



## Free Solitaire card games



## ***Atari Lynx – 20<sup>th</sup> Anniversary***

In 1989, Atari released the world's first color handheld videogame system, the Lynx. An impressive machine for the time, it featured multi-player capabilities, ambidextrous controls, 3D graphics and a backlit LCD screen. The competition couldn't hold a pixel to the Atari Lynx.

Even though it had far-superior technology and a great catalog of games, it never fully caught on with the gaming public, eventually being taken down by rivals Sega and Nintendo. The Atari Lynx has been orphaned since 1993, when Atari stopped marketing it, deciding instead to focus on the Jaguar. The last "official" titles came out as late as 1995.

However, since being released into the public domain, the Lynx has seen over 35 games and playable demos emerge, and that's only counting the ones released on actual Lynx cartridges. While some of these were "works in progress" found on hard drives abandoned by ex-Atari employees, we have witnessed a steady increase of top-quality releases created by Lynx aficionados worldwide.

Fast forward to 2009. Thanks to a strong homebrew community, several top-notch retailers and a terrific fan base, the Lynx library now boasts more than 110 titles. Nearly one-third of the current library came out after "the end." We continue to see new games, demos, hardware and other innovations emerge every year.

As fans of the Atari Lynx, we live in exciting times. With all that has happened in the first 20 years, imagine what we will see in the years to come!

Long live the Atari Lynx – 1989-2009

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The current user interface will have these special buttons:

**Restart** (Option 1 & Pause)- exit game

**Flip** (Option 2 & Pause) - flip screen

**Opt 1** - restart current game (when you are stuck)

**Pause** - pause/start the music and timer

**Opt 2** - 1st press stop the tune, 2nd press start next tune

In the main screen:

**A** – start game

**Joypad** – choose game

In the game:

**A** – drop selected cards, select cards to move or deal cards from the deck

**B** - show partly hidden card or deal next card

**Joypad** – move cursor or card piles around

In the Jukebox:

**A** – buy new tune / listen to tune

**B** – toggle tune in the playlist and stop playing tune

**Joypad** – choose tune

In Hall of fame:

**Joypad** – choose game

In the Name screen:

**A** – choose name

**B** – edit name

Special service-mode commands.

At main menu:

**Erase EEPROM** (Option 1 + Option 2)

In game:

**Cheat mode toggle** (Option 1 + Option 2)

If the cheat is active the screen turns red. Now you can move cards any way you want. No rules are enforced. If you cheat you cannot get a high score.

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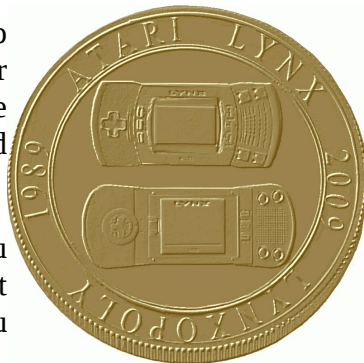


### ***The Jukebox***

As Atari Lynx has a birthday today we have decided to award you with a Lynx coin.

The Jukebox just happens to accept Lynx coins for providing you with some entertaining background music.

With this single Lynx coin you can buy one tune. If you want to listen to more tunes you



need to win games well enough to enter the highest level on the Hall of fame.

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## ***How to Play Klondike / Klondike Draw Three***

**Joypad** – Moves cursor

**A** – Select card(s) to move

Drop card(s)

**B** – Deal next card(s) or show partly hidden card

**Opt 1** – Restart current game

**Pause** – Pauses game

**Opt 2** – Turns music off/on

Commonly referred to simply as Solitaire, Klondike is the most common form of Solitaire. Even though everyone knows how to play, here are the basic rules:

The object of Klondike is to place all cards onto the shaded platforms in the upper right corner from Ace to King, one suit per platform, by moving cards from the piles in the lower half of the screen and from the deck in the upper left corner.

Cards in the seven stacks below can be stacked from King to Ace, alternating between red and black. Any partial or complete piles can be moved to another stack, as long as they match up with the alternating suit and color.

Moving the cursor over a card will magnify that card. To play a card, magnify it, then hit “A.” The card will become gray. Move the card to where you wish to place it, and hit

“A” again. If the move is illegal, the card will return to its original location.

Note: To move all cards in a stack, make certain to move the cursor to the top of the stack before hitting “A.” This will turn all the cards in the pile gray. Maneuver the cursor to desired location and hit “A” again.

When a card has been moved to reveal a facedown card, the card will automatically flip over.

Once a stack has been cleared of cards, a King of any suit (or a pile starting with a King) can be moved to that open area.

If no more moves can be completed in the seven stacks below, begin using the deck in the upper left corner. Hitting “B” will deal the card(s) from the deck to the discard pile. (In Klondike, only one card is flipped at a time, whereas in Klondike Draw Three, three cards are flipped at a time.)

Note: the cursor does not need to be touching the deck to flip the next card.

If you get stuck, you can press “Option 1” to try the current game again, or “Reset” to quit to the main menu.

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## ***How to Play Free Cell***

**Joypad** – Moves cursor

**A** – Select card(s) to move

Drop card(s)

**B** – Show partly hidden card

**Opt 1** – Restart current game

**Pause** – Pauses game

**Opt 2** – Turns music off/on

The object of FreeCell is to move all cards to the home cells, using the free cells as placeholders. To win, make four stacks of cards on the home cells, one for each suit, stacked from Ace to King.

The play field consists of four home cells (upper right), four free cells (upper left) and eight card piles (lower half). The home cells are for placement of cards, one for each suit, stacked from Ace to King. The free cells are used for temporary card storage. It can be any card, but you can only place one card per cell. To move a card, hit “A” to select it (it will turn gray), move the cursor to desired location, and hit “A” again to drop the card.

The deck is dealt into eight piles, all face up. Individual cards can be moved from one pile to another, but can only be stacked from highest to lowest, alternating between red and black cards. Stacks of two or more cards can be moved from one pile to another, as long as they match up with the alternating suit and color. However, a stack cannot be moved in whole to an empty pile location. Note: To move multiple cards in a stack, make certain to move the cursor to the top of the stack before hitting “A.” This will turn all the cards in the pile gray.

To view a partially hidden card in a pile, move the cursor until the desired card is located, then hit “B.”

If you get stuck, you can press “Option 1” to try the current game again, or “Reset” to quit to the main menu.

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## ***How to Play Spider Solitaire***

**Joypad** – Moves cursor

**A** – Select card(s) to move

Drop card(s)

**B** – Deals a new row of cards

Show partly hidden card

**Opt 1** – Restart current game

**Pause** – Pauses game

**Opt 2** – Turns music off/on

The object of Spider Solitaire is to remove all cards from the playfield by creating stacks, from King to Ace, in the same suit.

The cards are lined up on the playfield in ten columns. Move the cards from one stack to another, lining up a suit in order from King to Ace. Once a complete set is made, the cards are removed.

Cards can be moved one at a time, or in groups. To play a card, move the cursor over to it (which will magnify the card) and hit “A” to select it. It will turn gray. Then move it to the desired location and hit “A” again.

To move a group, move the cursor over to the stack and up, until all cards are included. (If the card is partially hidden, Hit “B” to display that card temporarily.) Hit “A” to select this group. The cards will turn gray. Then move the cursor



to the desired location and hit “A” again to drop the cards. If the move is illegal, the cards will return to their previous location.

Once all moves are exhausted, hit “B” to deal a new row of cards.

In Spider Easy, all cards are in the same suit, Spades.

In Spider Medium, cards are in two suits, Spades and Hearts.

In Spider Hard, cards are in all four suits.

In all three Spider games, the goal is the same. In order to clear out card sets, the cards must be in the same suit, from King to Ace. However, in Spider Medium and Spider Hard, individual cards can be moved from one column to another regardless of suit, as long as they range from King to Ace and alternate between red and black. Note: Though you can store cards in a mixed-suit pile, you cannot move a mixed-suit pile.

If you get stuck, you can press “Option 1” to try the current game again, or “Reset” to quit to the main menu.

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## ***Credits***

This game is a collective effort by some AtariAge enthusiasts.

Game design and coding:  
Karri Kaksonen

Card deck design:

Pierre Doucet

Manual writer:

Randy Pearson

Part of the graphics:

Daniel Horvath

Active game tester with good suggestions:

Eric De Lee

And a special thanks for all the active AtariAge discussion group participants and Atari Lynx High Score club members.