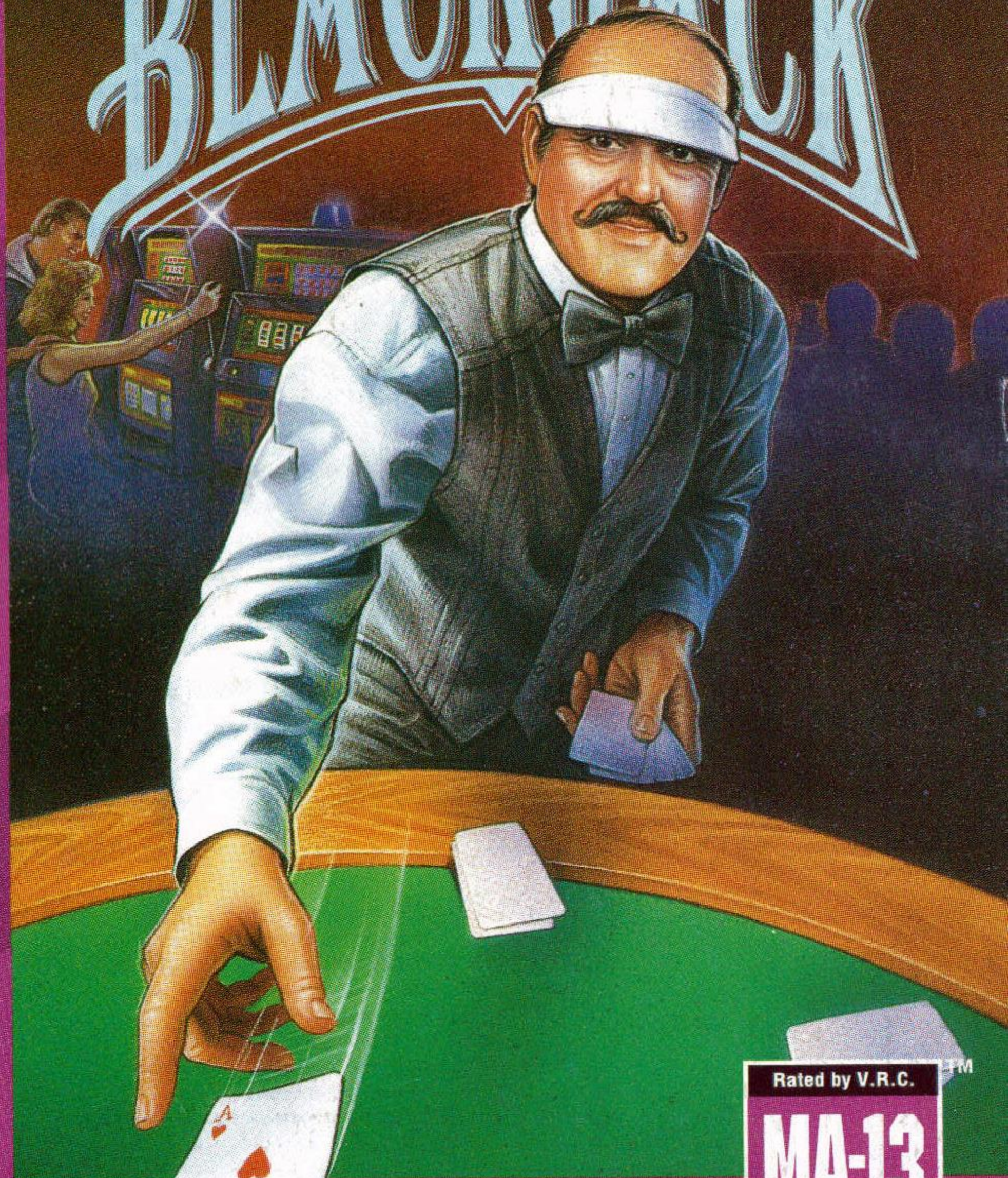


GAME GEAR™

Adrenalin™

POKER FACE PAUL'S BLACKJACK™



SEGA™

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

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

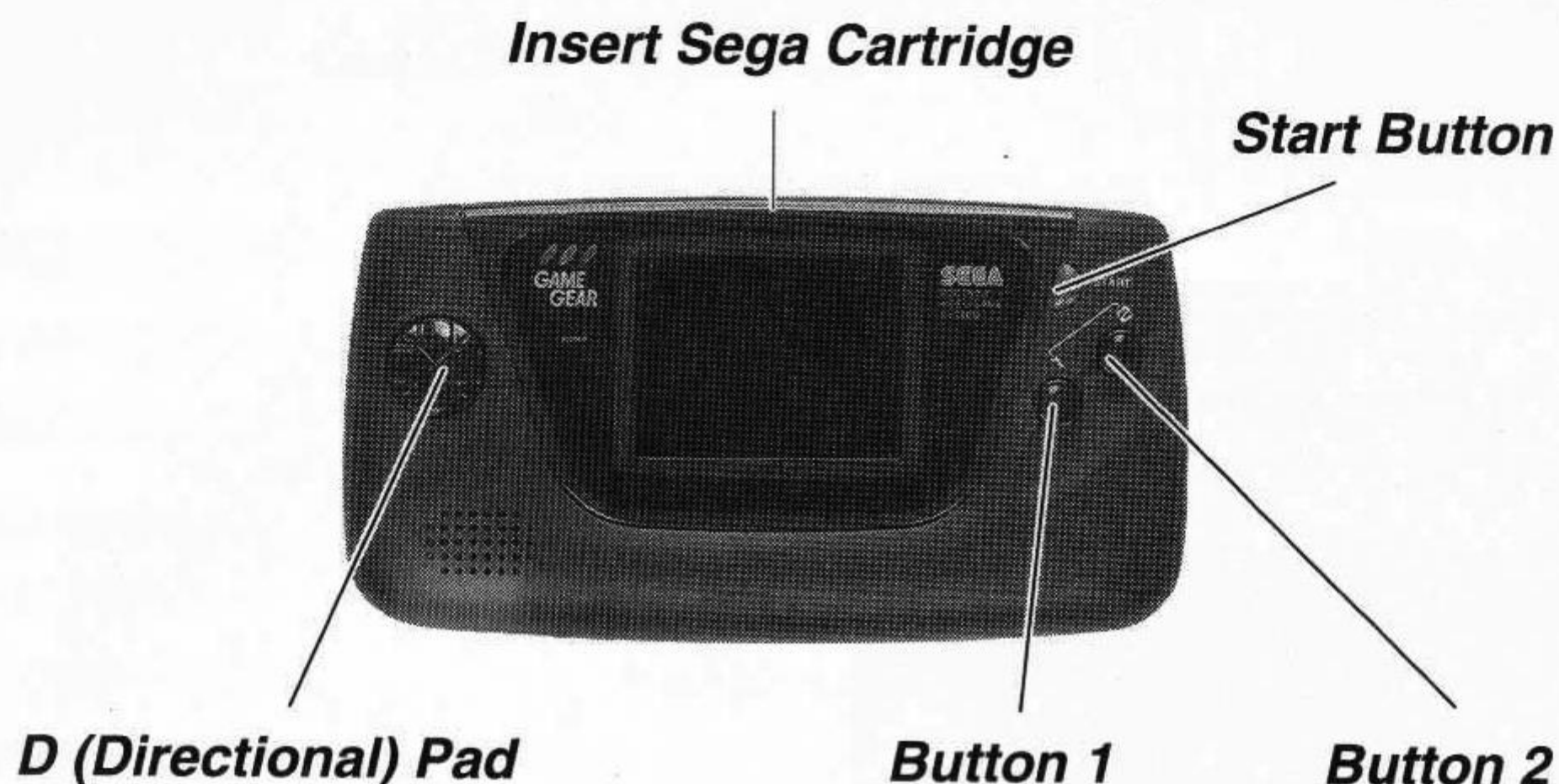
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.



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



***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 BLACKJACK* 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 continue.
4. At the Welcome screen, press the **D-Pad** up/down to choose "Sir" or "Madam." Then press any button twice.
5. Press any button at the Options screen to start play.

SEGA'S GAMEPLAY HOTLINE

1-415-591-PLAY

BUTTON CONTROLS

OPTIONS SCREENS

D-PAD

- Any direction selects options with the pointing finger.
- Right/left flips forward/back through the Game Instructions.

START, BUTTON 1 OR BUTTON 2

- Starts the game from the Play option.
- Toggles Music on/off.
- Goes to a submenu for Setup and Rules.
- Makes selections on a submenu; returns to the Setup menu.
- Views the Game Instructions.

START

- Exits the Game Instructions and returns to the Setup menu.

GAMEPLAY

D-PAD

- Right/left selects digits when placing a bet.
- Up increases a digit in your bet; down decreases it.
- Up/down selects Game menu options.
- Right/left toggles between the two Game menus.
- Right/left flips forward/back through Help screens.

START

- Places a bet and deals the cards.
- Views a Help screen if one is available.
- Exits a Help screen and returns to the game.
- Continues play after a message window appears.

BUTTON 1 OR BUTTON 2

- Places a bet and deals the cards.
- Activates a selected menu option.
- Continues play after a message window appears.

BLACKJACK SETUP

The top of the Setup screen shows the current game setting:

Decks – The number of card decks in play at one time.

Table Units – The minimum bet you can place and also the increment by which you can raise or lower a bet.

Bankroll – How much money you have to play with.

Rules – The casino rules in effect.



To change the game settings:

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

Play – Start the game.

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

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

Options – Change the settings for betting (table) units and decks. At the start of a game, you will only be able to choose 2 as the betting unit, but as the game progresses, more options will become available. The number of decks you can choose depends on the casino rules in effect (see pages 7-8).

Rules – Play by the house rules of famous casinos in Atlantic City, London, Downtown Las Vegas and the Las Vegas Strip (see pages 7-8).

HOW TO PLAY

The goal in Blackjack is to beat the dealer by:

- getting a higher card value than the dealer, while not exceeding 21, or
- standing pat with a lower card value while the dealer “busts” by going over 21.

The dealer must play his or her cards by strict, unvarying rules. You, on the other hand, can choose whether to take a hit to increase your card value, or stand pat and let the dealer bust.

STARTING THE GAME

1. Select “Play” from the Setup screen.
2. Place your bet by pressing the **D-Pad** right/left to select a digit and up/down to change it. When you start, your bankroll is \$50, the minimum bet is \$2, and the maximum bet is \$10.



(In London, the figures are £50, £2 and £10.)

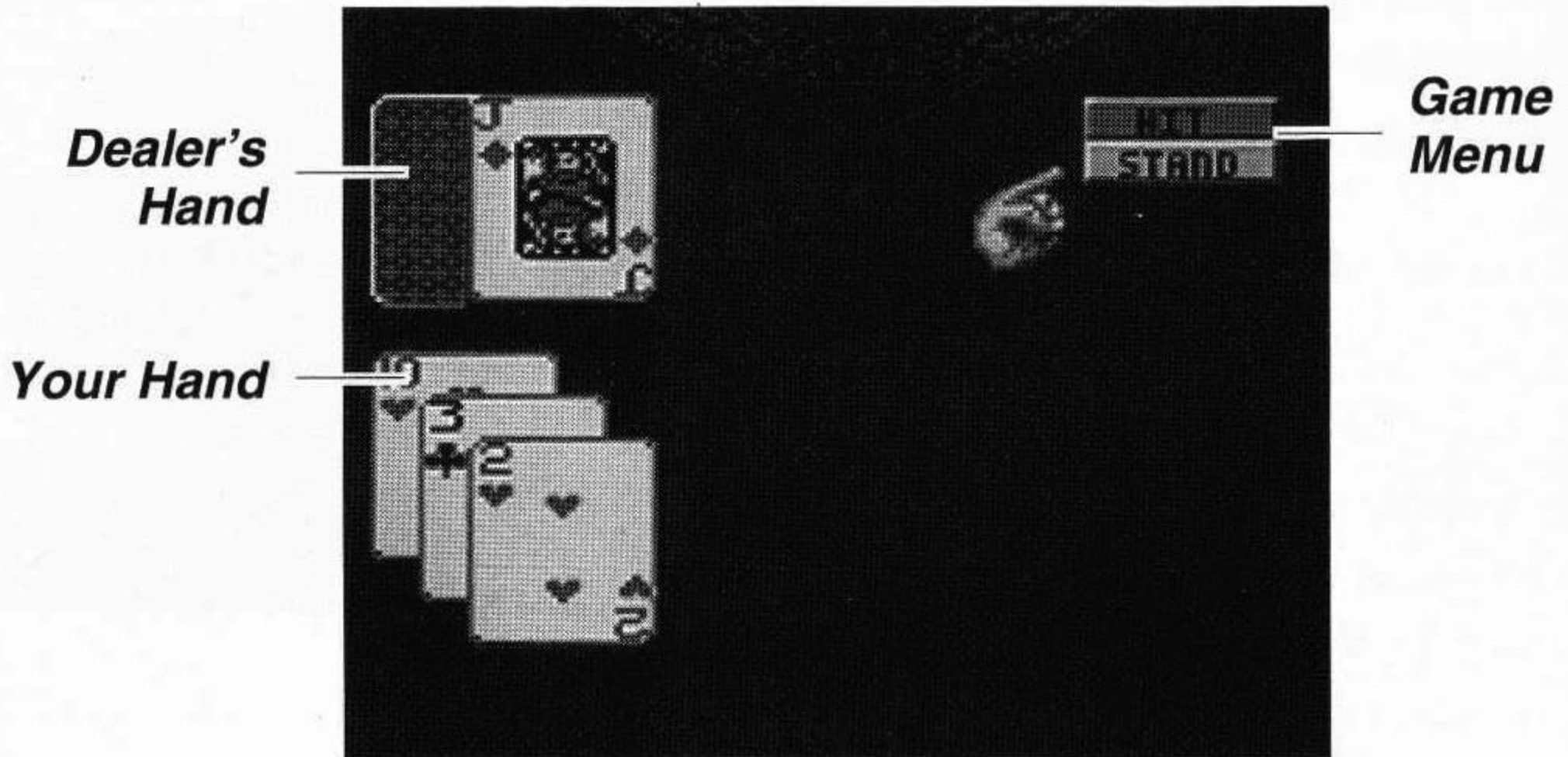
These numbers will increase as you continue play.

3. Press any button to deal. You’ll receive two cards, both up. The dealer also gets two cards, one up and one down.

COUNTING YOUR CARD VALUE

4. The screen scrolls up to give you a clear look at your hand. Count your card value:

Aces	=	1 or 11
10s and face cards	=	10
All other cards	=	Face value



For example, if you have a 10 and a 9 showing, your card value is 19. An Ace and a 3 equal either 4 or 14.

MAKING YOUR MOVE

5. Choose your next move from the Game menu in the upper right corner. Press the **D-Pad** up/down to select an option, and then press **Button 1** or **2**. Or press **Start** to see Help information for the selected option. You will have more or less options to choose from, depending on your cards:

Blackjack – The top winning hand occurs more often than you'd guess. When you receive an Ace and any 10 or face card, you've got Blackjack and your bet pays off at 3 to 2 (or 1.5 times its value). If you and the dealer are both dealt Blackjack, the hand is a "push" and your bet pays off at even money. Blackjack occurs automatically and is not an option in the Game menu.

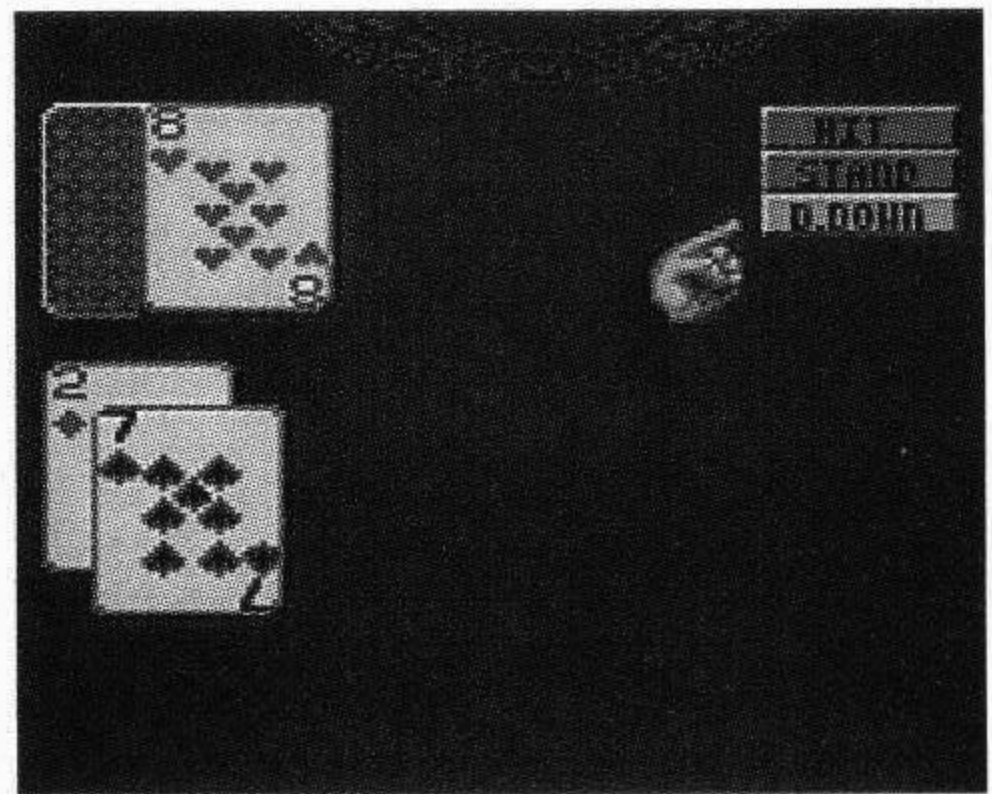
Hit – If you're not satisfied with your card value, you can draw an additional card.

Stand – When you're happy with your card value, don't take any more cards.

Double Down – Double your original bet on a promising hand. You then receive one draw only, which you must take.

Split – When you're dealt two cards of equal value, you can split the hand. A second card is dealt to each original card, making two hands, and a second bet is placed, equal to the first. Then the hands are played separately. If a second pair turns up, you may be able to split again, depending on the casino rules (see pages 7-8). Splits are possible on exact pairs and any combination of 10s and face cards. The only exception is a pair of Aces, which may only be split once, with one card only being dealt to each Ace.

Insurance – If the dealer's hand shows an Ace, you might want to take out insurance against the dealer having Blackjack. Insurance is a side-bet, one-half the amount of your original bet. If the dealer gets Blackjack, the insurance pays off 2 to 1; otherwise, the bet is lost.



6. After you play your cards, the dealer plays. You'll win or lose depending on how skillfully you made your moves, and how the dealer's cards fall.
7. You can continue playing as long as you have a bankroll. During play, press the **D-Pad** left/right to see a second Game menu with these options:

Play – Return to the game. (You can also resume play by pressing the **D-Pad** left or right again.)

Count – Use Normal or Expert mode to keep track of the cards already played (see page 8).

Help – View a Help menu and select a topic to read about. Topics include History, How to Play, Rules and Game Strategy. Press **Start** to return to the Game menu.

Quit – End the game. Continue pressing **Button 1** or **2** until you reach the Title screen.

DEALER RULES

The dealers in all casinos must play their hands by these rules:

1. The dealer must count an Ace as 11 if his or her card value will then total 17 to 21 (in some casinos, 18 to 21). Otherwise, the Ace is counted as 1.
2. The dealer must draw to any hand totaling 16 or less, and stand on any hand totaling 17 or more.

CASINO RULES

LONDON

- Doubling down is permitted only on two-card hands with a value of 9 to 11.
- Four to six decks are used.
- When your hand is Ace and 8 and doubled down and you draw a 2, the total is counted as 11, not 21.
- Splitting is not permitted on pairs of 4s, 5s or 10s. No resplitting is allowed.
- Only players with Blackjack may insure against the dealer having a Blackjack hand.
- The dealer does not declare Blackjack until the hand ends.

DOWNTOWN LAS VEGAS

- The dealer must draw on a hand totaling 17, if an Ace has been counted as one.
- You may double down on any two-card combo.

LAS VEGAS STRIP

- The dealer must draw to 16 or less, and stand on 17 to 21.

ATLANTIC CITY

- The minimum number of decks used is four.
- Identical pairs can be split but not resplit.
- If the dealer turns up Blackjack, he or she will not take your additional bets made by a split or doubling down.
- The dealer does not declare Blackjack until the hand ends.

COUNTING

Select the Count option from the Game screen to see the values of the cards played since the last shuffle. Use the values to determine how much you should bet on the next hand.

STANDARD (NORMAL) COUNTING

This system keeps track of the number of 10s and Aces played. Each card in the deck is given a value. The Count screen keeps a running total of the values of the upturned cards and discards. The higher the count gets, the higher the chances are that the next card will be a 10 or an Ace. Increase your bet when the count is high.

EXPERT COUNTING

In this sophisticated counting mode, the worst cards in the deck are given the highest values, and the best cards receive the lowest values. Again, the higher the total value of cards already played, the better your chances are of drawing a winning hand.

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

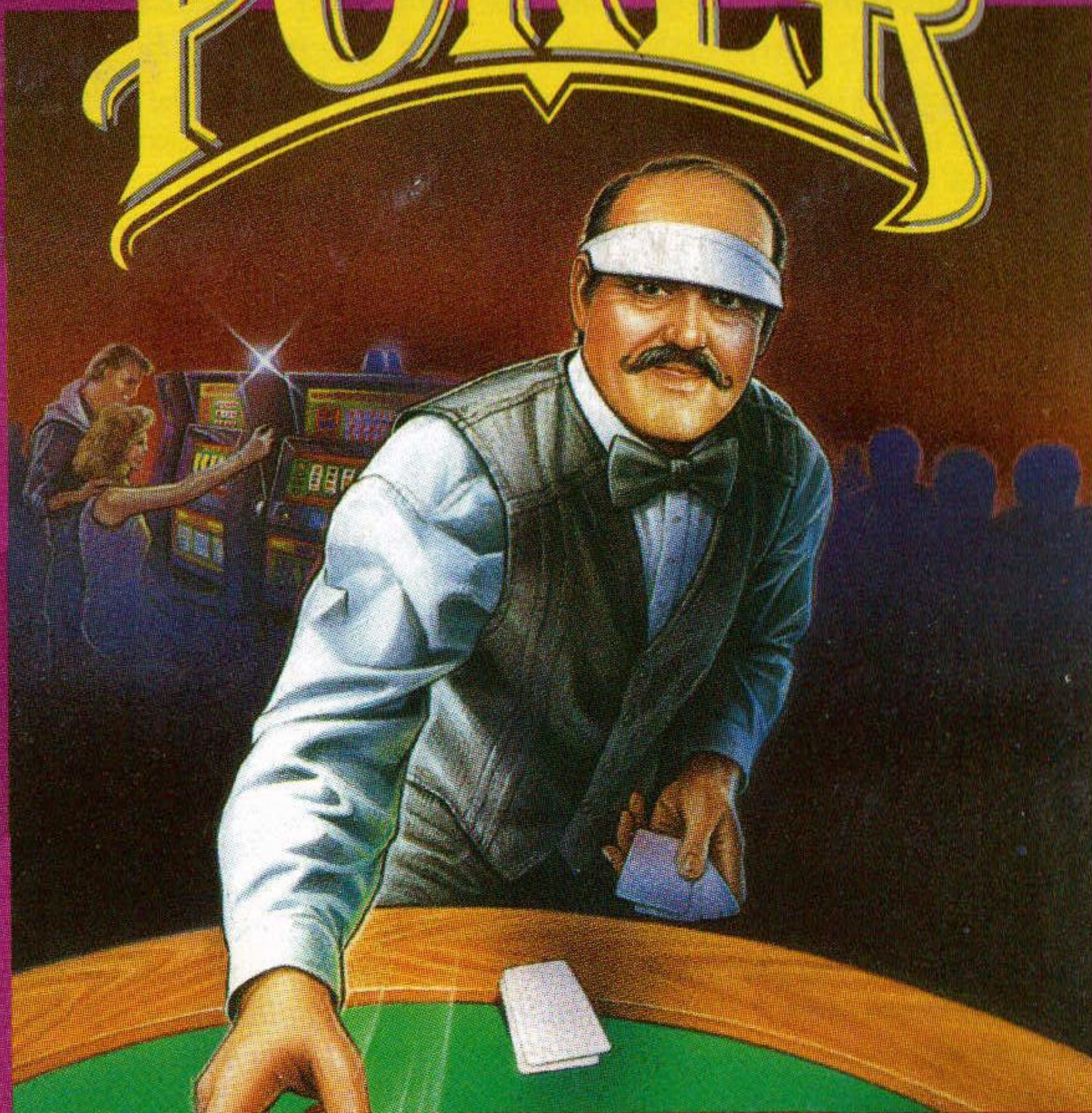
If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. 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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