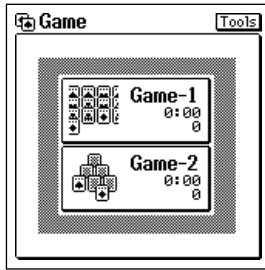


The PV Unit comes with two built-in games for your enjoyment. The games are named Game-1 and Game-2.

Entering the Game Mode and Selecting a Game

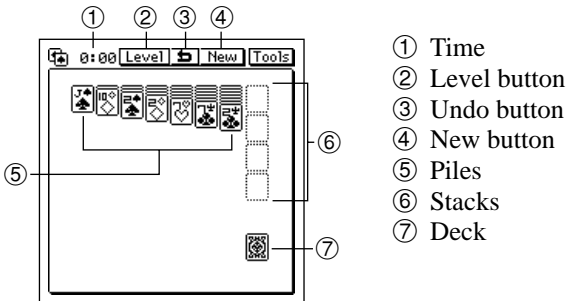
1. Tap the **Menu** icon to display the Mode Menu.
2. Tap the **▲** and **▼** buttons on the right side of the menu screen to change menu pages and display the **Game** icon. Next, tap **Game**.



Game selection screen

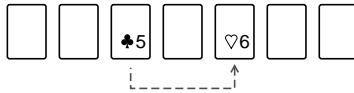
3. Tap **Game-1** or **Game-2**.

Game-1





How to play

- Alternate the cards in the piles by piling cards in descending order, alternating black and red.



Place the black 5 on top of the red 6.

- Tap the next face down card in a pile to turn it up when you move the face up cards over to a different pile.
- You can move an entire pile of cards onto another pile, as long as the first (top) card of the pile being moved is one less and the opposite color of the last (bottom) card of the pile being moved to.
- If a pile location becomes empty when you move a pile, you can place any king or pile that starts with a king into the empty location.
- After making all the plays that are available in the piles, tap the deck to turn up every third card, and place the card that is turned up onto the piles in accordance with the rules described above, if possible.
- The symbol  appears in place of the deck when there are no more cards in the deck. Tap the deck again to start turning up the deck from the beginning again.  means the game is over.
- Any time an ace turns up, place it into one of the stacks at the side of the screen. There are four stacks, one each for hearts, clubs, diamonds, and spades.
- Once you start a stack with an ace, continue stacking cards in sequence: A, 2, 3, 4 J, Q, K.
- The game is over when all of the cards into their respective stacks (you win) or when there are no more plays left before all the cards are stacked (you lose).

To move a card or stack of cards

Drag the cards to move them on the display.

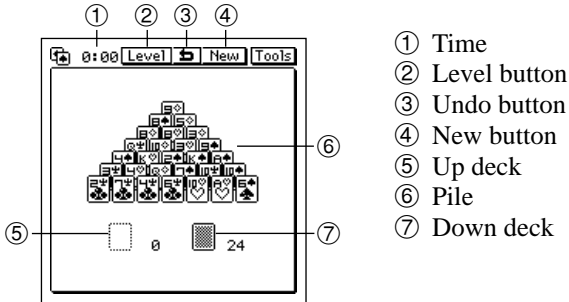
Game Levels

Beginner: Tapping a card causes the applicable destination to become highlighted, showing you where it should go.

Intermediate: No indication of where cards should go

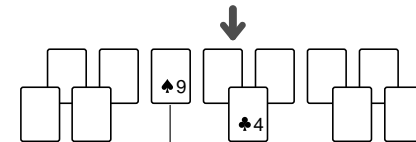
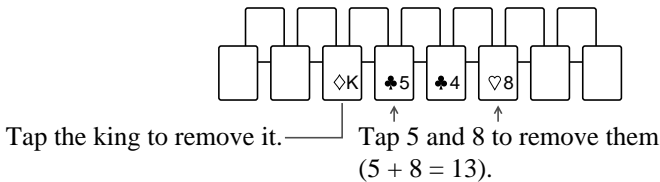
Advanced: Undo up to two steps only.

Game-2








How to play

- Remove any two cards whose sum equals 13 from the bottom of the pile. A card at the bottom of the pile is one that does not have any cards on top of it.
- A king equals 13 by itself, and can be removed without removing any other card with it.



There are no cards on top of the 9, so it can be removed with the 4 to make 13.

- After making all the plays that are available at the bottom of the pile, tap the down deck to turn up the next card on top of the down deck. The card that is turned up can be tapped in combination with a card at the bottom of the pile to equal 13.
- After making all the plays that are available at the bottom of the pile and with the upturned card on the down deck, tap the upturned card and then tap on the up deck area to move the upturned card there. Next, tap the down deck to turn up the next card. Now you have three places with cards you can combine to total 13: the bottom of the pile, the upturned card on top of the down deck, and the card on the up deck.
- Repeat the above steps until you move the last card from the down deck to the up deck. When you do, there will be either a  or  in place of the down deck.  means you can continue playing, so tap the  to move the cards from the up deck back to the down deck.  means the game is over.
- The game is over when all of the cards are gone (you win) or when there are no more plays left before all the cards are gone (you lose).

Game Levels

Beginner: Tapping a card causes the another card that equals 13 in combination with the card you tap to become highlighted. This level also lets you turn the up deck over three times (so it becomes a new down deck) after you run out of cards in the down deck.

Advanced: No indication of which cards equal 13. At this level, get only one pass through the deck. You cannot turn the up deck over.


■ General Game Procedures

The following procedures can be used for either Game-1 or Game-2.

To change the level

Tap **Level** to open a menu of levels, and tap the one you want.

To undo the last play

Tapping  undoes the last play. You can undo only the latest play you made.