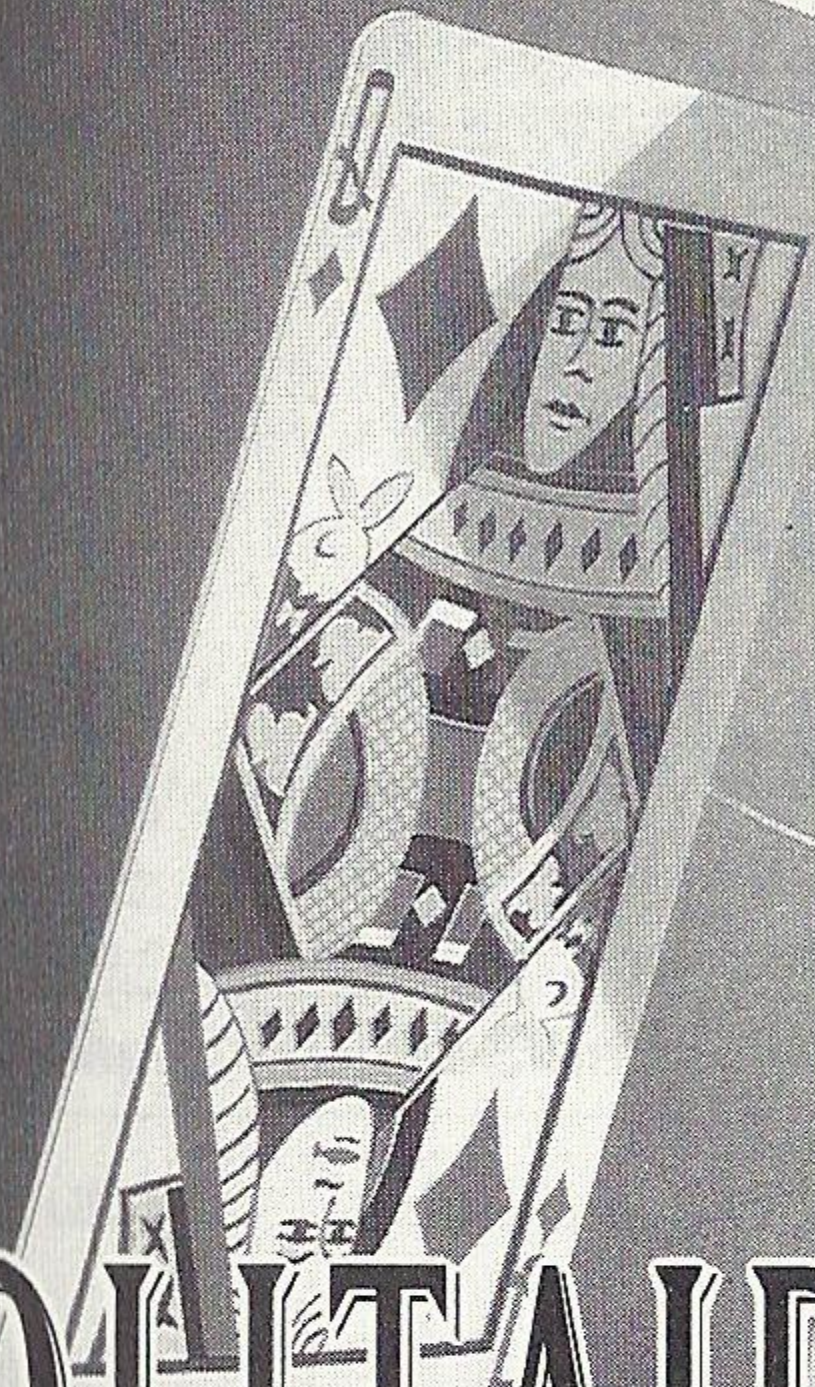


GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM



SOLITAIRE POKER™

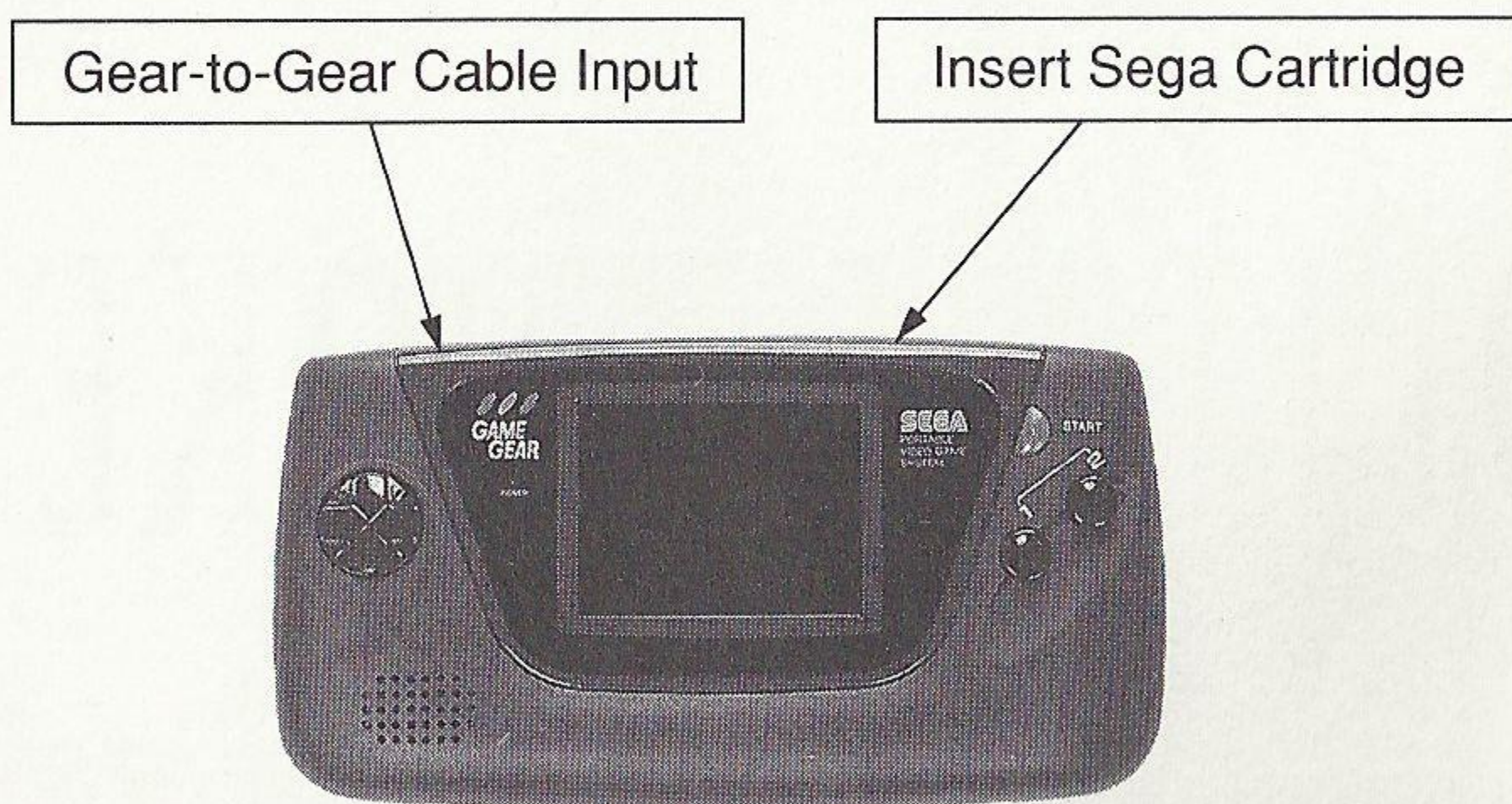
SEGA™

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *Solitaire Poker* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Solitaire Poker* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Solitaire Poker* is for one or two players.



Ace in the Hole ♠♥♣♦

Poker with a twist! A Poker Puzzle! Do you know what a Flush is? Three of a kind? If you don't, you're going to learn soon (see Sets on page 10)! Arrange cards into groupings horizontally, vertically and diagonally to score points, beat the timer, or embarrass your opponent! Use your analytical skills, and your 'poker face', and win big with Solitaire Poker!

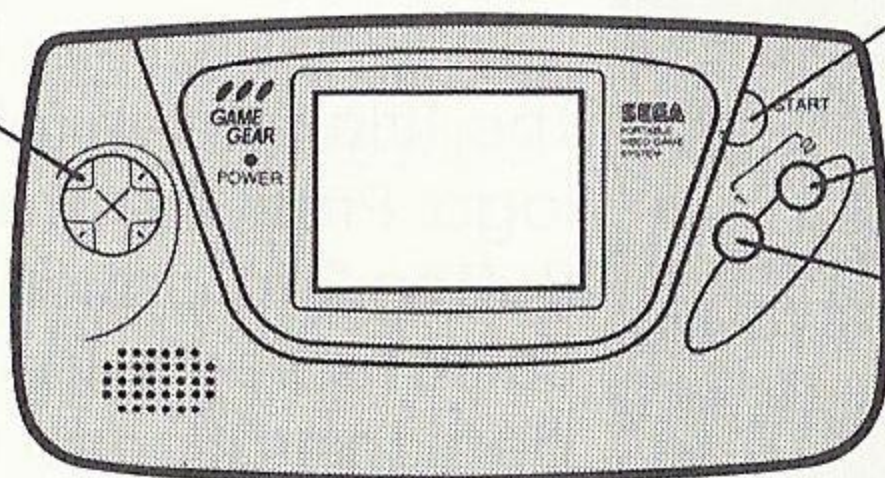
Take Control! ♠♥♣♦

Directional Button
(D-Button)

Start Button

Button 2

Button 1



D-Button

- Press to move the marker on selection screens.
- Press to select a group of cards.
- Press to choose the column into which you want to drop a card.

Start Button

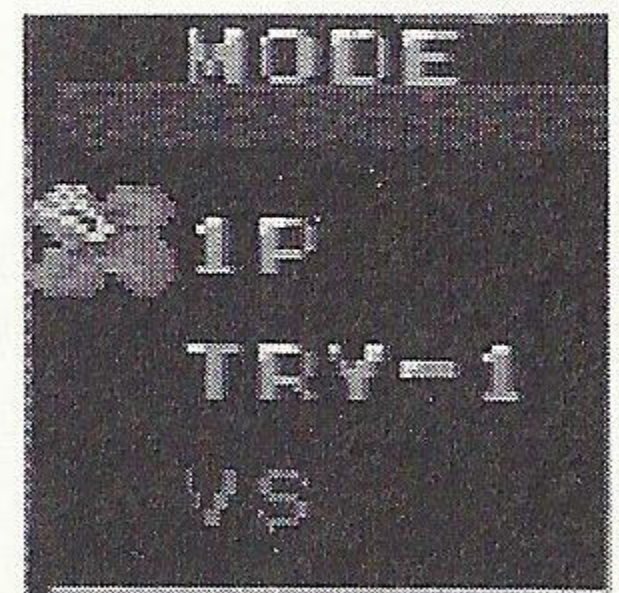
- Press to start the game.
- Press to enter choices on selection screens.
- Press to bring up the Music Selection screen (one-player game) or to pause the action (two-player game).

- 1) The number of cards in each group that still remain off-screen.
- 2) The open cards that you choose from. The number of cards left open depends on the type of game you're playing.
- 3) The round you're playing.
- 4) Your current score.
- 5) The number of points required to clear the round.
- 6) The total number of points needed to pass for the level you've reached.
- 7) Any points carried over from previous rounds (subtract this figure from "Total" and the result is "Needed").
- 8) The five-by-five grid in which you place the cards. There are twenty-five spaces in all.
- 9) When a row, column or diagonal is filled, the type of Set you've made (if any) appears. Check the Scoring Chart for more information (press Button 1 during play).

Mode Selection ♠♥♣♦

You can choose one of the one-player games, "1P" or "TRY-1," or the two-player game "VS." Place the marker next to the desired mode using the D-Button and press the Start Button or Button 2.

Note: You cannot select "VS" unless you have two Game Gear units connected with a Gear-to-Gear Cable™ (see One on One).



1P ♠♥♣♦

This one-player mode has three different games. Each game contains 15 rounds that you must clear. There's no time limit. If you can't accumulate enough points to clear the round after filling every spot in the puzzle, the game is over and the Continue screen appears. To keep playing, place the marker next to "Yes" and press the Start Button or Button 2 (select "No" to start over).



You begin each game with fifty-three cards (the regular fifty-two plus a Joker). As you clear the first round, your total score appears in the top right corner of the screen. It is compared with the required ("Needed") score, and any extra points are forwarded to the next round. "Total" shows the actual score you need to achieve to clear that round. However, "Bank" shows the points you earned in the previous round. You have to accumulate 6000 points to clear the first round. If you score 7200, then 1200 appears next to Bank and the score needed to clear the next round is lowered by 1200.



In "View 1," only the first card in each group is turned up. The number of points you need to clear the round is subsequently low.

The first three cards of each group are face up in "View 2." The score required to clear each round is higher than in View 1.



"View 3" features a rotation of three patterns. The first round shows you only the first card in each group. The second round lets you see the first three cards, and in the third round you will see twenty-four cards.

TRY-1 ♠♥♣♦

This mode consists of only one round. The clear score in each game is astronomically high!

The "Easy" level shows you the first card in each group, and you need 11,000 points to clear the round.

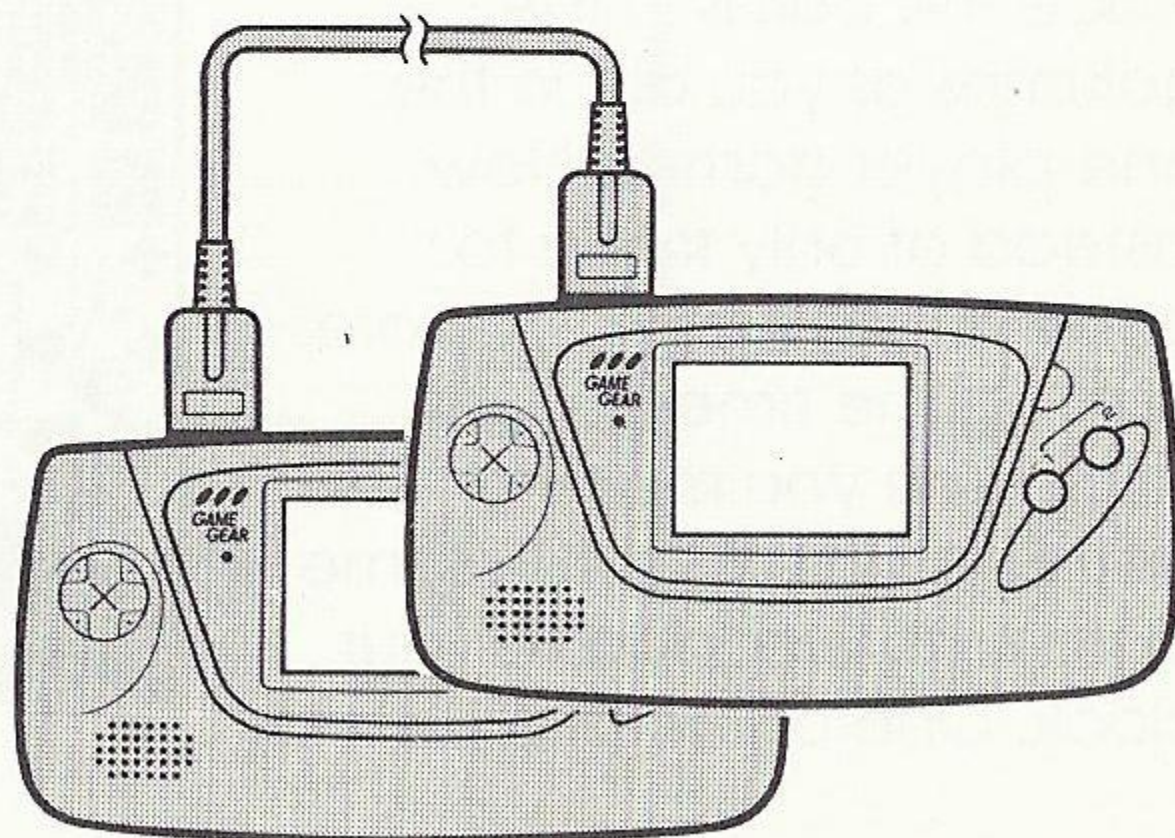
Want to see a few more cards? Think it'll help? How about if we raise the clear score a bit as well? The "Normal" level shows you twelve cards (the first three in each group), but you must get 13,000 points to clear the round.

The "Hard" level shows you twenty-four cards. You must accumulate a whopping total of 15,000 points, though, to claim victory!

If seeing all the cards doesn't help you, do you think it'll be easier when all the cards are turned down? In the "Casino" level, you can only see the card you've just selected. Even with this you still need 9,000 points to clear. Awesome!

One on One!

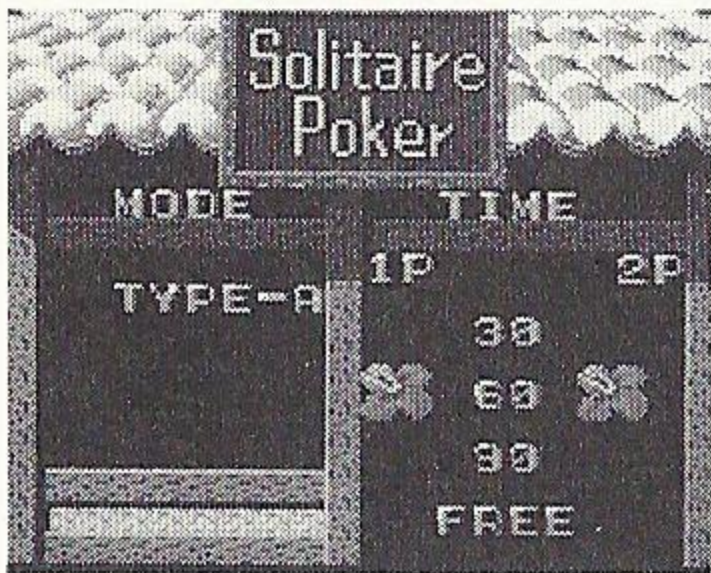
Get together with a friend and try the two-player game. You each need a Game Gear unit and a Solitaire Poker cartridge, as well as one Gear-to-Gear Cable (sold



separately). Turn the power to both units off. Then insert the game cartridges following the procedure outlined on page 2. Plug one end of the Gear-to-Gear Cable into each Game Gear unit, and turn the power to both units on.

Note: Exercise caution when playing so that the Gear-to-Gear Cable doesn't become disconnected.

Either player can start the game by pressing the Start Button or Button 2. The player that starts the game becomes player one (1P). Select either Type A or Type B using the D-Button and press the Start Button or Button 2.

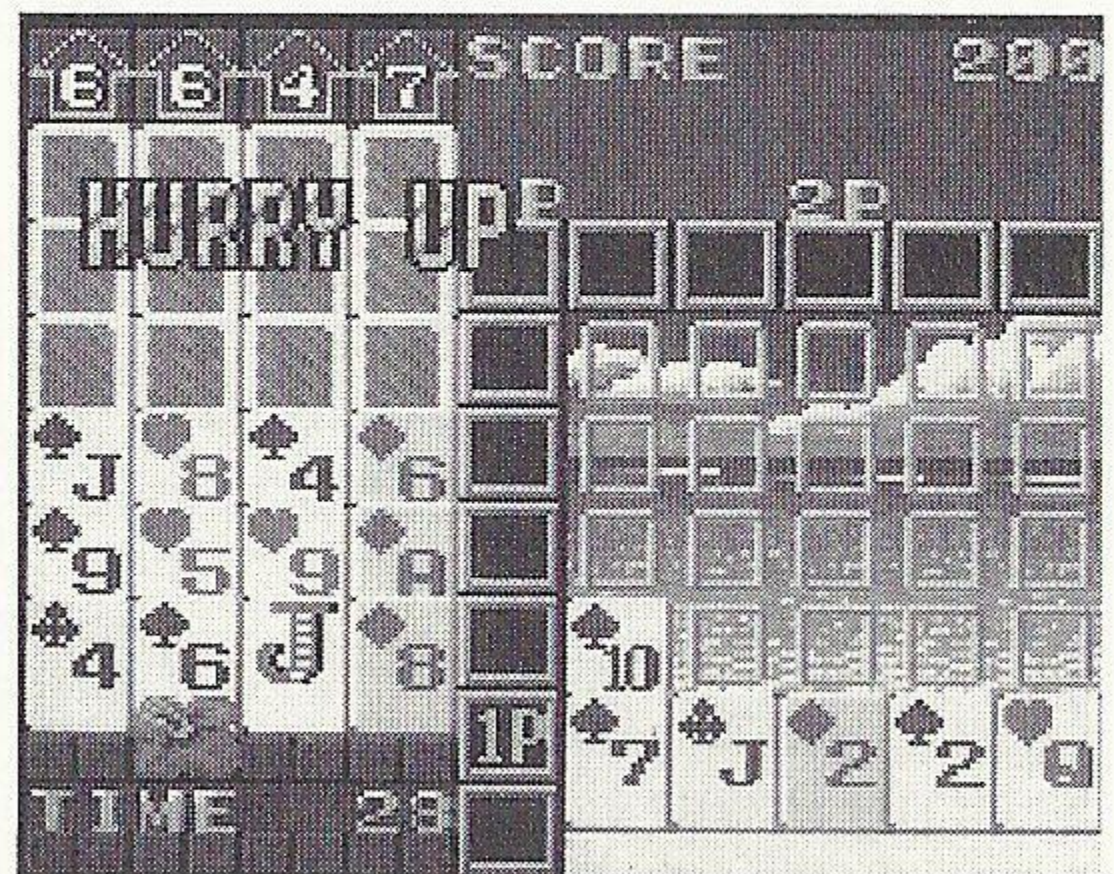


In either mode, you can select a time limit. You can play a 30-second, 60-second or 90-second game, or choose to play with no time limit (Free). The players can select a time limit independently (player one may choose 30, while player two selects 60 or 90). It's most interesting when the players select the same time.

Place the marker next to your choice using the D-Button and press the Start Button or Button 2.

Type A ♠♥♣♦

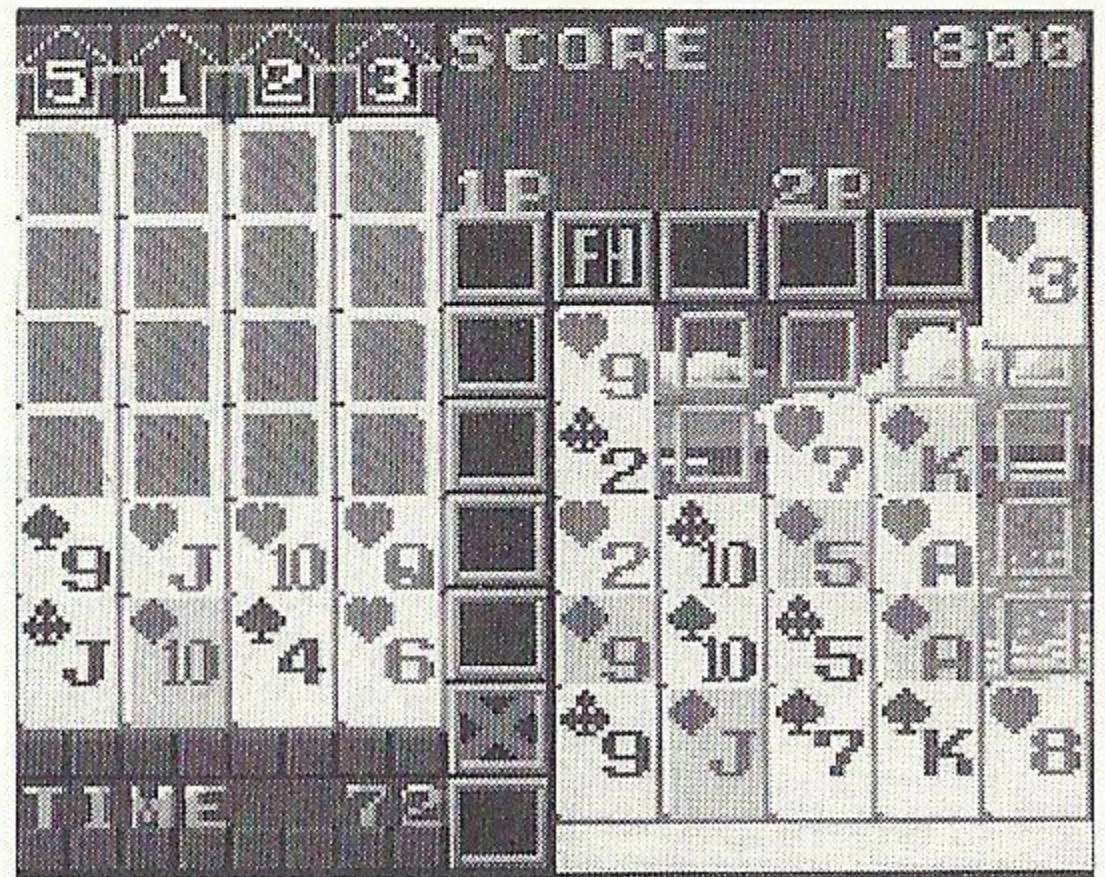
Each player can see the first three cards in each group. Place the cards in the columns as you did in the one-player games. Now, instead of only trying to accumulate points, you are battling the timer as well. Each time you make a "Set" (see Sets on page 10), some extra time is added to your clock. One of the players may



run out of time before the other. The player with the higher score at the end of the game wins the round. This is a best-of-five competition, so the first player to win three rounds wins the match.

Type B ♠♥♣♦

This game is basically the same as Type A, with one major exception: each time you make a Set of at least a certain value, you reduce the number of cards your opponent can see. The number of your opponent's cards that can be turned over is shown in the following chart:



Hand	Score
5K (Five of a kind)	8
RSF (Royal Straight Flush)	7
SF (Straight Flush)	6
4K (Four of a kind)	5
FH (Full House)	4
FL (Flush)	3
ST (Straight)	2
3K (Three of a kind)	1

Sets ♠♥♣♦

There are ten different arrangements you can make in Solitaire Poker. Each has its own point value. The Set can be made horizontally, vertically, or diagonally. Remember that there is a Joker in every game, so there are some combinations you can make which would normally be impossible.

Note: Any Set you are able to make diagonally is worth twice the points of a horizontal or vertical Set.

- POINT -				
5K		3000		
4K	2P	2000	2000	2000
3K	1P	1000	1000	1000
2P		500	500	500
1P		250	250	250

1P (One Pair)– Two cards of the same number or name in one row or column. Very common.

2P (Two Pairs)– Two groups of matching cards in one row or column.

3K (Three of a kind)– Three cards of the same number or name in one row or column.

ST (Straight)– Five cards that can be arranged to make a consecutive run (ex. 7 of Clubs, 8 of Spades, 9 of Clubs, 10 of Diamonds, J of Hearts). They must all be in one row or column.

FL (Flush)– Five cards of the same suit in one row or column.

FH (Full House)– A 3K and a 1P in the same row or column (ex. three 7's and 2 A's).

4K (Four of a kind)– Four cards of the same number or name in one row or column. One of them will most likely be the Joker.

SF (Straight Flush)– A combination of a FL and a ST. All five cards must be the same suit, and you must be able to arrange them to make a consecutive run.

RSF (Royal Straight Flush)– The 10, J, Q, K and A of the same suit in one row or column. This is extremely rare without the Joker.

5K (Five of a kind)– Five cards of the same name or number in one row or column. This would be impossible without the Joker, as there are only four of each number and name card in a deck.

Music Selection ♠♥♣♦



During play in a one-player game, pressing the Start Button brings up the Music Selection screen. There are seven different background tracks to choose from. Place the marker next to the title of the track you want to hear, and press the Start Button. The game automatically resumes as you enter

your selection, and the soundtrack begins immediately.

Note: In a two-player game, pressing the Start Button pauses the action. Press it again to resume play.

Tips from the Top ♠♥♣♦

- Luck plays a huge factor in your success, but so does your ability to anticipate possible combinations before they appear. Practice the one-player game before you challenge a friend in the two-player game.
- There's only one Joker in the deck, so don't plan on seeing it every game. If it appears, it's just icing on the cake!

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety 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 warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR 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, we 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 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 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

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