

SEGA™

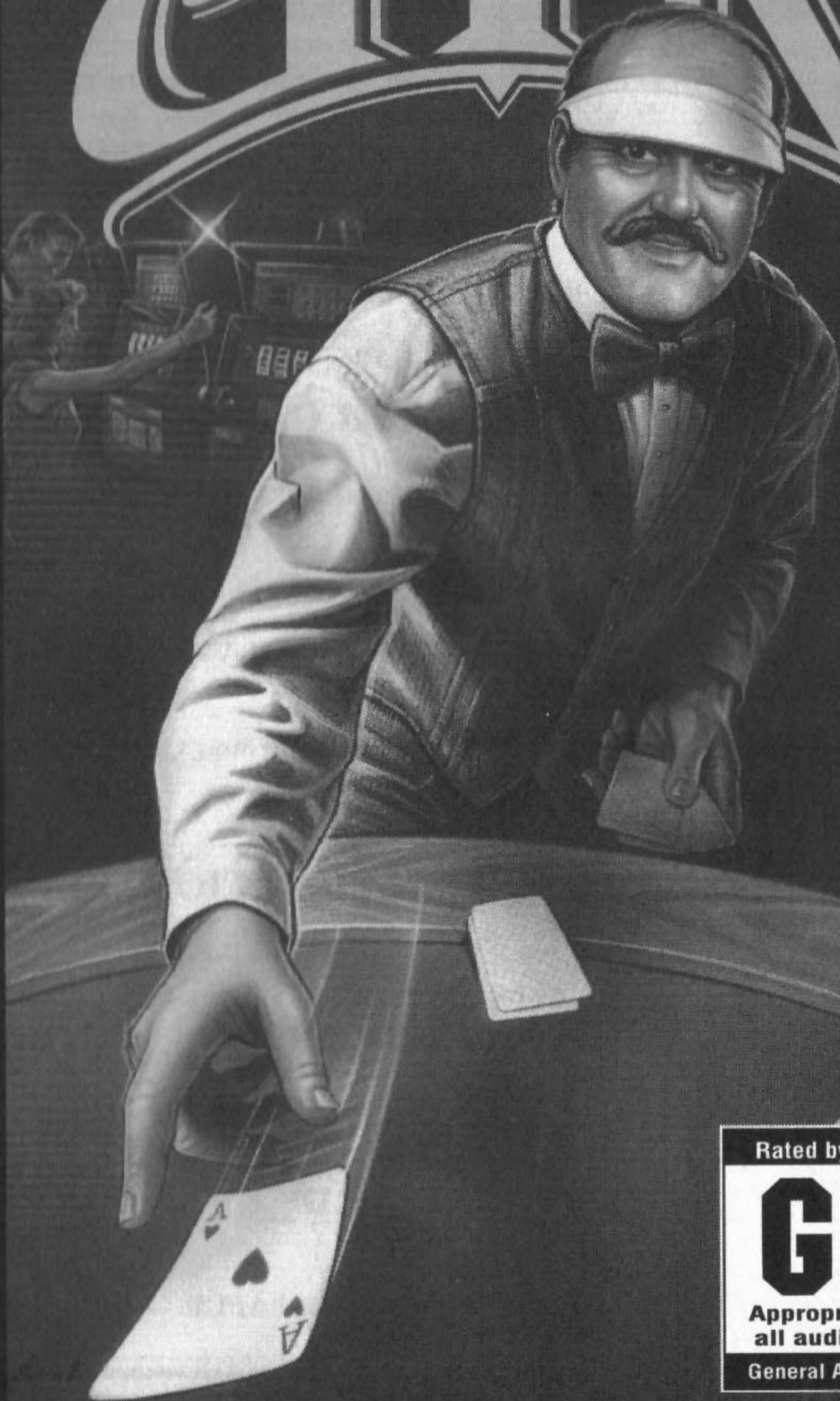
Adrenaline™

POKER FACE PAUL'S™

ATM™

GAME GEAR™

INSTRUCTION MANUAL



Rated by V.R.C.™

**GA**

Appropriate for  
all audiences.

General Audiences



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## **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.

### **FRENCH INSTRUCTIONS**

For French instructions, please call:  
Instructions en français, téléphoner au:  
1-800-372-7342

### **SEGA'S GAMEPLAY HOTLINE**

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**1-415-591-PLAY**

**WE USE RECYCLED PAPER.**

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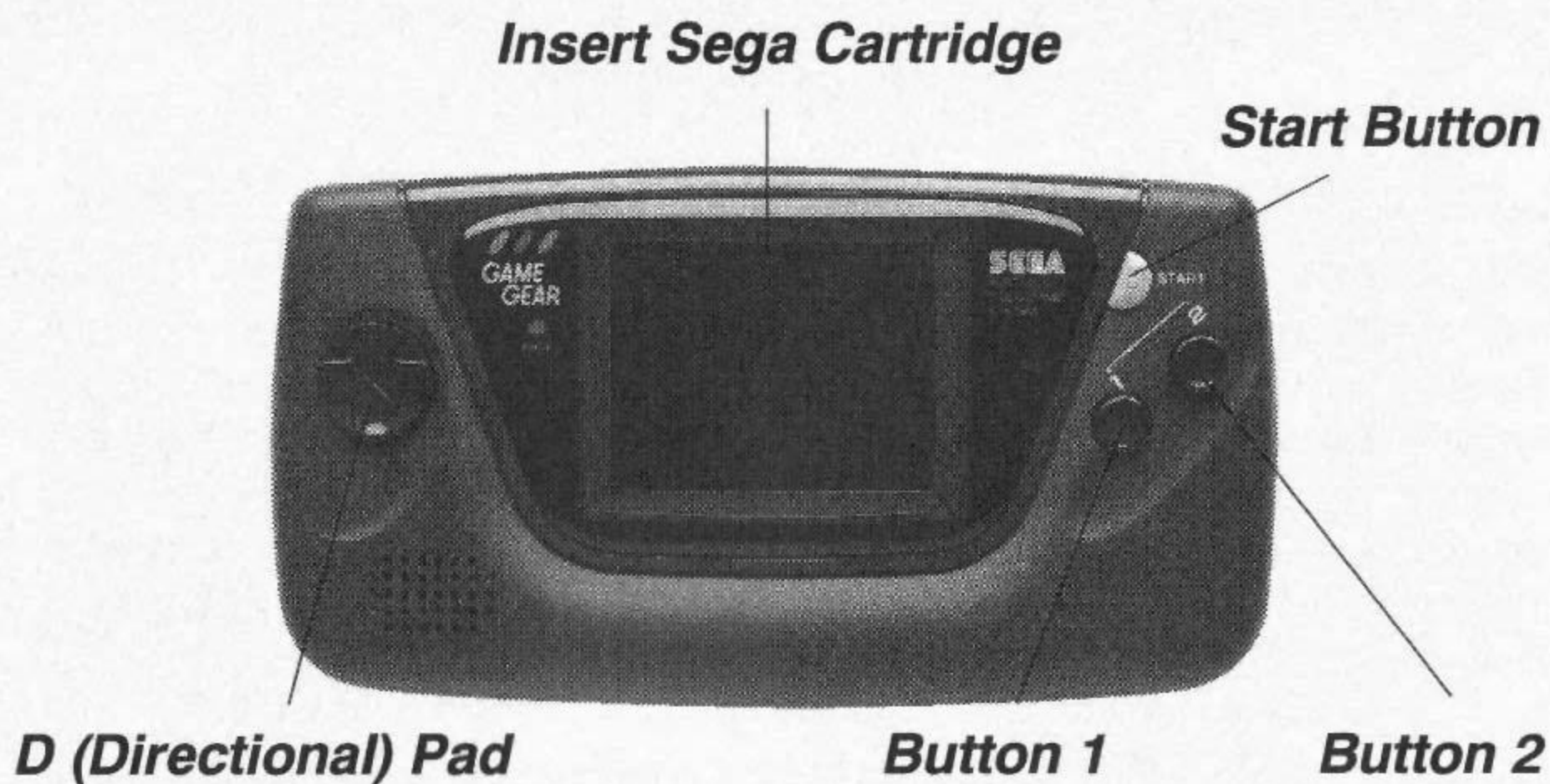
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# CONTENTS

Setting Up .....	2
Button Controls .....	3
Starting a Game .....	4
How to Play Gin .....	5
Objective .....	5
Dealing .....	5
Drawing a Card .....	6
Melding .....	6
Discarding .....	7
Continuing Play .....	7
Using the Game Menu .....	8
Going Out .....	9
Knocking .....	9
Calling Gin .....	11
2-Card Stock .....	11
Winning .....	12
Configure Options .....	12

## **POKER FACE PAUL'S CREDITS**

<b>Executive Producer</b>	Jay Smith
<b>Programming</b>	Brian Beuken
<b>Graphics</b>	B. Davis, R. Ward, R. Ashton
<b>Music</b>	Spidersoft
<b>Product Manager</b>	Chrissie Huneke
<b>Producer/Lead Tester</b>	Bill Beach
<b>Manual</b>	Carol Ann Hanshaw



**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 GIN* cartridge into your Game Gear and turn the power switch ON.
3. You'll see the SEGA screen, followed by the Title screen. Press any button twice to go on to Gin Set Up.
4. Press any button to begin a game of Gin. Playing instructions start on page 4 of this manual.

— OR —

Press the D-Pad DOWN to select a different option and press any button to continue. Turn to page 12 for descriptions of the Configure options.

# BUTTON CONTROLS

## **BEFORE PLAY**

- Select a Gin Set Up option ..... D-Pad UP/DOWN,  
then press any button
- See a Help Menu topic or ..... D-Pad UP/DOWN,  
change a Configure setting then Button 1 or 2
- Read Help Menu text ..... D-Pad LEFT/RIGHT
- Return to Help Menu ..... Button 1 or 2
- Return to Gin Set Up ..... Start
- Start a game ..... With pointer on START  
GAME, press any button

## **DURING PLAY**

- Select an opponent/level ..... D-Pad UP/DOWN, then  
press any button
- Pick up a card ..... D-Pad to place pointer over  
card, then Button 1 or 2
- Place a card in your hand, ..... D-Pad to position card,  
or discard then Button 1 or 2
- Display Game menu ..... Start
- Select a Game menu option ..... D-Pad UP/DOWN, then  
Button 1 or 2 (see page 8  
for descriptions of options)
- Return to gameplay ..... Start
- Knock or call Gin ..... Choose the option from the  
Game menu (when legal)
- Move through Scoring screens .... Any button
- Lay off cards ..... Button 1 or 2
- Deal a new game ..... Any button

## STARTING A GAME

1. On the Gin Set Up, select START GAME and press any button. Before starting play:

- Read the online Instructions from a Help Menu that includes “About Gin,” “Rules of Gin” and “Hints & Tips.”
- Configure the game limits and bonuses. See page 12 for descriptions of the Configure options.



2. On the Select Level screen, choose your opponent/skill level and press any button.

- **Jack** plays an easy beginner’s game where you can learn the ropes.
- **Jane’s** medium game is more challenging. Toughen up your tactics!
- Expert **Ming** uses every strategem to win, including, at times, several seconds of “deep thought” when he considers his possibilities. If you can beat him, you’re a Gin genius!



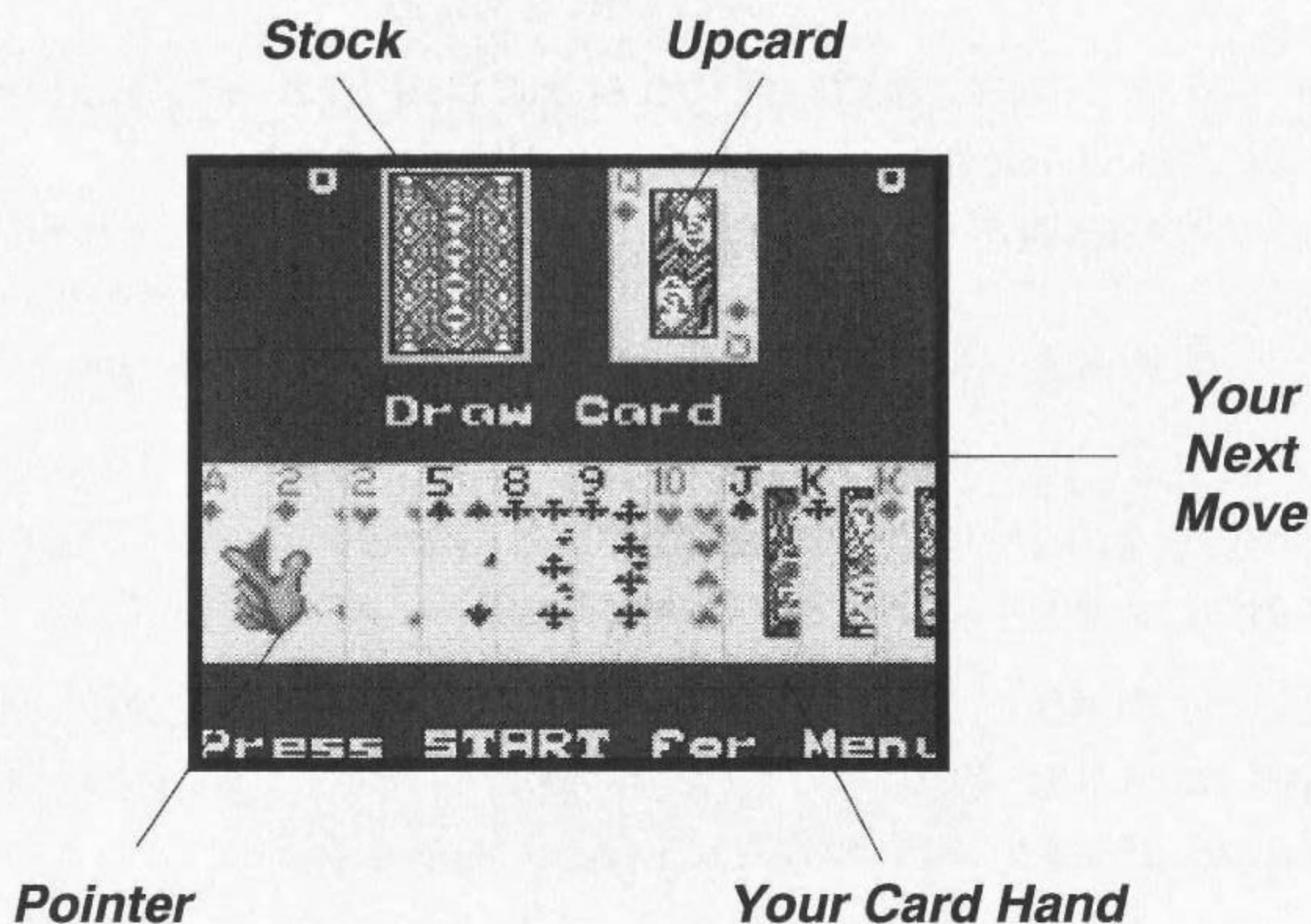
# HOW TO PLAY GIN

## OBJECTIVE

Arrange the cards in your hand into **melds** of 3 or more cards. To meld, match the cards' face values or pictures (such as 3 jacks), or form a sequence of cards of the same suit (such as the four, five and six of clubs). The first player to meld most or all of the cards wins the hand (up to 10 "dead" points are allowed).

## DEALING

- Your opponent always deals. Each player receives 10 cards, which are arranged in order of value with the lower cards on the left. Aces have the lowest value of 1; picture cards have the highest value of 10; all other cards have their face value.
- One **upcard** is turned up in the center of the table.
- The 31 remaining cards are placed face down in the **stock** next to the upcard.
- At the first deal of a game, you go first. In subsequent deals, the loser of the last hand goes first.



## DRAWING A CARD

**STRATEGY:** *Try to draw a card that will add to or complete a meld in your hand.*

- You can draw 1 card on each turn. Move the cursor to either the stock or the upcard and press Button 1 or 2 to pick up the top card.
- Use the D-Pad to move the card over your hand. Press Button 1 or 2 again to insert the card at any position in your hand.
- If you have second thoughts after drawing a card but before moving it into your hand, you can return it to its pile. You'll then be able to draw again.

## MELDING

***Ace = 1                  Picture cards = 10***  
***All other cards = Face value***

- A **meld** is:
  - **3 or 4 cards of the same face value or picture.**  
 For example: 3 aces, 4 sixes, 3 jacks  
 But not: 1 ten and 2 jacks
  - **3 or more cards of the same suit in numerical sequence.**  
**Ace is always low; king is always high.**  
 For example: Eight, nine, ten and jack of hearts  
 Ace, two and three of diamonds  
 But not: Queen, king and ace of clubs
- You can place the drawn card in any position in your hand to add to or complete a meld. You can also rearrange the other cards in your hand, by using the D-Pad and Button 1 or 2.
- Cards that are in completed melds are **live**. Cards that are not yet matched in a meld are **dead**. Dead cards have the same value as their live counterparts.



## DISCARDING

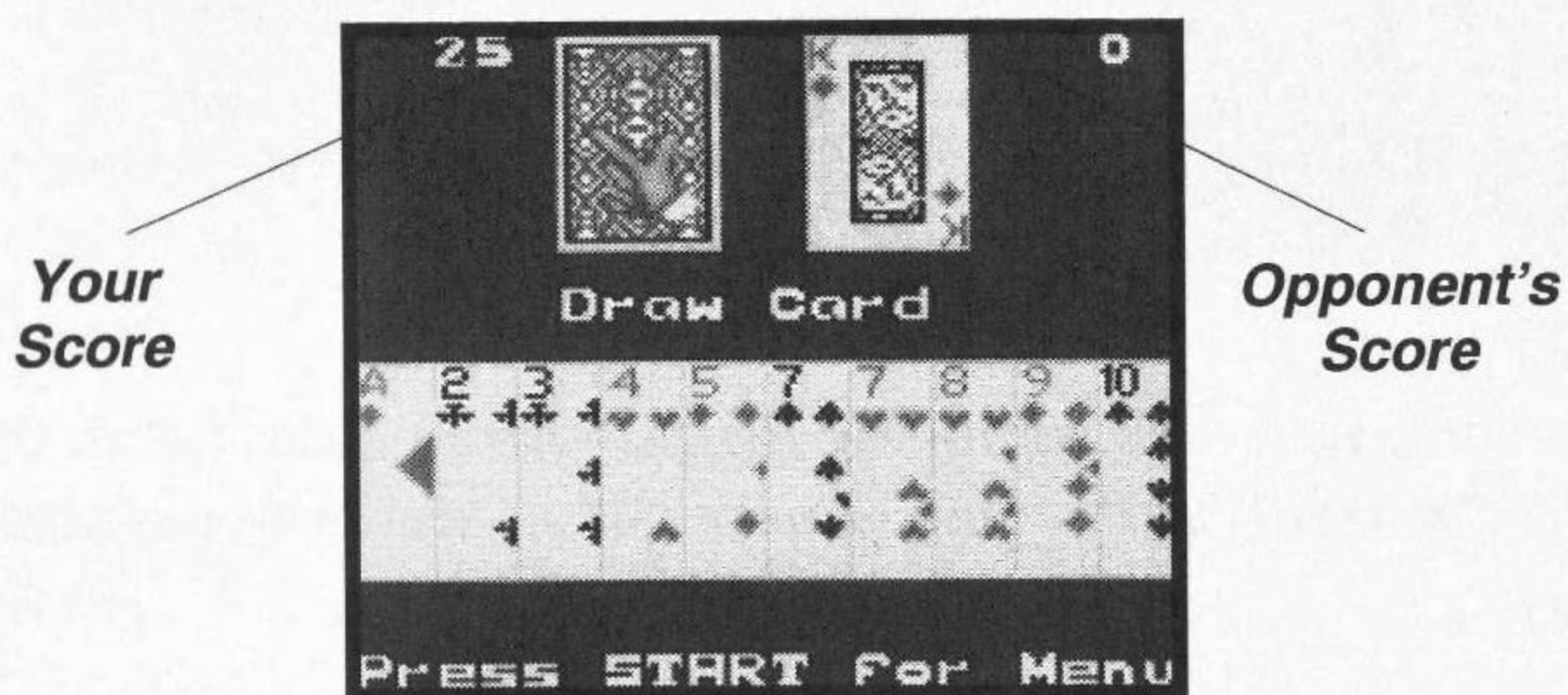
**STRATEGY:** *Throw away the cards that are least likely to meld with other cards in your hand.*

- With the D-Pad and Button 1 or 2, select an unwanted card from your hand and move it over the upcard.
- Press Button 1 or 2 to drop the card on the pile. Your turn is now over.
- If you have second thoughts before discarding, you can return the card to your hand and choose another to throw away.

## CONTINUING PLAY

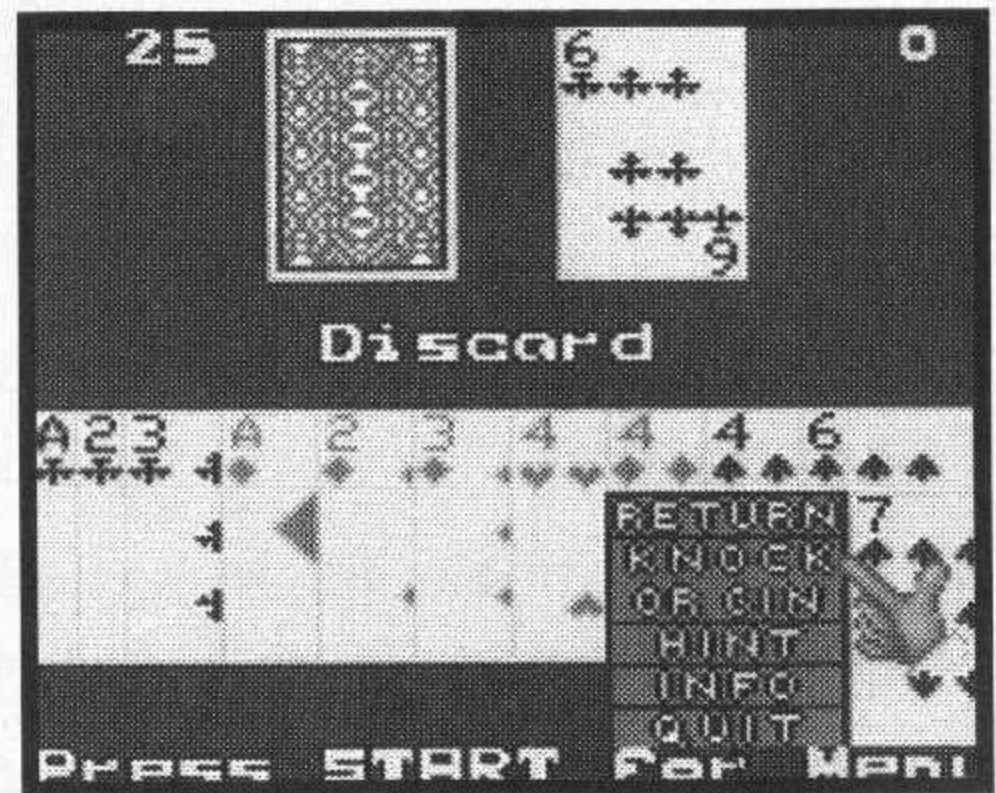
**STRATEGY:** *Try to keep your cards arranged in melds or possible melds so you don't overlook meld opportunities or discard valuable cards.*

- When your turn ends, your opponent will take his or her turn. After your opponent discards, you can draw another card.
- Continue playing in this way until one of you knocks or declares Gin (see "Going Out" on pages 9-11).
- As the game progresses, each player's current score will appear on the table. Your score is on the left, next to the stock. Your opponent's score is on the right, next to the upcard.



## USING THE GAME MENU

- Press Start during a game to display the Game Menu.
- Use the D-Pad to select an option, and press Button 1 or 2 to see its screen or submenu.
- Press Start to return to the game. (After using some options, you will automatically return to the game.)



*Game Menu*

### **RETURN**

Takes you back to the game. (In some submenus, RETURN takes you back to your previous position.)

### **KNOCK OR GIN**

Use this option to go out. If your melds and number of “dead” points are legal, you’ll be able to knock or call Gin (see “Going Out” on pages 9-11). If you’re unable to go out, select PLAY from the submenu to resume the game.

### **HINT**

The submenu for this option gives you 3 choices:

- **CARDS DOWN** See all the cards in the upcard pile.
- **NEXT MOVE** Get a tip on which card to play next.
- **HOW TO PLAY** Go the opening Help Menu, where you can select an online topic (see page 4).

### **INFO**

View the game stats, including the number of cards left in the stock, the boxes won in the current game, and previous scores.

### **QUIT**

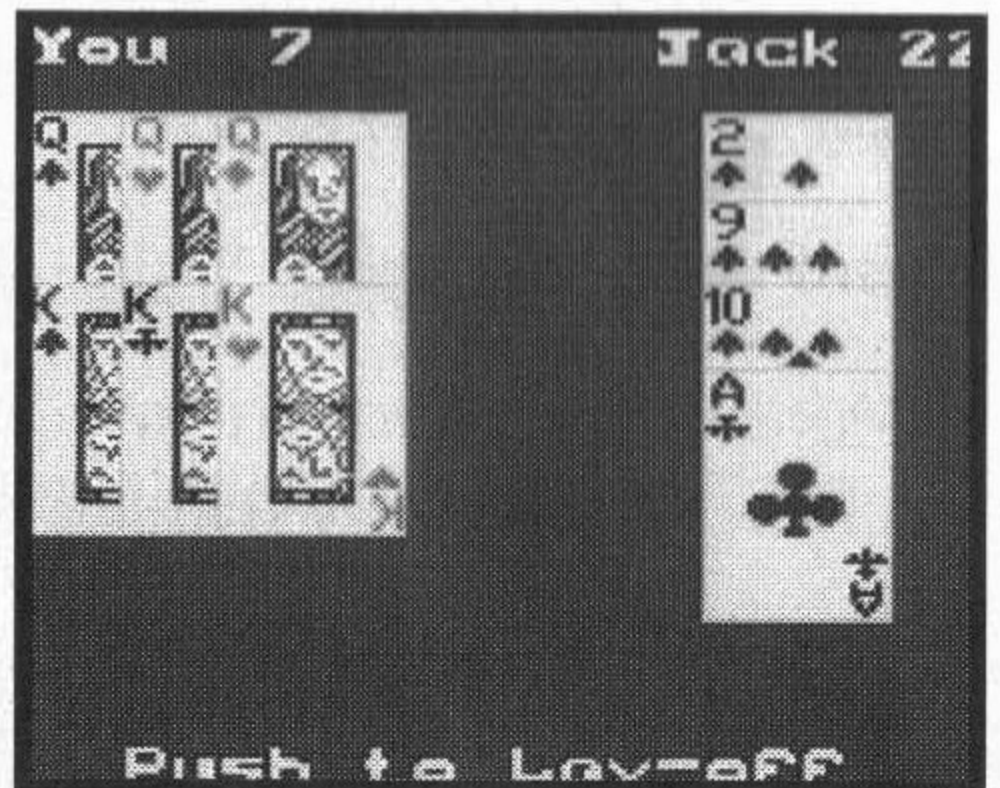
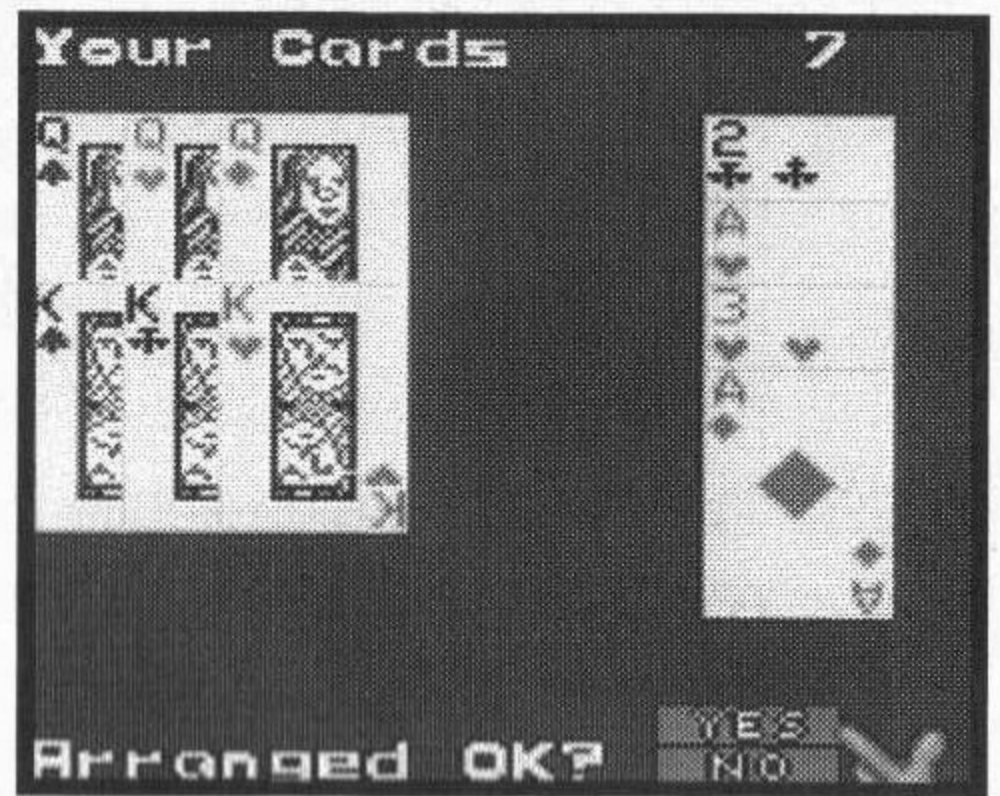
End the game by selecting YES from the submenu.

## GOING OUT

- You can end the hand, or go out, by **knocking** or calling **Gin**. Select a card to discard, and then press Start to display the Game Menu.
- Select the KNOCK or GIN option and press any button.

## KNOCKING

- You can knock when most of your cards are in melds and the total value of your dead cards is 10 or less, excluding your discard. Your melds will be displayed, and your dead points will be added up.
- Your opponent will have the chance to **lay off**, or add dead cards from his or her hand to the melds that you've made.



- The dead points from both players' hands will be compared.
  - If you have fewer dead points, that total is subtracted from your opponent's total. The final sum is added to your score.

For example, if you knock with 4 dead points in your hand, catching your opponent with 20 dead points and no lay off possibilities, you will receive 16 points.

You won		15 pts
Your Knock	Dead Cards	- 7
Jacks Lay off		- 0
Total		15

$$20 - 4 = 16 \text{ points}$$

- If your opponent has fewer dead points (after laying off), that total is subtracted from your total and your opponent receives the remaining points, plus an Underknock Bonus.

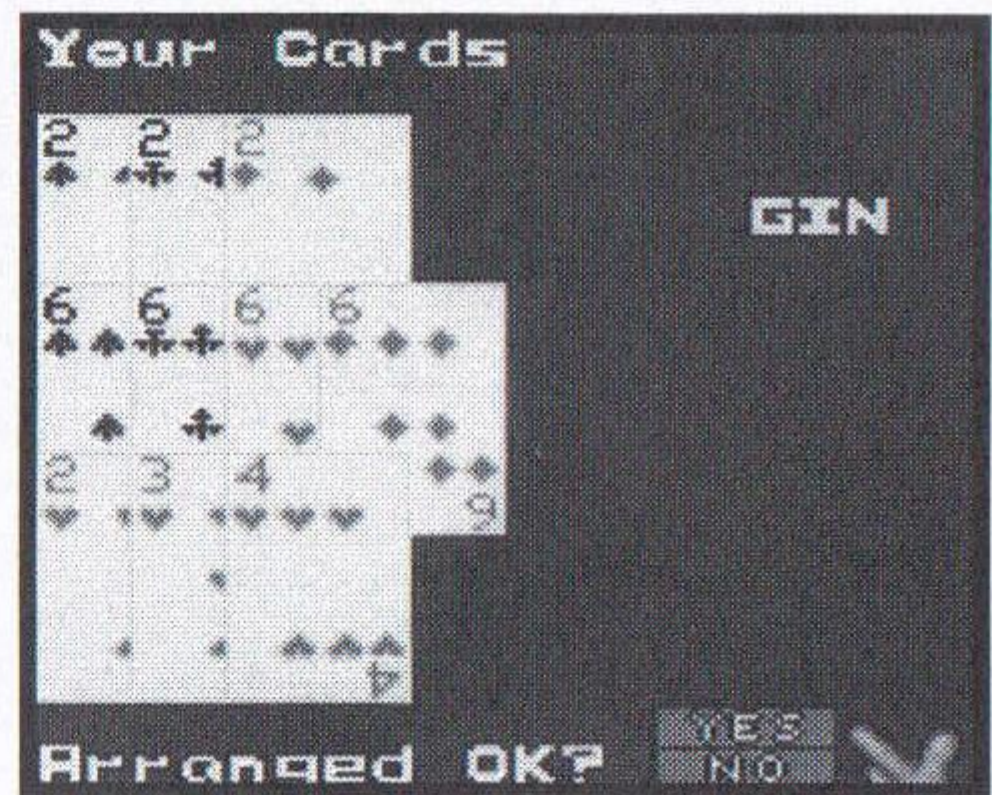
For example, if you knock with 9 dead points and your opponent has 15 dead points but is able to lay off a ten, your opponent will receive 4 points plus an Underknock Bonus.

$$15 - 10 = 5; 9 - 5 = 4 \text{ points} + \text{Underknock Bonus}$$

- When your opponent knocks, you have the chance to lay off cards and possibly receive an Underknock Bonus.
- You can set both the Knock Limit and the Underknock Bonus with the Configure options (see page 12).

## CALLING GIN

- You can call **Gin** when all 10 cards are in melds and you have no dead cards in your hand, except for your discard.
- When you call Gin, your opponent is not allowed to lay off any cards.
- The value of your opponent's dead cards is added to your score, plus you receive a Gin Bonus.
- If your opponent calls Gin, the scoring roles are reversed.
- You can set the Gin Bonus with a Configure option (see page 12).



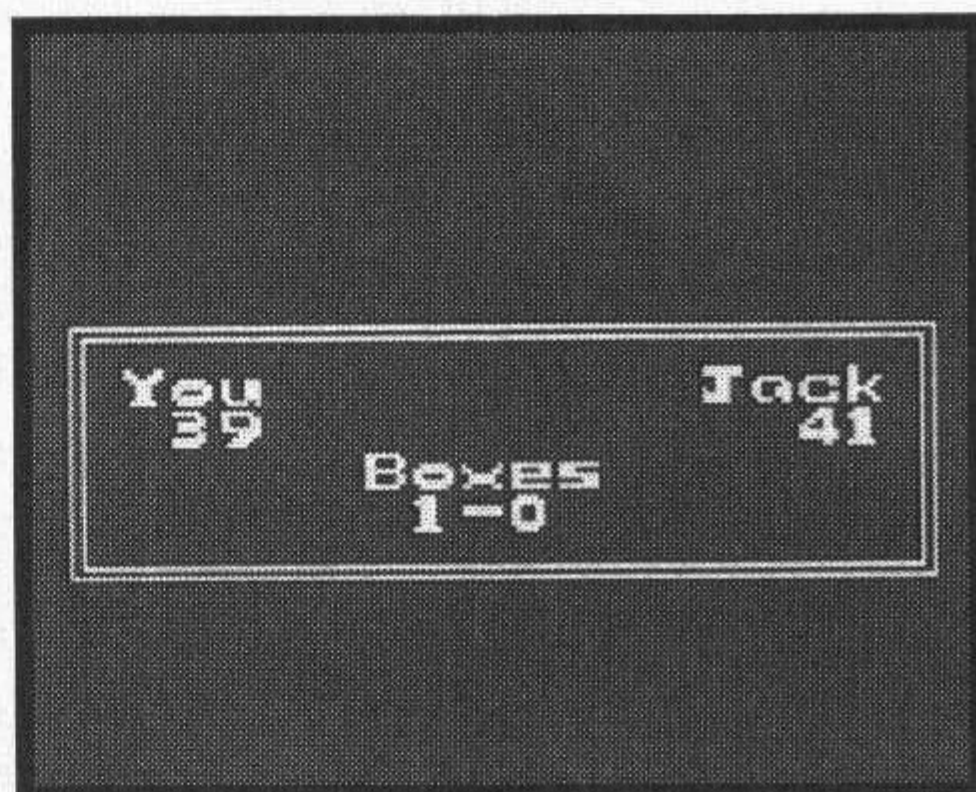
## 2-CARD STOCK

A hand will end by default when the stock gets down to the last 2 cards, in this way:

- Your opponent will alert you that only 2 cards are left in the stock.
- The player whose turn it is now has the chance to use the **upcard only** to knock or call Gin. If that player fails, the other player can try to go out, again using the upcard only.
- If neither player can go out, the hand ends with no score.

## WINNING

- Play continues until one of the players reaches 100 points and wins the game or **box**. Then both scores are reset to zero.
- The first player to earn the required number of boxes wins the game.
- You can set the number of boxes needed to win with a Configure option (see below).



## CONFIGURE OPTIONS

- **BOXES TO WIN**      1-9; each box is worth 100 points
- **GIN BONUS**      10 - 50 points; your bonus for successfully calling Gin
- **UNDERKNOCK BONUS**      10-50 points; your bonus for ending a hand with fewer dead points than your opponent, when your opponent knocks
- **KNOCK LIMIT**      1-10 points or Gin; the highest number of dead points you can have in order to legally knock

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## 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.

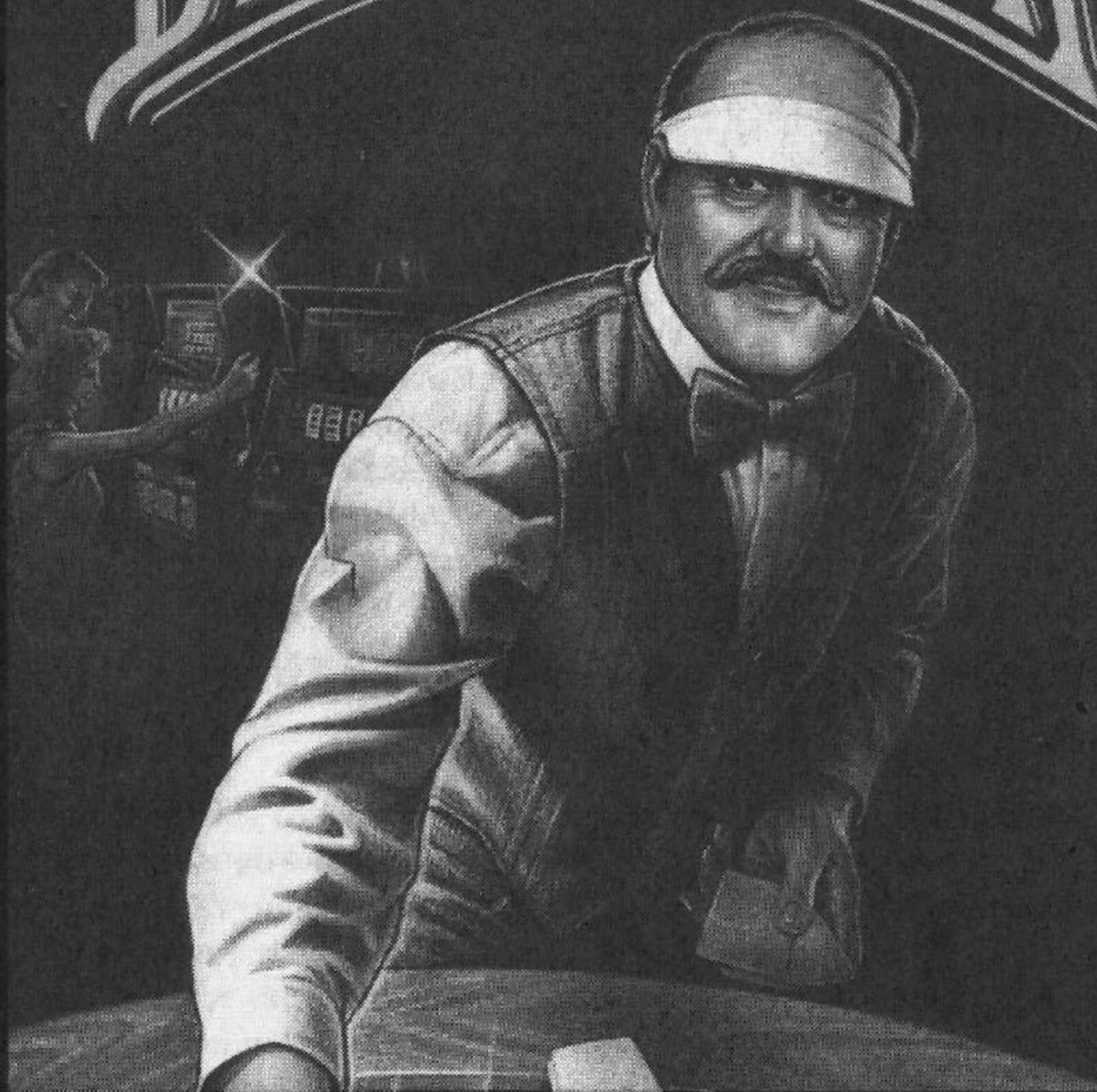
### **Limitations on Warranty**

**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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