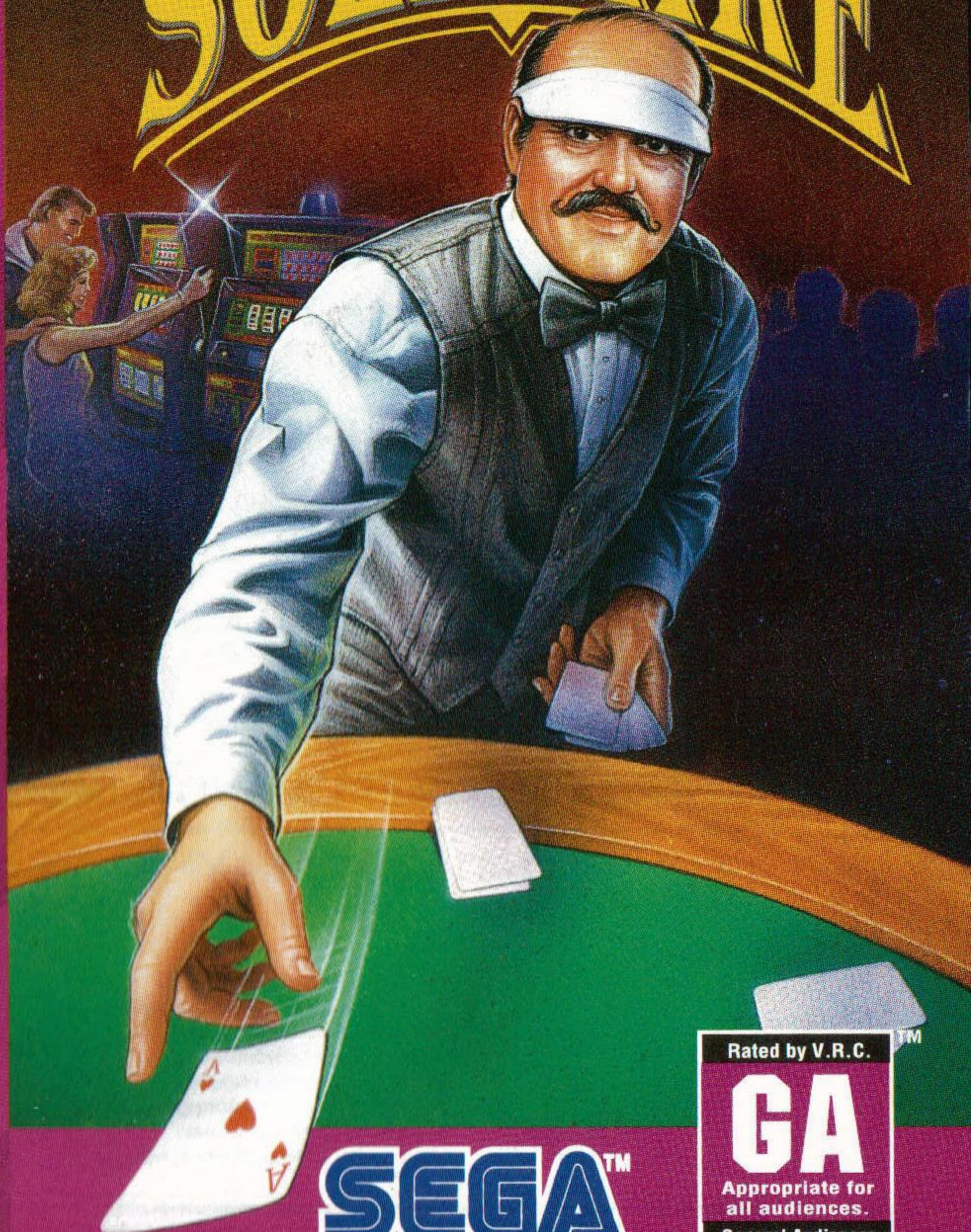


GAME GEAR™



Adrenalin™

POKER FACE PAUL'S™ SOLITAIRE



SEGA™

Rated by V.R.C.™
GA
Appropriate for
all audiences.
General Audiences

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.**

HANDLING YOUR CARTRIDGE

- ✦ The Sega cartridge is intended for use only on the Sega Game Gear.
- ✦ Do not bend the cartridge, crush it or get it wet.
- ✦ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✦ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

SEGA'S GAMEPLAY HOTLINE

1-415-591-PLAY

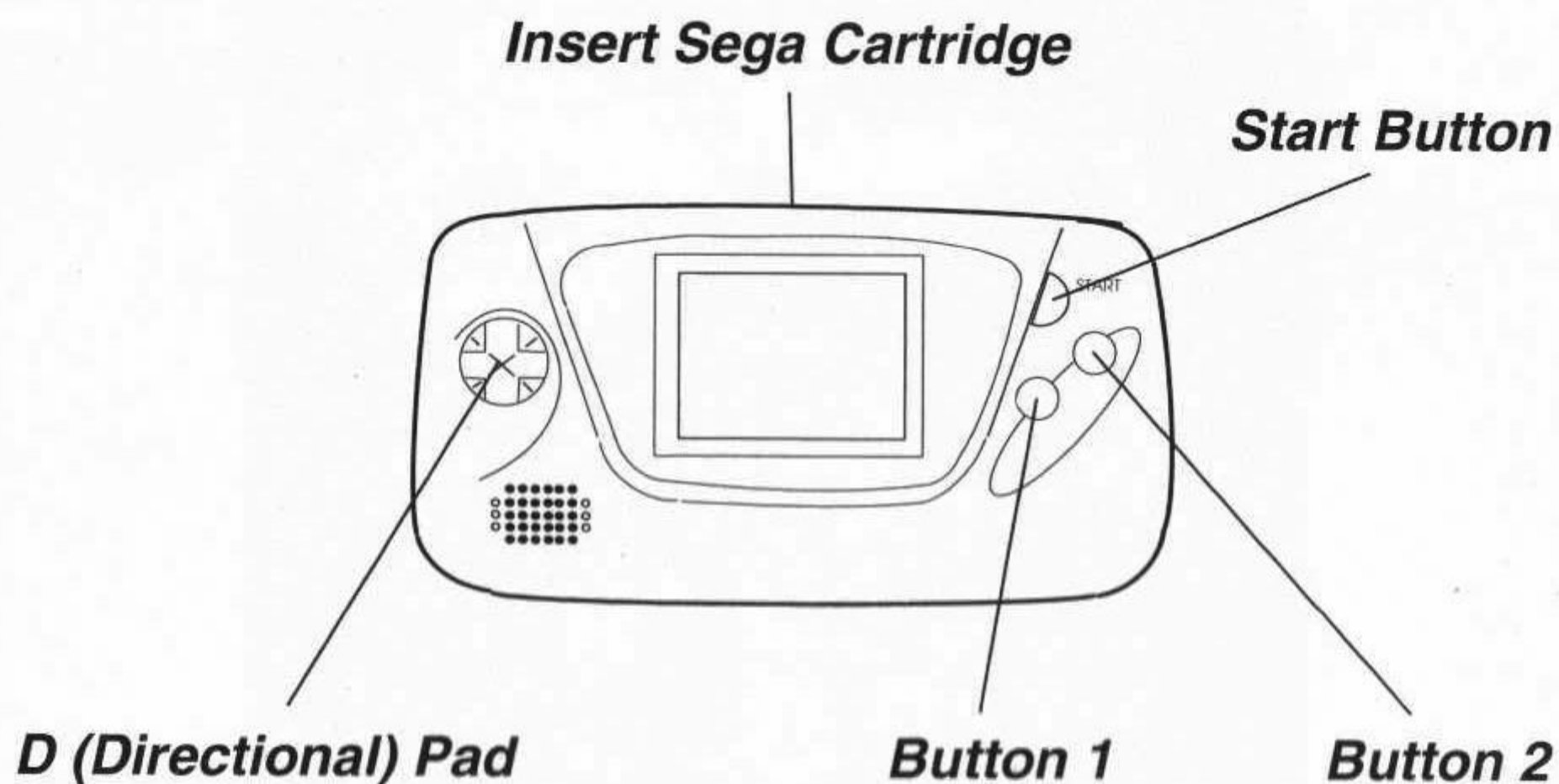


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Wir verwenden Recyclingpapier.
Nous utilisons du papier recyclé.
Usamos papel reciclado.
Utilizziamo carta riciclata.
Wij gebruiken kringlooppapier.
Vi använder returpapper.
Käytämme palautettavaa paperia.



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***Always turn the power switch OFF
before inserting or removing the cartridge.***

GETTING STARTED

1. Set up your Sega™ Game Gear™ and make sure the power switch is OFF.
2. Insert the *POKER FACE PAUL'S SOLITAIRE* cartridge into your Game Gear and turn the power switch ON.
3. After several opening screens, you'll see the Title screen. Press any button to go on to the Solitaire Setup screen.

— OR —

Wait a few moments to see demonstrations of the four different Solitaire games. Press any button **twice** to go back to the Title screen and then on to Solitaire Setup.

4. At the Solitaire Setup screen, press any button to start playing with the settings shown at the top.

MAKING GAME CHOICES

The Solitaire Setup screen shows the current game settings:

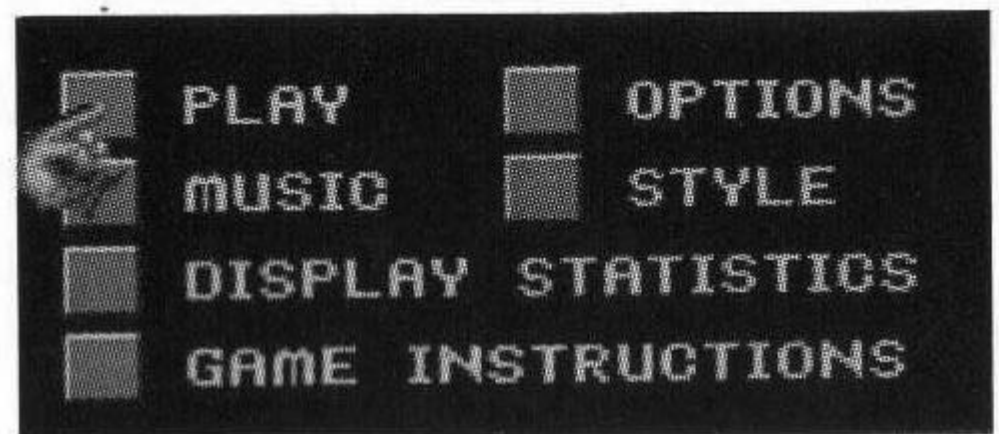
Decks – The number of card decks in play at one time. In Klondike, this line shows your Display setting. In Calculation, it shows the number of Passes you can make through the deck.

Style – The type of Solitaire you will play: Klondike, Elevens, Monte Carlo or Calculation.

Time Limit – How many minutes the game will last.

TO CHANGE THE SETTINGS:

- Use the **D-Pad** to select an option.
- Press any other button to activate the option or go on to its submenu.



Play – Start the game.

Music – Toggle the music on (green check) or off (red X).

Options – Choose the settings for **Time Limit** and **Decks**, **Display** or **Passes**. A green check means a setting is active. When **Hints** is active, Poker Face Paul will show you the possible card combinations during the game. Choose **Exit** to return to the Setup screen.

Style – Choose which Solitaire variation you'll play.

Display Statistics – Keep track of the games you played in the current style, and how well you're doing. Statistics are not kept for games when HINT is active.

Game Instructions – View a series of screens describing how to play the game. Press **Start** to return to the Setup screen.

HOW TO PLAY KLONDIKE

GAME OPTIONS

Time Limit – 6 to 10 minutes, or OFF for an unlimited game.

Display – NORMAL displays your cards across two screens, SMALL 1 provides a more condensed view, and SMALL 2 shows the layout, deck, discard pile and bases on one screen.

Hint – When HINT is active, Poker Face Paul will help you move cards to their correct bases.

BUTTON CONTROLS

D-Pad – Up, down, right or left moves the Hand one space in the direction you press. Holding the button down in any direction moves the Hand multiple spaces.

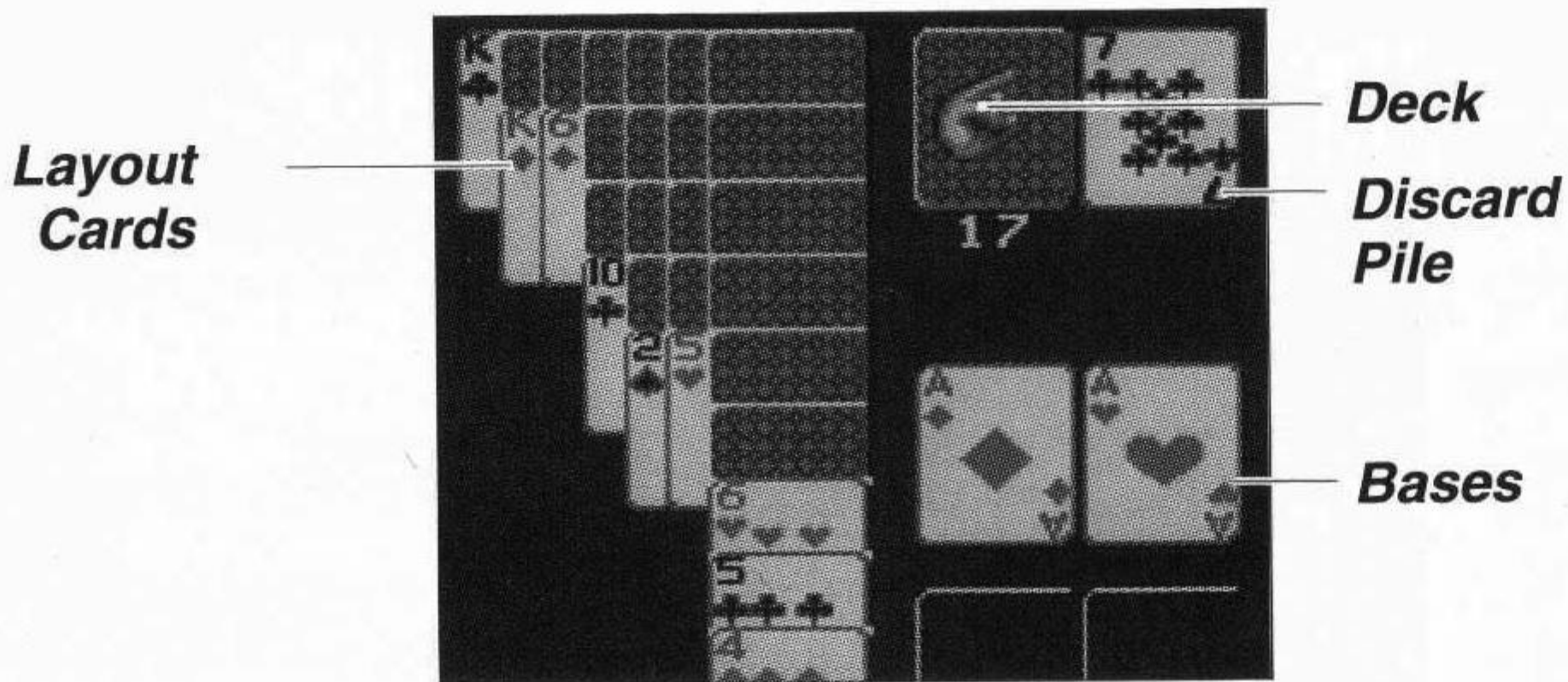
A or B – Either button picks up a card when the Hand is empty. The card will begin flashing. Then, either button lays down a flashing card that the Hand is holding.

Start – Displays the Help menu and activates the highlighted option. (See page 12.)

PLAYING THE GAME

Your goal is to move the entire deck of cards onto 4 bases.

1. Seven cards are dealt face down and across, as the beginnings of 7 columns. Next, 6 cards are dealt face down, starting at the second column and overlapping the first row. Then 5 cards are dealt starting at the third column, and so on until the last column has 7 cards.
2. The card at the bottom of each column is turned up. The remaining cards are stacked, face down, at the upper right. The 4 empty spaces at the lower right are the bases.
3. The cards in the columns are the layout cards. You can move any turned-up card to another column if it can be placed on a card that is a different color and one number higher in value. Cards can be moved individually or



You'll hear a warning tone when you try to make an illegal move.

- as the top card in a sequence. Sequences can be moved as entire units, or broken at any point.
4. Once a card is moved, the card beneath will be turned up. If possible, this card can be played as well.
 5. When you've played all possible layout cards, move the Hand to the deck and begin turning over cards. Move cards from the deck onto the layout whenever you can. Otherwise, stack them in the discard pile.
 6. When you turn up an Ace, you can place it as the first card in a base. Then you can build up the bases by placing a card of the same suit and the next number higher on top of a card that's already on a base. You can move cards to the bases from both the deck and the layout.
 7. When columns become empty, you can fill them with a King, either from the deck or the layout, alone or as part of a sequence.
 8. When you've turned over the entire deck, you can begin going through it again.
 9. The game ends when you've moved the entire deck of cards onto the bases, or when you can't make any more moves. (When the deck is empty and all the cards in the layout have been turned up, Poker Face Paul will automatically move the remaining layout cards onto the bases.)

HOW TO PLAY ELEVENS

GAME OPTIONS

Time Limit – 2 to 5 minutes, or OFF for an unlimited game.

Decks – 1 to 4 decks.

Hint – When HINT is active, Poker Face Paul will briefly flash any legal card combinations showing.

BUTTON CONTROLS

D-Pad – Up, down, right or left moves the Hand one space in the direction you press, as long as the Hand is moving toward a card or toward the next empty space.

A or B – Either button sets a card in place when the Hand is over an empty space. Then, either button picks up any card when the Hand is over it.

Start – Displays the Help menu and activates the highlighted option. (See page 12.)

PLAYING THE GAME

Your goal is to clear the board by matching 2 cards whose total face value equals 11. For example:

Ace & 10

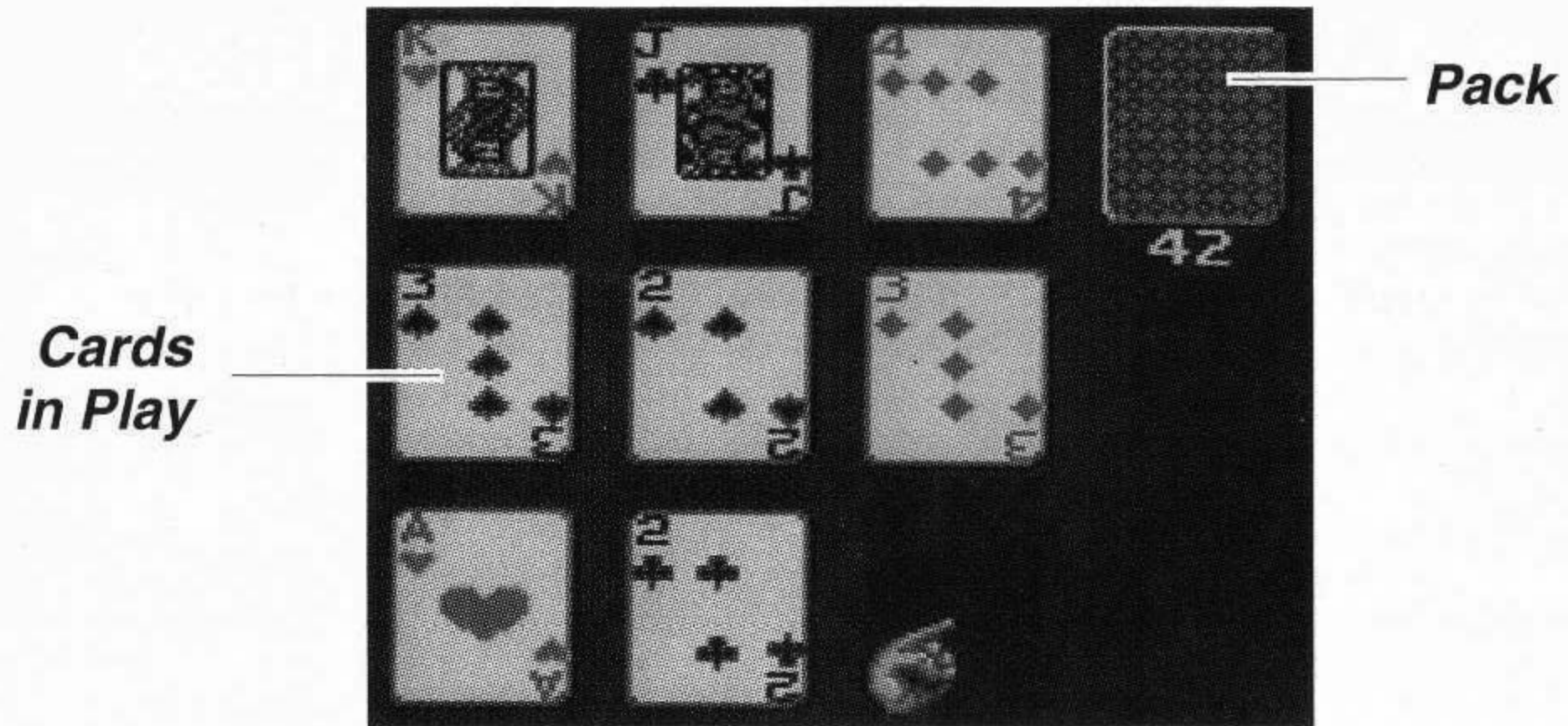
2 & 9

3 & 8

4 & 7

5 & 6

You can also match up any 3 face cards (J, K, Q) or any 3 cards of the same value, that line up horizontally, vertically or diagonally.



You'll hear a warning tone when you try to make an illegal match.

1. Nine cards will be dealt out, in 3 rows of 3 cards, starting from the top left. The cards are dealt one by one, with a pause after each card so you can check for Elevens or a 3-card lineup.
2. Press **A** or **B** to deal the next card. Poker Face Paul will automatically move the Hand to the next empty space.
3. When you see a legal combination, you can remove the cards by moving the Hand over them and pressing **A** or **B**.
4. When you remove a card, another card is automatically put in its place, until all the cards in the pack have been dealt.
5. The game ends when you've removed all the cards, or when you can't make any more matches.

HOW TO PLAY MONTE CARLO

GAME OPTIONS

Time Limit – 2 to 5 minutes, or OFF for an unlimited game.

Decks – 1 to 4 decks.

Hint – When HINT is active, Poker Face Paul will briefly flash any legal card combinations showing.

BUTTON CONTROLS

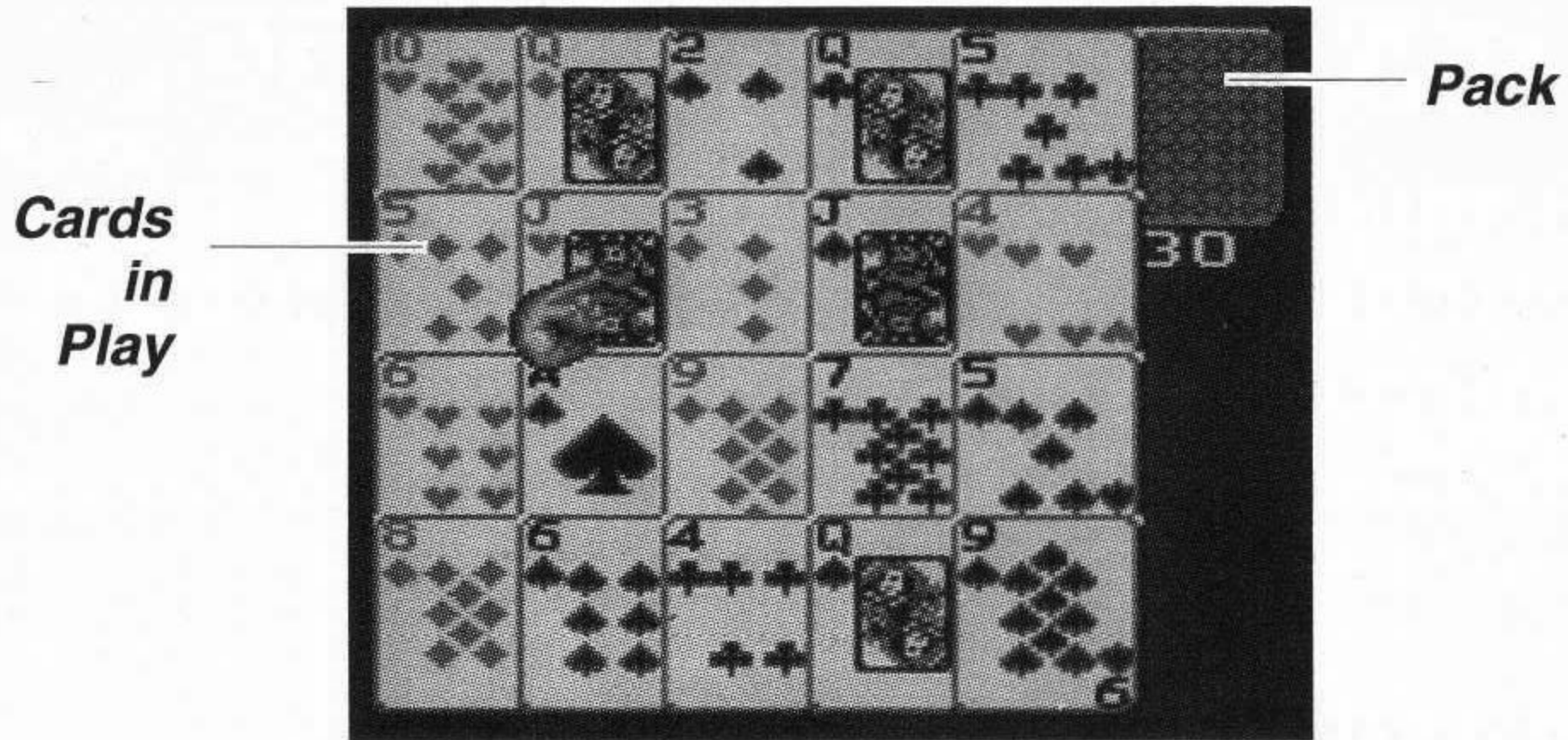
D-Pad – Up, down, right or left moves the Hand one space in the direction you press.

A or B – Either button readies a card for pick-up. The card will begin flashing. Move the Hand to the second card of a legal combination and press either button to pick up both cards.

Start – Displays the Help menu and activates the highlighted option. (See page 12.)

PLAYING THE GAME

In Monte Carlo, you try to clear the board by picking up pairs of cards with the same face value. The cards must be touching horizontally, vertically or diagonally in order to be a legal pair.



You'll hear a warning tone when you try to make an illegal move.

1. Twenty cards are dealt out, in 4 rows of 5 cards each, starting from the top left.
2. You can pick up any matching pair, as long as the cards have the same face value and are touching, either side to side, top to bottom, or corner to corner.
3. All the cards following the cards you removed will shift by 1 or 2 spaces to fill in the gaps. Cards always move from right to left, and then from the far left of a lower row to the far right of the next higher row.
4. After each move, 2 new cards are added from the pack to the bottom right of the cards in play.
5. The game ends when you pair all the cards, or you can't make any more matches.

HOW TO PLAY CALCULATION

GAME OPTIONS

Time Limit – 4 to 7 minutes, or OFF for an unlimited game.

Deck Passes – 1 to 4 passes through the deck.

Hint – When HINT is active, Poker Face Paul will show you the next card needed in each row.

BUTTON CONTROLS

D-Pad – Up, down, right or left moves the Hand one space in the direction you press.

A or B – Either button picks up a card when the Hand is empty. The card will begin flashing. Then, either button lays down a flashing card that the Hand is holding.

Start – Displays the Help menu and activates the highlighted option. (See page 12.)

PLAYING THE GAME

In this game, you build 4 rows by laying the cards down in a set sequence. The challenge is to get all the cards into the rows and have no cards left in the 4 discard piles.

Calculation Sequences

Row 1: Add 1 to the last card.

Sequence: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, 1 and so on.

Row 2: Add 2 to the last card.

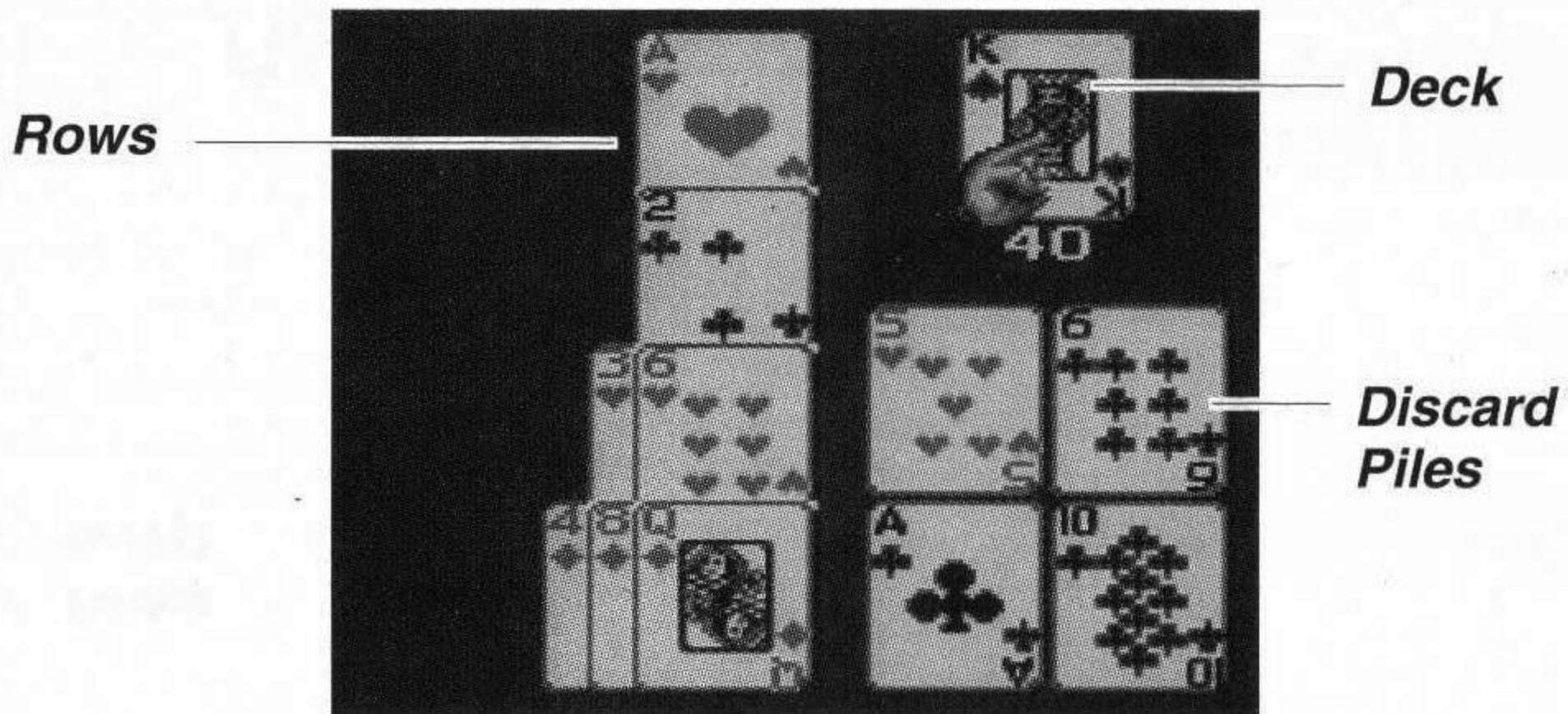
Sequence: 2, 4, 6, 8, 10, Q, 1, 3, 5, 7, 9, J, K, 2 and so on.

Row 3: Add 3 to the last card.

Sequence: 3, 6, 9, Q, 2, 5, 8, J, 1, 4, 7, 10, K, 3 and so on.

Row 4: Add 4 to the last card.

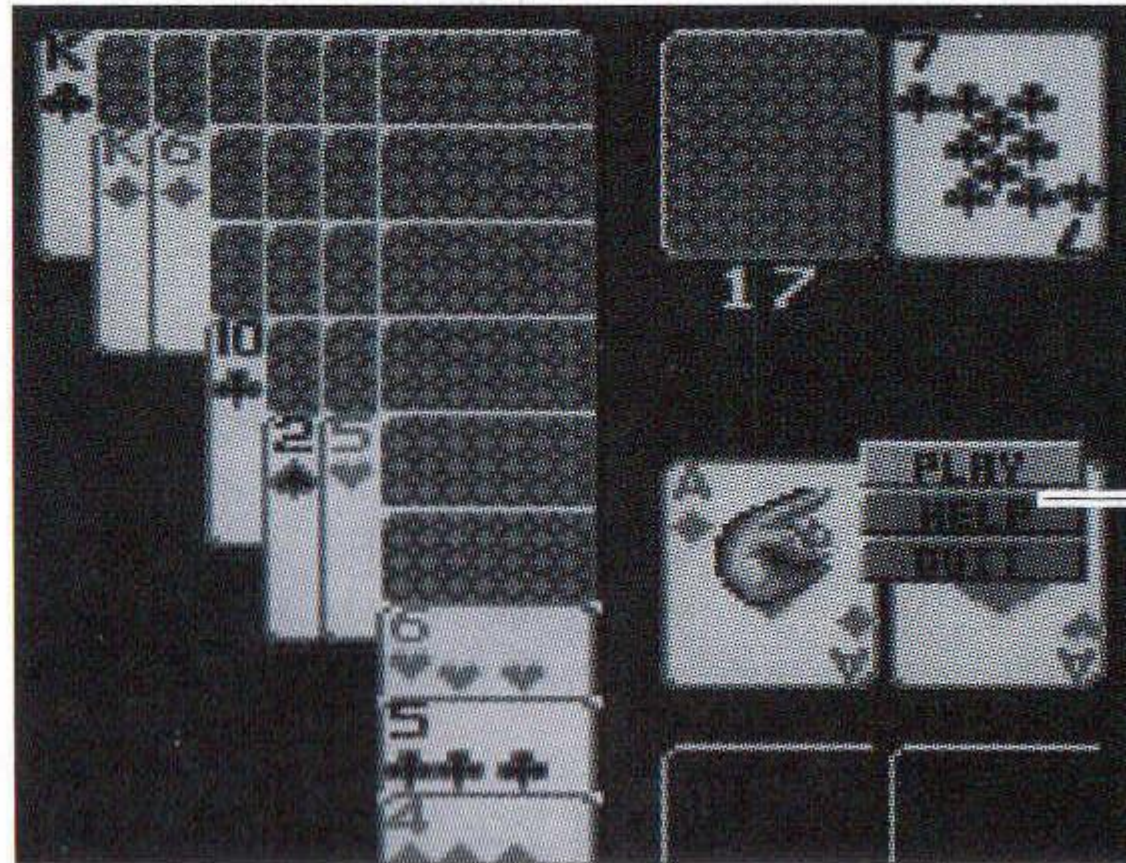
Sequence: 4, 8, Q, 3, 7, J, 2, 6, 10, 1, 5, 9, K, 4 and so on.



You'll hear a warning tone when you try to make an illegal move.

1. Four cards are set out in a vertical row. From top to bottom the cards are Ace, 2, 3 and 4 of any suit.
2. Turn over the top card in the deck and, if possible, place it in one of the rows. Cards must be added to the rows in their set sequence. Only face value is important, and not the suit of the card.
3. If you cannot place a card in a row, then add it, face up, to one of the discard piles.
4. The top card from any discard pile can be moved into any row, as long as it's the next card in that row's sequence.
5. Continue playing the cards, either turning them over from the top of the deck, or moving them from the discard piles into the rows.
6. When a discard pile is empty, you can move the top card from any other discard pile onto it.
7. The game ends when you've placed all the cards in the rows, you can't make any more moves, or you can't make any more passes through the deck.

USING THE GAME MENU



*Game
Menu*

Press **Start** during play to see the Game menu. Press the **D-Pad** up/down to highlight an option, and then press any button.

Play – Continue the game.

Help – View a Help menu and select a topic to read about. (Move the Hand to the topic and press **A** or **B**.) Topics include History, Klondike, Elevens, Monte Carlo and Calculation. You'll find information on how to play and examples of legal card combinations. Press the **D-Pad** right/left to flip through the text screens. Press **Start** twice to resume play.

Quit – End the game by selecting YES on the menu that appears. Select NO to continue playing.

POKER FACE PAUL'S CREDITS

Producer	Jay Smith
Product Manager	Chrissie Huneke
Software Developer	Spidersoft
Test Lead	John Pedigo
Manual	Carol Ann Hanshaw

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342.**

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

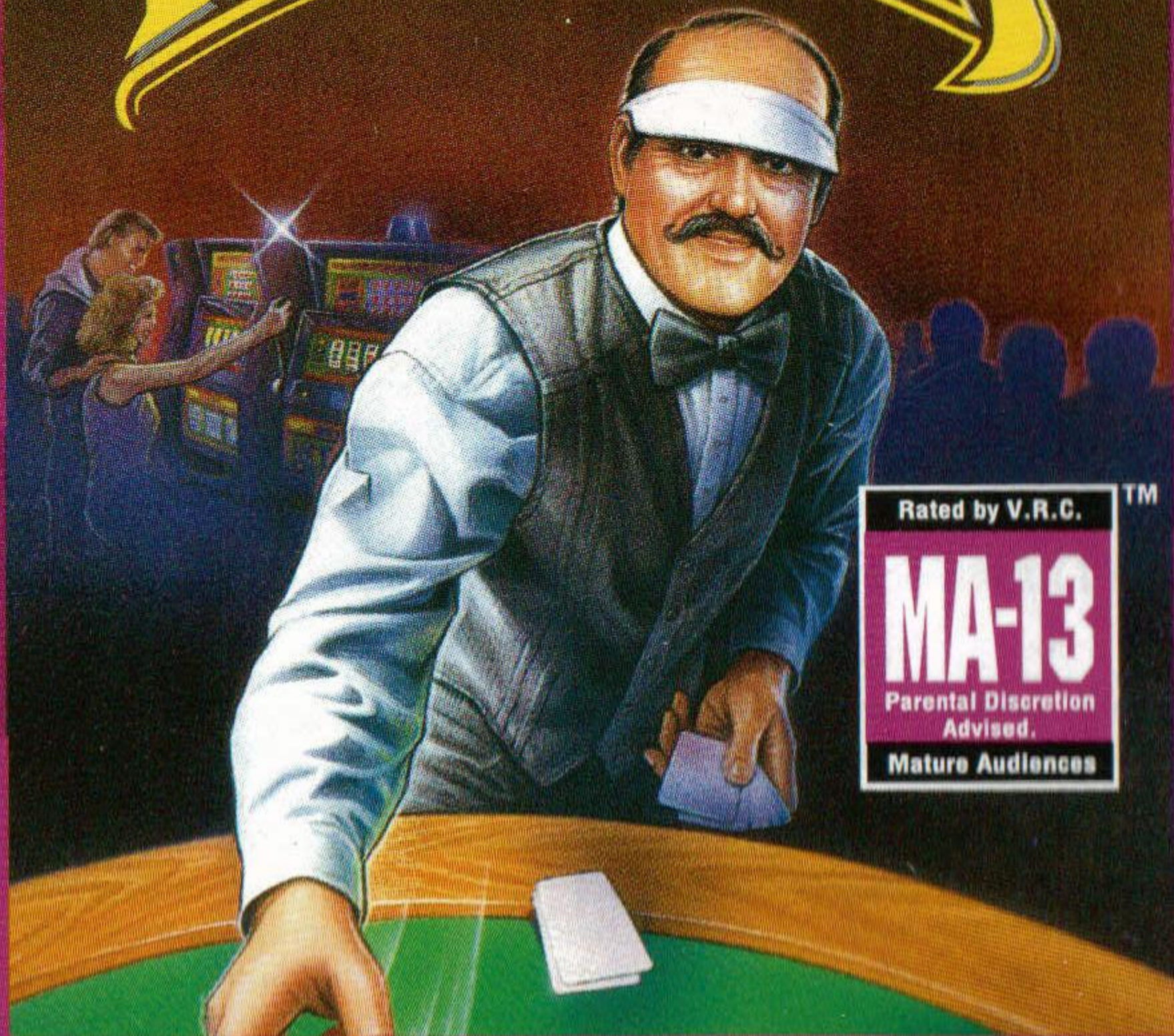
If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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POKER FACE PAUL'S™ POKER



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