Nintendo

GAME BOY®

DMG-CA-USA

Square Deal™

The Game of Two-dimensional Poker



INSTRUCTION BOOKLET

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Thank you for purchasing the Nintendo GAME BOY Square Deal Game Pak.

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operation procedures. Keep this instruction booklet for your future reference.

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Cautions During Use

- If you play for long periods, take a 10 to 15 minute break every hour or so.
- This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble this unit.
- Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- Be sure to store this Game Pak in its protective case when not in use.

PLAY CONTROL

LEFT — Moves a decending card to the left.

RIGHT — Moves a decending card to the right.

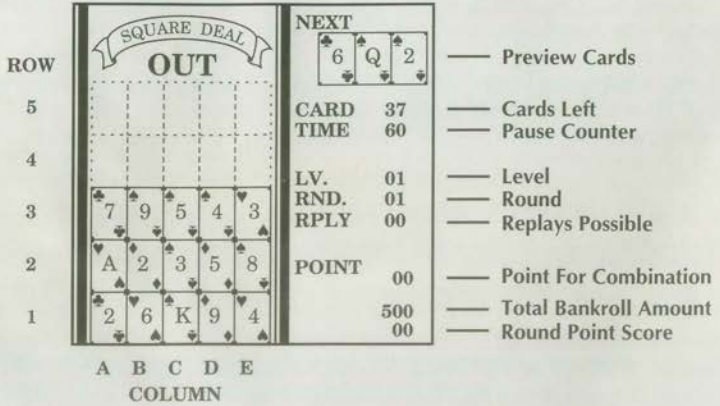
DOWN — Speeds up the descent of a falling card.

UP — No effect.

A Button — Stops the descent of the cards temporarily and starts the "Pause Counter." Pressing A again stops the "Pause Counter" and continues the action of the game.

B Button — Changes the face of the descending card to the first preview card. Repeat pressing to play the next preview card available.

SCREEN DISPLAY



STARTING THE GAME

Insert the GAME BOY Game Pak correctly into the GAME BOY and turn the power ON. First "Nintendo" will be displayed, followed by the "SQUARE DEAL" license screen and then the title screen.

At the title screen, press START. This will bring up the "Options" screen. Select 1 or 2-player game and press START or select the instructions option and press "A" for information or selct the STAGE SELECT option and press "A" to begin the STAGE SELECT process.

If you press START for 1 or 2-player, a cashier will instruct you concerning the ante. When finished with this screen, press "A" to begin the shuffle.

If you select the instructions option, press "A" to proceed to the next screen.

If you choose the STAGE SELECT option by pressing "A", the STAGE SELECT screen will appear. Select the desired level by moving the directional controller UP or DOWN accordingly. When you reach the desired level, press START to return to the "Options" menu. Select 1 or 2-player game and press START to begin at the level you selected.

HOW TO PLAY

One Player Game

A regular deck of 52 cards is shuffled and the first four cards are exposed. One card at a time drops from the top of the screen. You must place each card in the grid (5 card spaces wide x 5 cards deep) as the cards descend, to make a "poker hand" which will eliminate the cards and open up spaces in the grid for the rest of the cards. Each "poker hand" must be in either a straight vertical or straight horizontal line (or in a combination of both vertical and horizontal lines. When a "poker hand" is successfully made, the cards of poker hand will disappear. A straight is considered to successful only when the cards are placed in numerical order. YOUR OBJECTIVE IS TO ELIMINATE ALL 52 CARDS. When all 52 cards are gone, you will progress to the next level. Or you will advance to the next level by means of getting the designated points in one round.

Do not use the "row" above the top (5th) row to make poker hands. If a player uses the "6th" row, the game is over. The game will also end if you are unable to eliminate all 52 cards or if you run out of space in the grid.

You will start with a bankroll of $1000. Each time a round is played, you must pay an ante, whether you move to a new level or continue the round at the same level. A penalty will be deducted from your earnings for each of the remaining cards at the end of a round. If at the end of a round, you do not have enough money for an ante of (if you run out of money), the game is over.

You may choose either REPLAY or NEW GAME in order to continue playing. REPLAY repeats the same pattern of dropping cards. However, REPLAY is allowed on a limited basis relative to the level.

By pressing button B, you can change the dropping card to any of the open card faces previewed to descend.

Two Player Game

Play progresses as in a one-player game except that players alternately take turns placing each card within a round. A pair of two like cards (cards with the same value such as two sevens or two queens) counts as a successful "poker hand" in two-player mode. In addition, players are allowed to use the "6th" row to make "poker hands." When the "6th" row is used, the bottom row disappears.

Levels range from 1 to 9 and the starting "PAUSE COUNT" and descent speed will change relative to the level. The final score is a combined total of the scores of all rounds. Player 1 will start the first level. The player with the fewest points at the end will start the next round.

LEVELS OF PLAY

There are 10 levels of play with difficulty increasing at each level. The number of open cards (cards which you will be able to preview briefly before they descend), the amount of pausing time, the dropping speed, the replays allowed, the handicap level (the number of cards already placed in the grid when the round starts), and the amount of ante will all change as the game progressess.

If you complete Level 10, you win the game. There is a STAGE SELECT for Levels 1 through 9, but to make it to Level 10, you must complete Level 9.

Handicaps will start on Level 5. A handicap means a player will start with two to seven cards already in the grid.

Description of Levels - One Player Game

LEVEL	# OF PREVIEW CARDS	TOTAL PAUSE AMOUNT	SPEED	HANDICAP (CARDS ALREADY GRID)	REPLAYS POSSIBLE	ANTE	PENALTY	THE DESIGNATED POINTS
1	3	60	Slow	0	5	500	50	500
2	3	40	Slow	0	4	500	50	1,000
3	3	20	Slow	0	3	500	50	2,000
4	3	15	Slow	0	2	500	50	2,000
5	2	15	Slow	2	1	1,000	50	3,000
6	2	10	Slow	3	1	2,000	50	3,000
7	2	10	Medium	3	1	2,000	50	4,000
8	1	5	Medium	5	0	3,000	50	4,000
9	1	0	Fast	7	0	3,000	50	4,000
10	1	0	Fast	7	0	5,000	50	--

Description of Levels - Two Player Game

LEVEL	# OF PREVIEW CARDS	TOTAL PAUSE AMOUNT	SPEED
1	3	60	Slow
2	3	30	Slow
3	3	30	Medium
4	3	0	Medium
5	3	0	Fast

TYPES OF HANDS (One and Two-player Games)

The types of "poker hands" in Square Deal are similar to hands in real poker, but include some variations:

2 CARD HAND (Two-player game only)

ONE PAIR (two like cards: i.e. 2 fours, 2 kings) 60 pts.

3 CARD HANDS

FLUSH (cards of the same suit)- one-player game 10 pts.
- two-player game 100 pts.

STRAIGHT (cards in numerical succession:
i.e. 7, 8, 9 or A, K, Q) 100 pts.

THREE OF A KIND (i.e. 3 sevens, 3 aces, 3 queens) 300 pts.

STRAIGHT FLUSH (a straight in one suit) 500 pts.

TYPES OF HANDS, continued

4 CARD HANDS

FLUSH	100 pts.
STRAIGHT	200 pts.
STRAIGHT FLUSH	700 pts.
FOUR OF A KIND	1000 pts.

5 CARD HANDS

FLUSH	300 pts.
STRAIGHT	500 pts.
STRAIGHT FLUSH	2000 pts.
ROYAL FLUSH (i.e. A, K, Q, J, 10 of one suit, the highest hand)	4000 pts.

HAND COMBINATIONS AND SCORING RATES (One and Two-player Games)

Each time cards disappear from the grid, a "combination" has been eliminated. Usually, a combination will consist of only one line, but it is possible to complete more than one line in a combination.

Example: If a spade (say the 5S) is placed in Column "C" of the 3rd Row, a flush will be made in the 3rd Row consisting of 9S-5S-4S (Figure 1). A flush will also be made in Column "C" consisting of 5S-3S-KS. Thus, both flushes would make up the combination of five cards. The 9S, 5S, 4S, 3S and KS would all disappear at the same time (Figure 2) and the player would score 100 points for each flush (200 total points).

Figure 1

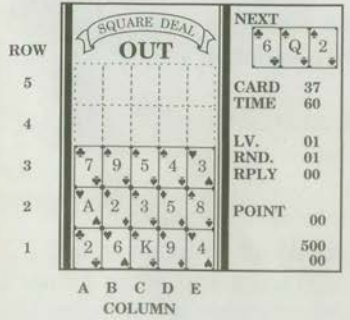
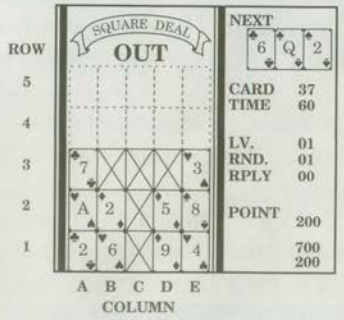


Figure 2



It is also possible to achieve more than one combination during a turn. Achieving a combination of six or more cards multiplies a player's score. Doing this increases a player's score significantly.

Example: If a seven (say the 7D) is placed in Column "C" of the 3rd Row, a 5-card straight is made of the entire 3rd Row (5C-6H-7D-8C-9C) for a total of 500 points (Figure 3). These five cards would disappear (Figure 4) and this would be the first combination of this turn.

With these cards eliminated, any cards in the grid above this combination would fall as far as possible (Figure 5). From the grid in Figure 5, a second combination containing 15 cards is made consisting of four different hands. The combination consists of a four-card flush in Column "A" (100 points), a three-card flush in Column "B" (100 points), a four-card straight in Column "B" (100 points), a four-card straight in Column "D" (200 points), and a

Figure 3

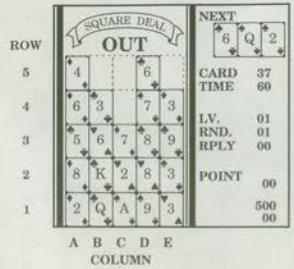


Figure 5

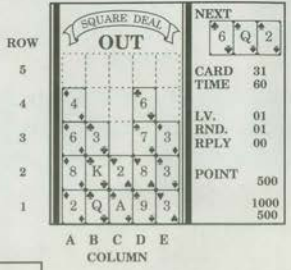
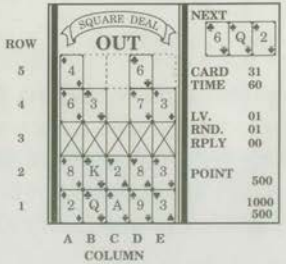


Figure 4



three of a kind in Column "E" (300 points) for a sub-total of 700 points. All 15 cards will disappear at the same time, leaving only the AS and the 2H in Column "C".

Since this combination consists of more than eleven cards, the sub-total is multiplied by 10 for a combination total of 7000 points. This 7000 points added to the 500 points from the first combination (the five-card straight in Figure 3) scores 7500 points for this turn.

Number of Cards Per Combination	Bonus Rate
6	200% (2 x total score)
7	300% (3 x total score)
8	500% (5 x total score)
9	600% (6 x total score)
10	700% (7 x total score)
11 or more	1000% (10 x total score)

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DTMC Inc.

1405 Marshall Street, Suite 212
Redwood City, CA 94063 U.S.A.
(415) 367-9891

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