end) starts the first round with that double. A player starts subsequent rounds by playing any double, or any domino if he has no doubles.

PLAY

Play a domino that matches either end of the dominoes already played. If you can play at either end, you may chose a left or right play, using the ✖ button for left.

ENDING A ROUND

When a player plays all of his or her dominoes, or neither player can play, the game ends. If a player has successfully played all of his dominoes, then that player wins. If the game ends because neither player can play, then the player with the lowest total value in the remaining dominoes wins.

REVERSI

Reversi is another game played on an eight by eight board, and can be played against an automated or a live opponent. Each piece has a green and a blue side to it. One player plays the green side of the pieces, and the other player plays the blue side. The object of the game is to have more of the pieces showing your color on the board at the completion of the game

At the beginning of the game, two green and two blue pieces are put on the center four squares of the board. A randomly selected player moves first.

You can put a piece on an unoccupied square as long as the opponent's piece or pieces are sandwiched between the new piece and another one of your pieces. The sandwiched pieces will flip, changing color. A piece may sandwich any number of pieces in one or more rows or directions.

If you cannot flip an opponent's piece, you must pass for that turn. The game is over when neither player can move. The player with the most pieces of their color on the board wins.

CARD GAMES

This section contains the rules for the following delightful card games: Old Maid, Go Fish, Hearts, Crazy Eights and Spades. Here are some general rules to keep in mind when playing the card games.

- Starting with your player and moving clockwise, the automated opponents are referred to as the West, North and East hands respectively.
- In all card games, you play the "South" hand (the player positioned at the bottom of the screen).
- **PARTNER** - If you are playing Spades, your automated partner is the North hand.
- If the game seems to be waiting for you, you are required to make a bid, play a card, pick from the deck or just press the ✖ button. (You must press the ✖ button in some games to prompt other players to play their hand.)
- **SELECT A CARD** – To pass, discard or select a card for play, use the directional buttons. Move the cursor over the card you want to select and press the ✖ button.
- **DRAWING** – If you need to draw a card from the deck or pick up the top card from the discard pile, press the ● button.
- **PASSING** – In some games, you are allowed to pass, or forfeit your turn, if you cannot make a legal play. A PASS icon will appear in these games (the ● button); at the appropriate time, press it to pass.

HEARTS

Hearts is a game for four players (three automated), each playing as individuals. The object of the game is to have the LOWEST score, and the game is over when a player reaches 100 or more points. Points are accumulated by winning "tricks" containing Hearts or the Queen of Spades. If two or more players are tied with the lowest score when another player goes over 100 points, the game continues until the tie is broken.

THE PASS

After the deal, each player selects three cards and passes them to the player on his left. The direction of the pass rotates with each new hand: left, right, across and then no pass. Depending on your strategy you may wish to rid your hand of three high-ranking cards, or dish out cards in a particular suit you have few of, so you can discard hearts when that suit is played.

THE PLAY

The person with the Two of Clubs leads that card. Each player must put down a Club; if no Clubs are in a player's hand, any card, except for a Heart or the Queen of Spades, may be discarded. This restriction on the play of Hearts and the Queen of Spades ends after the first trick. The highest card of the suit wins the trick. The winner of a trick leads the next trick. A player may not lead a Heart until a Heart has been played or until the Queen of Spades has been played.

SCORING

After all tricks are played, each player scores according to the number of Hearts in tricks won by that player. Score 1 point for each heart and 13 points for the Queen of Spades.

SHOOTING THE MOON, OR RUNNING

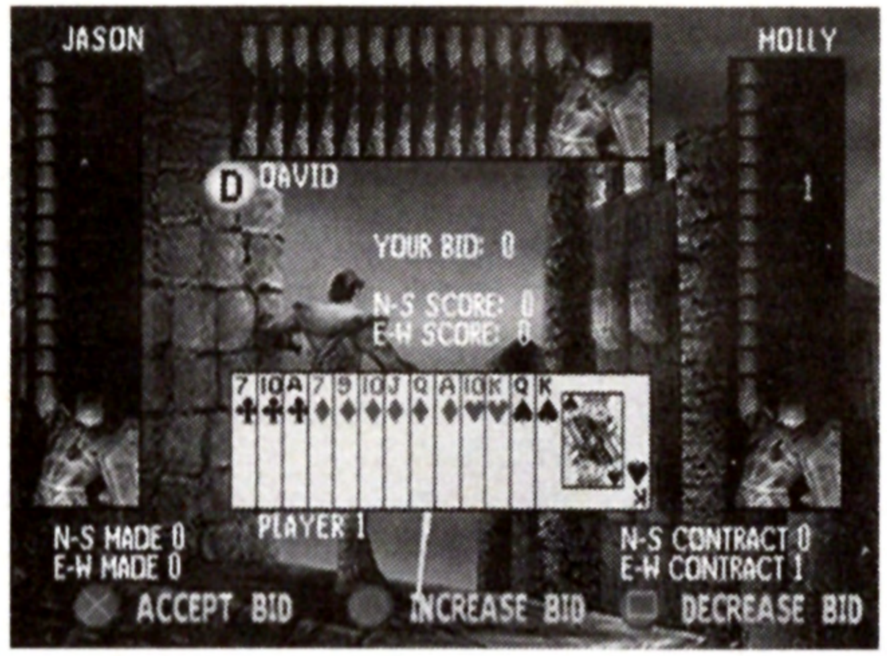
If a player takes all 13 Hearts and the Queen of Spades, that person has successfully "run" or "shot the moon" and adds 26 points to the score of each of the opponents, while the player scores 0.

SPADES

Similar in some respects to Hearts, Spades is a game for four players (three automated), playing in partnerships, North-South vs. East-West. The object of the game is to be the first partnership to score 500 or more points. If both teams go over 500 points on the same hand, the team with the most points wins. If both teams have the same score, the game continues until the tie is broken.

THE BID

Beginning with the player to the dealer's left, each player bids how many tricks they think they will win. Press the ● button to increase your bid, and the ■ button to decrease your bid. Select your bid by pressing the ✖ button. A team's total bid is the combination of the two players' bids. For example, if North bids 2 and South bids 4, the team's bid is 6. A player may also bid NULLO if they think that they personally will not take any tricks. In this case, the team's bid is NULLO plus the number of tricks the partner bids. For example, North bids NULLO, South bids 4. The team's bid is NULLO + 4. Note that there are thirteen possible tricks with each new deal.



THE PLAY

The player to the dealer's left leads. Spades may not be led until they have been played. Each player must follow the suit of the lead card if able; otherwise, any card may be played. The highest Spade played wins the trick for that team; if no Spades were played, the highest card of the suit led wins the trick. The winner of the trick leads the next trick. Play continues until all 13 tricks are played.

SCORING

If a team takes at least the number of tricks that they bid, they score 10 points for each trick bid plus one point for each trick taken in excess of the number of tricks bid. If a team fails to take the number of tricks that they bid, they score minus 10 points for each trick bid.

CRAZY EIGHTS

Crazy Eights is a four-player game (three automated) in which each player tries to get rid of the cards in their hand. The objective is to be the player with the fewest points when any player goes over 100 points. Should two players be tied for the lowest score, another hand is played until one player alone has the lowest total.

THE PLAY The player to the left of the dealer may discard any card to start the pile. Each player in turn gets to place one card face up on the discard pile, provided it is the same suit or rank as the previous card played. If the player has neither, but has an Eight, the player may play that card. When an Eight is played, that player selects the suit that must be followed, such as Hearts. If unable to play, a player must draw cards from the top of the deck until able to play, until the deck is exhausted, or until the player has 15 cards in his or her hand. When a player has succeeded in getting rid of all his or her cards, the player wins that hand.

PASSING If a player is unable to draw or discard, that player must pass his turn.

SCORING When a player wins a hand, all other players add up the value of the cards left in their hand. Face cards are worth 10, Aces are worth 1, Eights are worth 50 and all other cards are worth their numeric value (i.e. Seven of Diamonds is worth seven points).

Should the deck be exhausted without a player going out, the deck is then replenished by taking all but the top card of the discard pile, shuffling those cards and placing those cards as a new, replenished deck.

GO FISH

Go Fish is a game for four players (three automated) where the players try to form "books" of four of a kind. The first player who is left without cards wins. Barring that, when the deck is exhausted, the player with the most books wins.

THE PLAY

The player to the left of the dealer begins by asking any one of the other players if they have a rank of cards (e.g., "Do you have any twos?"). The player asking must have at least one of these cards himself. The player addressed must hand over all the cards asked for. If that player does not have any cards, the asking player is told to "Go Fish". The asking player then draws the top card of the stock. If the player gets the card he was asking for, either from the player he asked or from the stock, that player's turn continues. Otherwise, the player to his left begins his turn. If a player is left without any cards during his or her turn, he or she wins.

CONTROLS

To select which player you ask to give you cards, use the directional buttons to highlight the North, West, or East player, where the up directional button is the North player, the left directional button is the West player, and the right directional button is the East player. Then press the ✖ button to select that player.

Once selected, you must then choose what type of cards you want to ask for by cycling through the types of cards in your hand using the up and down directional buttons.

FORMING BOOKS

When a player has all four cards of a rank, that player forms a book. The cards are discarded, and that player receives one point.

SCORING

The player who goes out first wins. If the deck is exhausted, the player with the highest score wins.

OLD MAID

Old Maid is a game for four players (three automated), playing individually, in which the players try to avoid being left with the Old Maid card.

THE DEAL

A special deck with 51 cards, one of them being the special "Old Maid" card, is dealt out completely to the four players. The dealer is left with 12 cards while each of the other players has 13 cards.

THE PLAY

After the deal, each player removes pairs of cards that have the same rank. The player to the left of the dealer then picks one card from any other player's hand. If the player has a new match, he discards these two cards. Play then proceeds to his left, with each player picking from each other's hands and discarding any matching pairs. Play continues until all cards have been paired except the Old Maid. The player left holding this card loses and is deemed the Old Maid.

CONTROLS

To create pairs from your hand, use the left and right directional buttons to highlight cards and press the ✖ button to select them. When selecting another player's hand to draw from, use the up, left and right directional buttons to highlight the West, North, and East players respectively, then press the ✖ button. Then use the directional buttons to scroll through the player's cards and press the ✖ button to select one. To end the turn press the ● button.

SOLITAIRE GAMES

The *Family Game Pack* game features five different Solitaire variations. They are: Klondike, Auld Lang Syne, Calculation, Scorpion and Flower Garden.

PLAYING SOLITAIRE

Throughout these game descriptions the following terms are used:

DECK After the cards are dealt out, the remaining cards are often left in a stack called a Deck. The Deck is usually kept face down.

FOUNDATION Most solitaire games contain Foundations - stacks of cards, usually of the same suit, built up in rank. The object of many of the games is to get all of the cards into the Foundations.

SPACES If a column is cleared, the remaining area is called a Space. Some games allow a King or another card to be moved to a Space, while other games do not allow Spaces to be filled.

TABLE The way the cards are arranged for a game other than the Foundation. Cards from the Table are often playable to other parts of the Table or the Foundation.

WASTE PILE When cards from the Deck are not playable to the Foundation, they are often put into one or more "waste piles". Most games allow the top card of a waste pile to be played on a Foundation.

KLONDIKE

OBJECT To build up the Foundations from Ace to King in suit.

SETUP The Table consists of seven columns, with one card in the first column, two in the second, etc., up to seven in the seventh column. Only the top card of each column is face up.

PLAY Build down in alternating colors on the Table. Deal three cards from the Deck to a waste pile. The top card of the waste pile is available for play to the Table or the Foundations. The top card of a column is available for play on the Foundation. All the face up cards in a column may be moved to another column when the bottommost of these cards may be played on the top of another column. Spaces may be filled by Kings. Whenever a face down card is uncovered, it may be turned face up. There are unlimited redeals.

AULD LANG SYNE

OBJECT Build all of the cards up in the Foundations from Ace to King in each of the four suits.

SETUP An Ace from each suit begins the four Foundations. There are four waste piles below the Foundations.

PLAY Turn up the cards one at a time from the deck and place onto the Foundations or waste piles. Only the top card of each waste pile is playable to the Foundations.

CALCULATION

OBJECT Build all of the cards up in the Foundations. The Foundations are built up in four different ways: the first Foundation is built up from Ace to King sequentially (A, 2, 3, 4, … Q, K). The second Foundation is built up from Deuce to King, skipping every other card (2, 4, 6, 8, 10, Q, A, 3, … J, K). The third Foundation is built up from Three to King, skipping two cards (3, 6, 9, Q, 2, … 10, K). The last Foundation is built up from Four to King, skipping three cards (4, 8, Q, 3, … 9, K). All Foundations are built up regardless of suit.

SETUP An Ace, Deuce, Three and Four are placed to begin the Foundations. Four waste piles are set up below the Foundations.

PLAY Turn up cards one at a time from the Deck and place on the Foundations or the waste piles. The top card of each waste pile is available for play to the Foundations.

Foundation 1	**A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K**
Foundation 2	**2, 4, 6, 8, 10, Q, A, 3, 5, 7, 9, J, K**
Foundation 3	**3, 6, 9, Q, 2, 5, 8, J, A, 4, 7, 10, K**
Foundation 4	**4, 8, Q, 3, 7, J, 2, 6, 10, A, 5, 9, K**

SCORPION

OBJECT To arrange the cards in suit from King down to Ace in four columns.

SETUP The Table consists of seven columns of seven cards each. In the first four columns, the bottom three cards are face down. The remaining three cards are set aside face down. All other cards are face up.

PLAY Build down on the top card of a column in rank and in suit. Nothing may be played on an Ace. Any face up card in the Table, no matter how buried, is available to be played. All cards above it are moved with it as a unit. When a face down card is uncovered, it may be turned over. Spaces may only be filled by Kings. When you are stuck, press the ● button to play the three remaining "merci" cards onto the first three columns (by selecting on the three cards).

FLOWER GARDEN

OBJECT To build the Foundations up from Ace to King in suit.

SETUP The Table consists of six columns of six cards each. The remaining sixteen cards are placed at the bottom as a "bouquet."

PLAY On the Table, build down regardless of suit. **Only the bottom card** of a column is available. Spaces may be filled by any available card. Cards from the bouquet may be played at any time, either from the bouquet to the Table or to the Foundations.

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