

Adrenaline™

POKER FACE PAUL'S™

POKER



GAME GEAR™



SEGA™

Rated by V.R.C.™
MA-13
Parental Discretion
Advised.
Mature 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.**

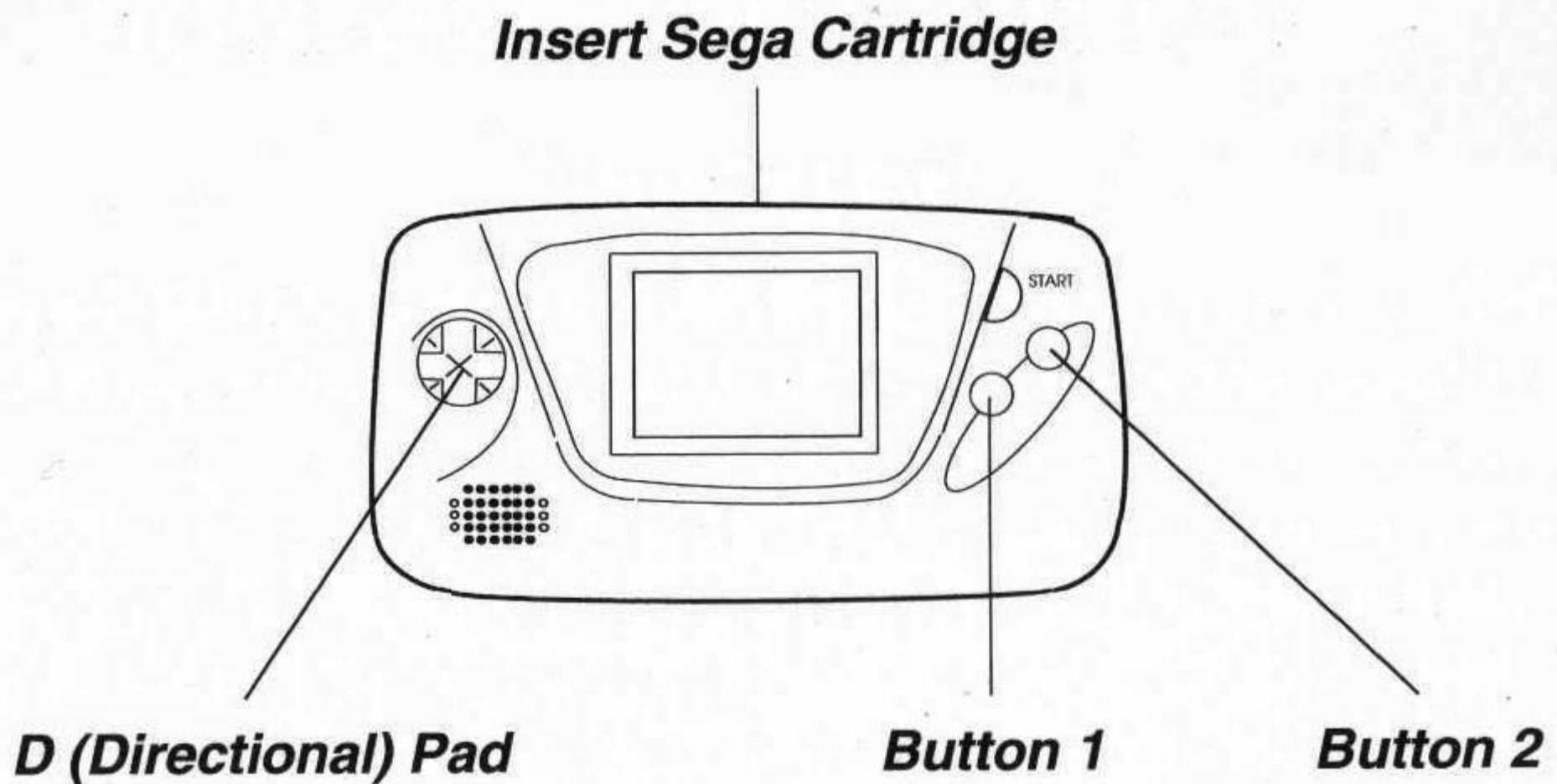
HANDLING YOUR CARTRIDGE

- ✦ 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

WE USE RECYCLED PAPER.



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

SETTING UP

1. Set up your Sega™ Game Gear™ and make sure the power switch is OFF.
2. Insert the *POKER FACE PAUL'S POKER* cartridge into your Game Gear and turn the power switch ON. In a moment, you'll see the Title screen.
3. Press **Button 1** or **2** to view the Game Selection screen.
4. Press the **D-Pad** up/down to choose a game:
 - Video Poker** – Take a five-card deal, then drop and draw up to five more cards to try for a winning hand.
 - 5 Card Stud** – Bet on each hand as you play against three computer sharpies. Put together the best hand or bluff the other players to win the pot.
5. Press **Button 1** or **2** to go on to the Options menu. (Options are explained on pages 3 and 6.)
6. Press **Button 1** or **2** again to start the game.

BUTTON CONTROLS

VIDEO POKER

D-PAD

- Up/down moves the arrow on the Options menus.
- Up/down changes your bet.
- Any direction moves the highlight box on the game screen.
- Right/left flips through the Help screens.

BUTTON 1 OR 2

- Selects menu options; toggles the music on/off.
- Places your bet, shuffles the cards and deals.
- Marks or unmarks a Hold card.
- Deals the draw cards.
- Displays the Help screen when "?" is highlighted.
- Exits Instructions and Help screens.
- Exits back to the Title screen when "Exit" is highlighted.

5 CARD STUD

D-PAD

- Up/down moves the arrow on the Options menus.
- Right/left scrolls forward/backward through text screens.
- Right/left highlights your player.
- Right/left displays each player's hand before betting.
- Any direction moves the highlight box during betting.
- Up/down increases/decreases your bet when you raise.

BUTTON 1 OR 2

- Selects menu options; toggles the music on/off.
- Selects your highlighted player, shuffles the cards and deals.
- Starts the betting; speeds up the computer players' bets.
- Activates a highlighted option during betting.
- Gives help or a hint when "?" is highlighted; returns to the betting.

HOW TO PLAY VIDEO POKER

OPTIONS

Press the **D-Pad** up/down to mark your selection on the *VIDEO POKER* Options menu. Then press **Button 1** or **2** to select it.

Start – Begin the game.

Instructions – A submenu lets you view the odds paid on each winning hand or see a screen diagram showing you how to play. Press **Button 1** or **2** again to return to the Options menu.

Music – Press **Button 1** or **2** to toggle the music ON or OFF.

Quit – Return to the Title screen.

PLAYING THE GAME

1. Select "Start" from the Options menu to see the Betting screen:

Bet – Shows the amount you are betting on the next hand.

Stake – Starts out at \$100. Increase the total by winning, or decrease it by losing.

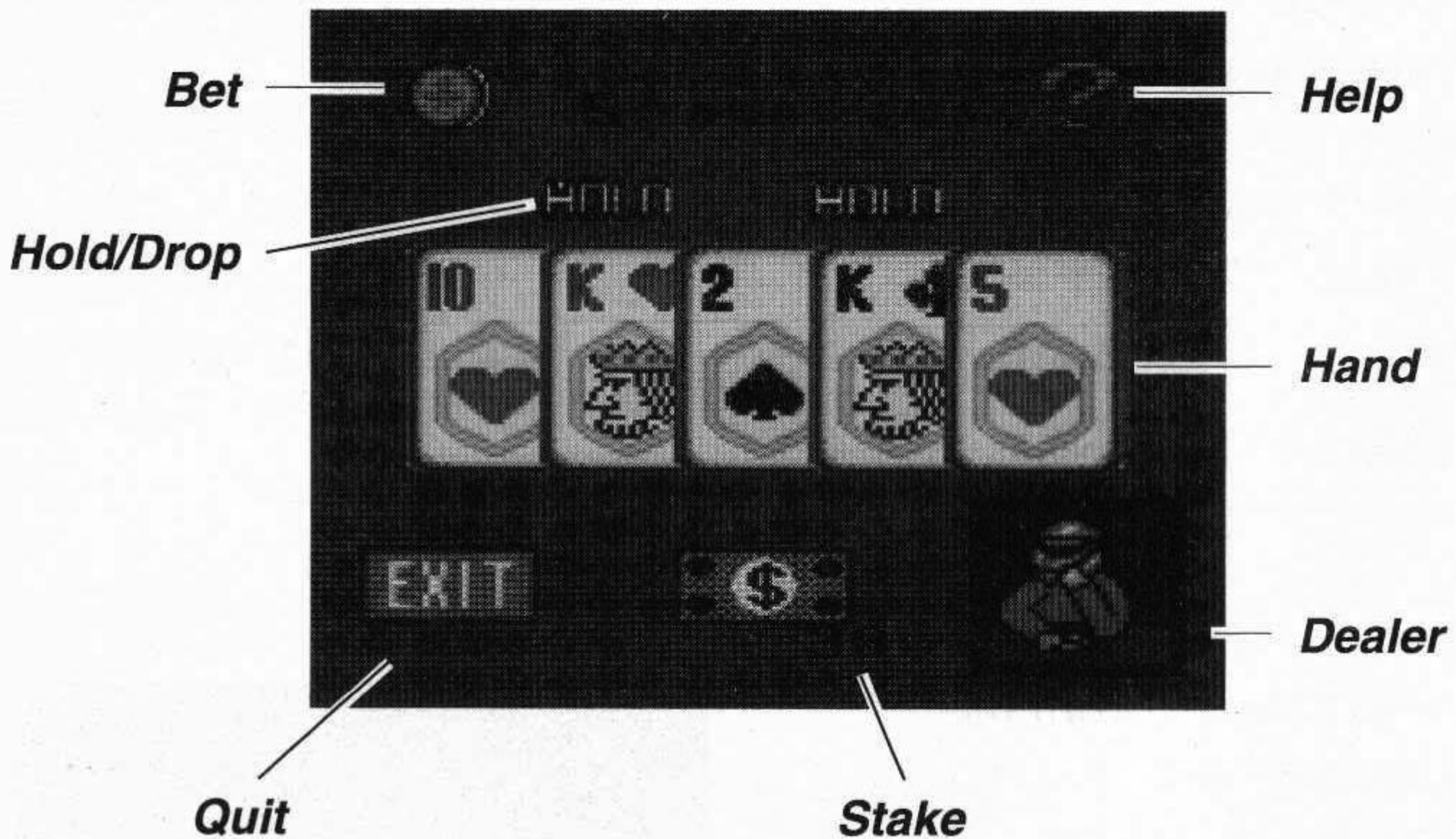


2. Press the **D-Pad** up/down to increase/decrease your bet in \$5 increments, up to the betting limit. The amount you bet is deducted from your stake.

You must bet at least \$5 on each hand. The betting limit starts at \$25 per hand. When your stake reaches \$500, the limit goes up to \$100 per hand. Increase your stake to \$1000, and the betting limit is raised to \$200 per hand.

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3. Press **Button 1** or **2** to shuffle the cards and deal.
4. Mark the cards you want to hold. To do that, press the **D-Pad** left/right to highlight a card, then press **Button 1** or **2** to mark it "Hold." To unmark a card, highlight it and press **Button 1** or **2** again.



5. For help, move the highlight up to "?" at the upper right and press **Button 1** or **2**. You'll see examples of all possible winning hands. Press the **D-Pad** left/right to flip through the screens. Press **Button 1** or **2** again to return to the game.
6. Highlight the dealer at the bottom right and press **Button 1** or **2**. The dealer will turn over any cards that are not held, and replace them with new cards. Be sure to mark all the cards you want to hold and unmark any you want to drop **before** the second deal.

7. As soon as the second deal is turned up, you'll see whether or not you've won. Winning combinations will be named above your cards, together with the amount paid, which is immediately added to your stake. If you lose, nothing shows above your cards.
8. To play again, press **Button 1** or **2** to return to the Betting screen. To quit, highlight "Exit" and press **Button 1** or **2**.

You can continue playing as long as you have a stake. If you lose all your money, you'll go bankrupt and return to the Title screen.

WINNING HANDS

The Odds on Hands screen shows what *VIDEO POKER* will pay for each winning hand. For example, the odds on Two Pair is 2, so it pays twice what you bet plus your original bet. On a bet of \$20, Two Pair will add \$60 to your bank.

HAND	ODDS	DESCRIPTION
Royal Flush	800	Ace, King, Queen, Jack, Ten of one suit
Straight Flush	50	Any five cards of one suit in numerical sequence
Four of a Kind	25	Any four cards of the same value
Full House	9	Any three of a kind plus any pair
Flush	6	Any five cards of one suit
Straight	4	Any five cards in numerical sequence
Three of a Kind	3	Any three cards of the same value
Two Pair	2	Any two pairs, each of any value
High Pair	1	Any pair of Aces, Kings, Queens or Jacks (sometimes called "Jacks or better")

Remember: the higher the odds, the more difficult it is to draw the winning hand.

HOW TO PLAY 5 CARD STUD

OPTIONS

Press the **D-Pad** up/down to mark your selection on the *5 CARD STUD* Options screen. Then press **Button 1** or **2** to select it.

Start Game – Begin the game.

Instructions – A submenu lets you view text screens on terminology, gameplay and strategy, or see a screen diagram showing how to play. Press the **D-Pad** right/left to scroll through the text screens. Press **Button 1** or **2** to return to the Options menu.

Music – Press **Button 1** or **2** to toggle the music ON or OFF.

Quit – Return to the Title screen.

PLAYING THE GAME

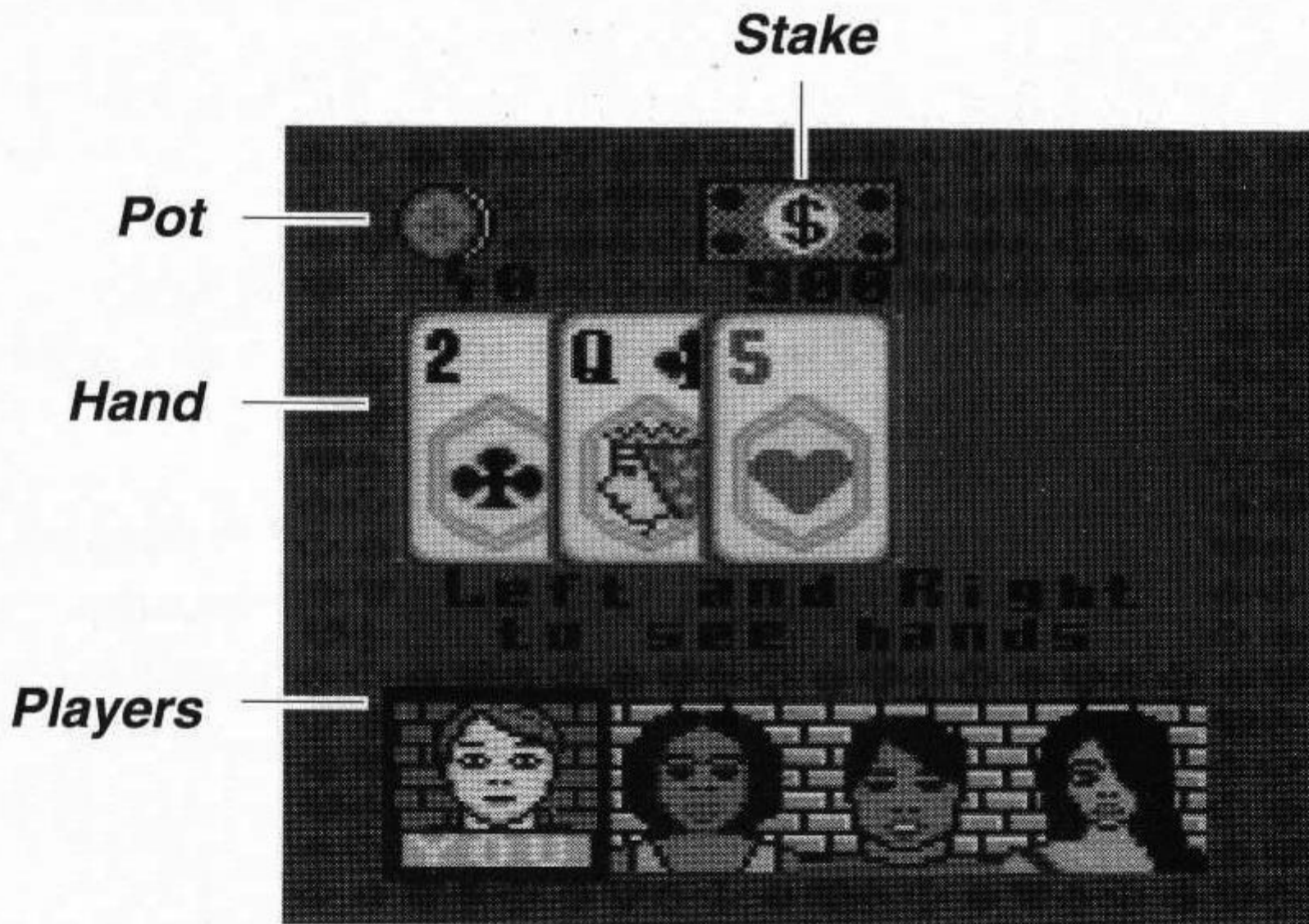
1. Select "Start" from the Options menu. You'll go on to the No. of Hands screen.
2. Press the **D-Pad** up/down to mark the number of hands you'll play, and press **Button 1** or **2**.

Unlimited – The game continues until only one player is left.

10, 25 or 50 Hands – At the end of the set number of hands, the player with the largest stake is declared the winner.

3. On the Player screen, press the **D-Pad** right/left to choose your player. Then press **Button 1** or **2** to shuffle the cards, ante up and deal. On the first ante, each player, including you, automatically puts \$10 in the pot.

4. The screen changes to show the table, with the four players ranged at the bottom. You are on the far left. Each player has been dealt two cards, one up and one down. Press the **D-Pad** right/left to see each player's hand. You can see both of your own cards, but only the "up" card in the other hands.



5. Press **Button 1** or **2** to start the betting. The player on the far right always bets first, followed by the other two computer players, and finally you. The highlight box automatically moves from player to player as the betting progresses. You can press **Button 1** or **2** to speed them up.

The screen shows this information:

Stake – How much money the marked player has left.

Pot – The total amount bet so far.

Hand – The cards the betting player is holding.

Options – The player's move. When it's your turn, this space show your three options for play. (See page 8 for descriptions of the moves.)

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6. To make a move (see below), press the **D-Pad** up to move the highlight to the Options line. Then press it right/left to highlight your choice and press **Button 1** or **2**.

If you bet or raise, press the **D-Pad** up/down to set the amount you bet or raise by, and then press **Button 1** or **2** again.

7. Move the highlight up to “?” at the upper right and press **Button 1** for help or **Button 2** for a hint. Press **Button 1** or **2** to continue.

8. When all players have either called the bet or folded, the dealer deals the next card. Play goes on for up to five cards dealt, until one player wins the hand.

9. The game continues until the set number of hands is played, you beat all the other players, or you lose all your money. At the beginning of each hand, any player who doesn't have enough money to ante up is dropped from the game.

5 CARD STUD MOVES

Only three of these five moves will be available at any one time.

Bet – If none of the other players makes a bet, you can bet up to \$50.

Call – If one of the other players makes a bet, you can match it in order to stay in the game. If you don't call, your only other options are to raise or fold.

Check – If none of the other players makes a bet, you can check, that is, not make a bet. Once you check, you can call in the following rounds, but you can't raise the bet.

Raise – You can call another player's bet and add to it. Up to three raises are allowed in a round, with a raise limit of \$50.

Fold – When you run out of money or don't want to continue, you can fold. You're now out of this hand and must wait until the next hand to play again.

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.

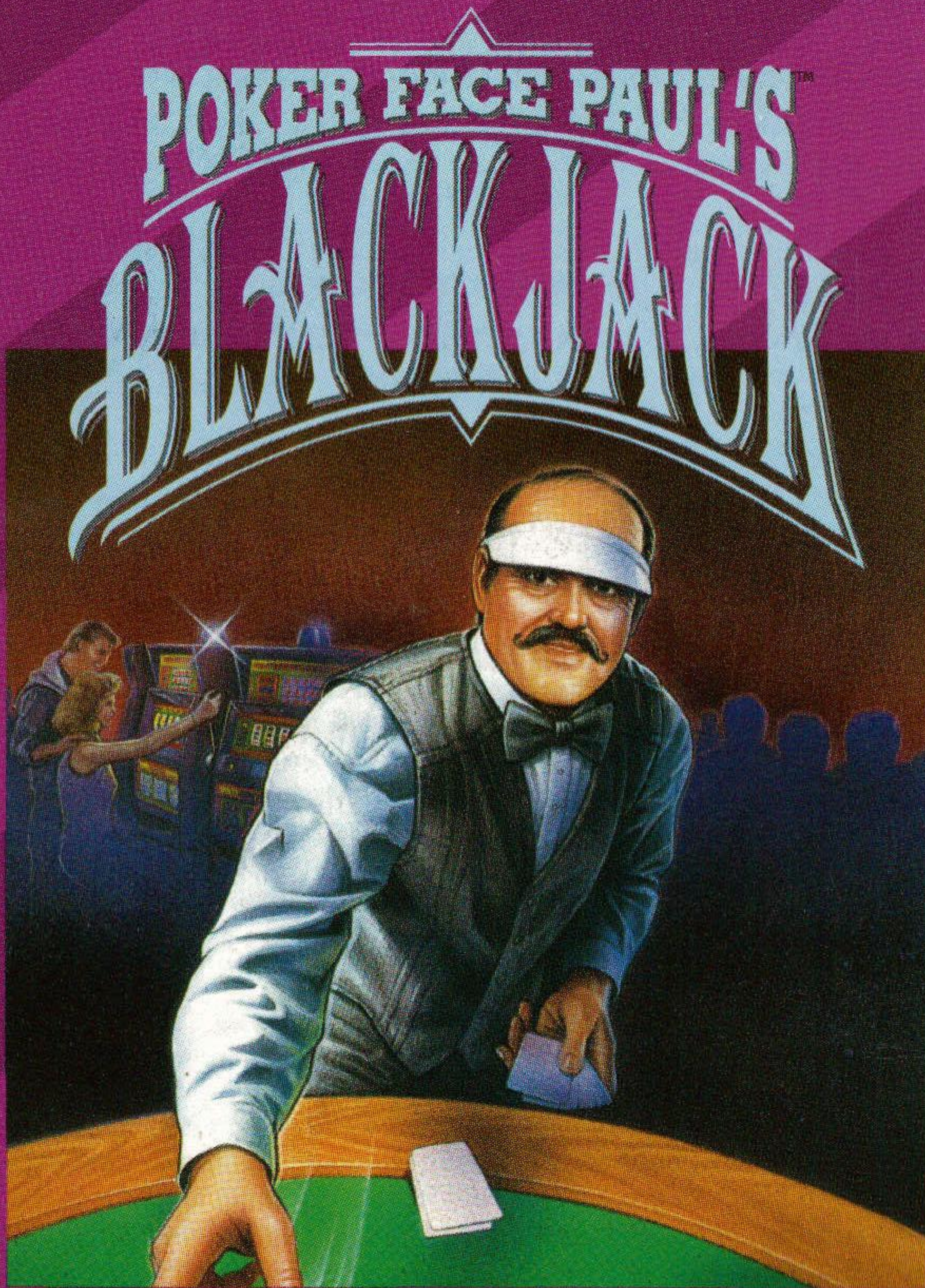
Repairs after Expiration of Warranty

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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