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SEGA™

GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

Interplay™

5 IN ONE FUN PAK

Backgammon
Checkers
Chess
Reversi
Yacht



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM

KIDS TO ADULTS
KA
AGES 6+

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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 previously 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.



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5-IN-1 FUNPAK™

Instruction Manual



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THANK YOU...

Thank you for selecting the SEGA Game Pak "5 In 1 FunPak." We recommend that you read through this booklet thoroughly before beginning to play to maximize your enjoyment of the game and then keep this booklet around for later reference.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at:

1-800-771-3772

ADVISORY

Read Before Using Your Game Gear™ System

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Gear Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.



HANDLING YOUR CARTRIDGE

This cartridge is intended exclusively for the Sega™ Game Gear™ System.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave in direct sunlight, near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.



STARTING THE GAME

1. Properly insert your 5-In-1 FunPak into your Game Gear.

2. Turn on your Game Gear. After the Sega logo title screens appear, press the START Button and the Player Selection Screen will appear. By using the CONTROL PAD you may choose either a 1 player game or a 2 player game. Press START after making your decision.

3. After making your player's selection, you get to choose from among five different games to play. Use the CONTROL PAD to indicate whether you want to play Chess, Checkers, Backgammon, Reversi or Yacht. Press START after your choice has been made.

4. Press BUTTON 1 to get past each game's title screen. Your next option is to choose either white or black

STARTING THE GAME

pieces. Use the CONTROL PAD to choose. Then press BUTTON 1 to start the game.



5. Each game has different skill levels. Chess has six different levels to choose from, while the remaining games have three levels.

SPECIAL OPTIONS

5-IN-1 FunPak contains many special options that you may choose from. To get to the list of special options press the START BUTTON during the progress of the game. Each of the four games has the options of:

- **TAKEBACK:** One move or many moves, with the exception of Backgammon, which will not let you or your opponent roll over.

- **SWAP SIDES:** If you want to take over your opponent's position.

- **RESET GAME:** If you want to quit the game you are playing.

- **DIFFICULTY:** If you want to change the skill level of the present game, and MUSIC (if you are in need of a musical alternative).

SPECIAL OPTIONS

5-IN-1 FunPak also has additional special options for each particular game. Chess has the added feature of HINT and SETUP and Backgammon has DOUBLE and AUTO ROLL options. These exclusive options will be discussed further under the rules of "Use the Controls" for each particular game.

How to Use the Controls

• START BUTTON—allows you to select from the special options list. Special options that are exclusive to Chess are HINT and SETUP. Use the HINT option if you are struggling on a move and want some help. The SETUP option allows you to create any chess configuration you want and then play the game from there.

• The CONTROL PAD is needed in order to move your pieces. The cursor always starts in the bottom right corner of the square in front of your queen's pawn. The CONTROL PAD can move the cursor to where you want. After you decide which of your pieces to move, move the cursor to the appropriate piece and then Press BUTTON 1. Then move your piece to its destination. Press BUTTON 1 when you want to end your turn.

How to Play Chess



Chess is a game for two players, one having the white pieces and the other having the black pieces. There are 64 alternating white and black squares on which you can move. The object of the game is to checkmate your opponent's King (see Checkmate).

CHESS

- The white player moves first and then the two players alternate turns.
- You must move when it is your turn.
- Only one piece can occupy a given square.
- You may only move one piece per turn, with the exception of castling (see Castling).
- No piece, except the Knight, can move through other pieces.
- Any piece may capture any of the opponent's by landing on the same square as it. The captured piece is removed from the board and is out of the game.

CHESS

- You may not capture or remove any of your own pieces.

This is how the various pieces are represented and how many of each piece you start out with:

1 King, 1 Queen, 2 Bishops, 2 Knights, 2 Rooks, and 8 Pawns.



1 KING



1 QUEEN



2 BISHOPS



2 KNIGHTS



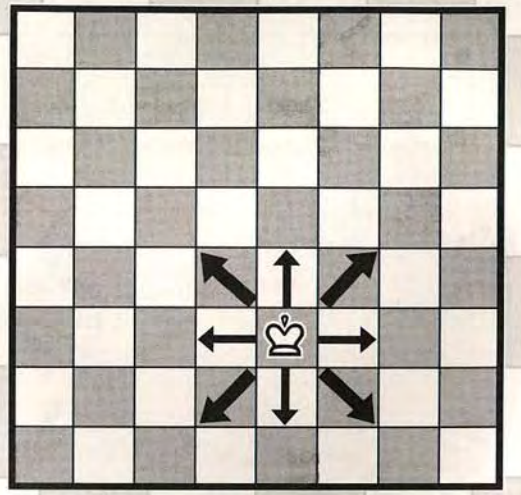
2 ROOKS



8 PAWNS

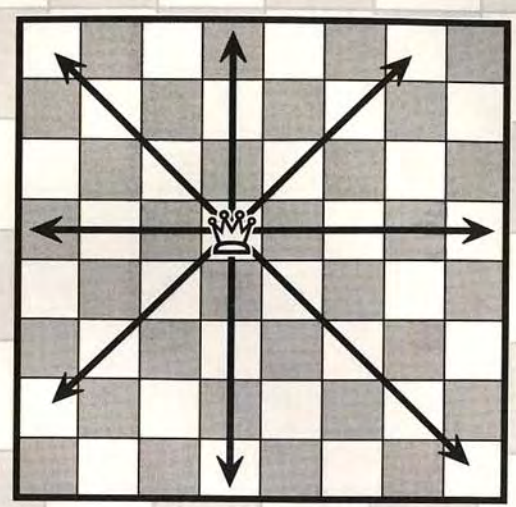
Movement of the Pieces

The King



The King can move one square in any direction.

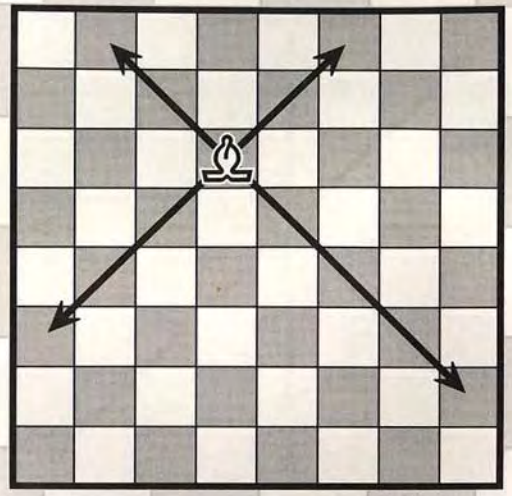
The Queen



The Queen can move any number of squares horizontally, vertically, or diagonally if path is unobstructed.

CHESS

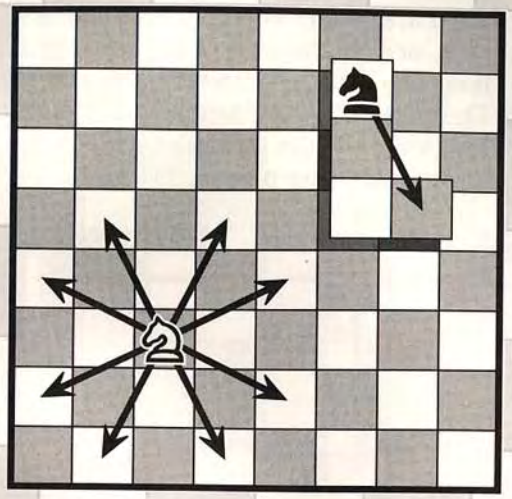
The Bishop



The Bishop moves diagonally any number of squares in either direction if path is unobstructed.

CHESS

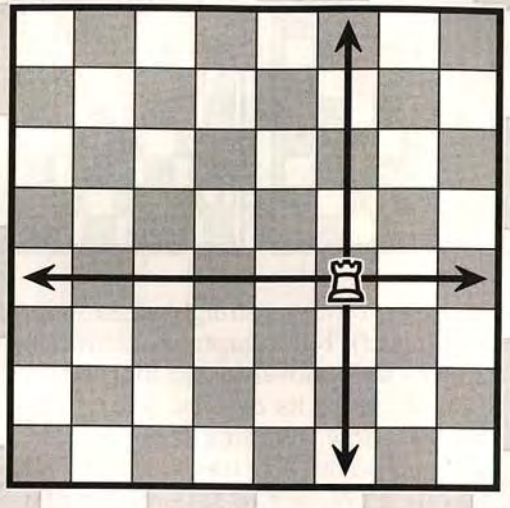
The Knight



Note that the knight can jump over pieces which occupy spaces along the arrows' paths.

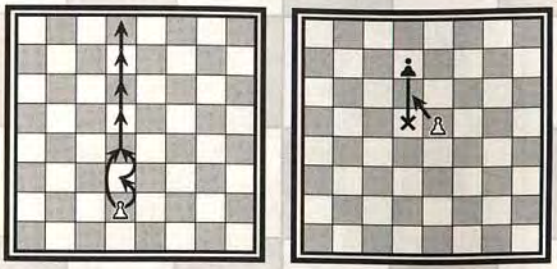
The Knight always moves in the same pattern–one square forward or backward and then two squares to either side, or one square to either side and then two squares forward or backward. The three squares form an "L" shape. The knight is the only piece which may jump over other pieces.

The Rook



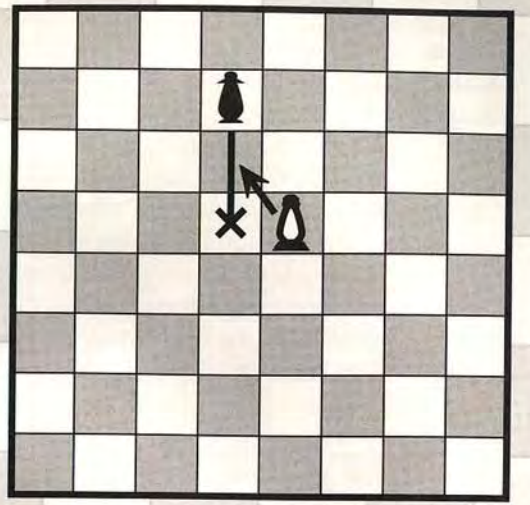
The Rook can move any number of squares vertically or horizontally if path is unobstructed.

The Pawn



The Pawn moves straight ahead (never backward), but it captures diagonally. The Pawn's movement is indicated by the "X", while its capture is illustrated by the arrow. When a Pawn is in its starting position, it has the option to advance one or two squares the first time it moves. After that, it may advance only one square per move. If a Pawn advances all the way to the opposite end of the board it must be "promoted" to a Queen. You can promote as many Pawns as possible.

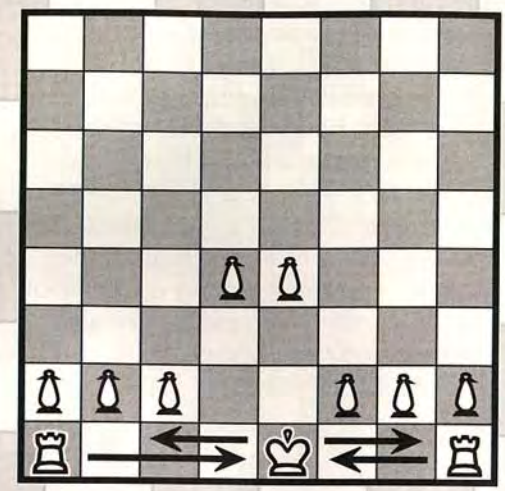
En Passant



To capture "en passant" (in passing): When your opponent moves a Pawn two squares on its initial move and your Pawn is on the fifth square of an adjoining column, you may capture

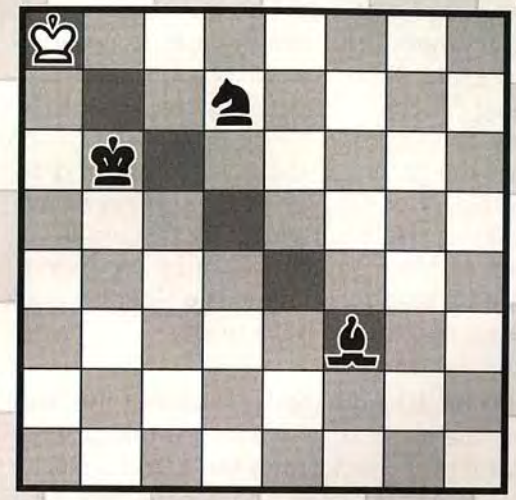
your opponent's Pawn by moving to the square over which it has moved, just as if it had moved only one square on its first move. The option must be exercised immediately or the option is lost. This is illustrated on page 21. Note that if the black pawn moved to the square with the "X", white on the very next turn could capture the Pawn diagonally on the square which was passed by the black Pawn. The black Pawn is removed from the board and the white Pawn is placed on the square indicated by the arrow.

Castling



Once during a game each player has the option of castling–that is, moving the King two squares either to the right or left, and placing the Rook on the other side of the King. In order to castle, the pieces between the King and Rook must have been moved, giving a clear pathway, and the King must not be in check–that is, it must not be under attack by an enemy piece, nor can it pass through a square under attack. If either the King or the Rook on the castling side have previously moved, you may not castle.

Checkmate



The black king has been put into checkmate here.

CHESS

The object of the game is to attack the opponent's King in such a way that no matter where the King moves, the King will still be under attack. This is called "Checkmate" and wins the game. Any move that directly threatens a King is called "check." If the King can escape, the King must escape check right away to continue the game. If there is no way of getting out of check, by either moving away from the attacking piece, by placing a piece to block the check, or by capturing the attacking piece, then the King is checkmated and the game is over.

If the King is not in check but the only possible move on the board would place the King in check, then the game is not won by either player and is considered a draw or "stalemate" because a King may not move into check.

CHESS

Helpful Hints

1. Some pieces are more powerful than others because they are able to control more squares on the board. The question of value of each piece arises every time there is a possibility of capturing or exchanging pieces. The following table shows the approximate value of all the pieces except the King, because this piece is never captured.

Queen	9 points
Rook	5 points
Bishop	3 points
Knight	3 points
Pawn	1 point

2. The player who gains control of the center squares of the board has an advantage because his pieces have greater mobility. To gain control quickly, move only your center Pawns and develop your minor pieces (Bishops and Knights) early in the game.

3. Castle your King into safety early.

4. Capture enemy pieces and Pawns when it will strengthen your position on the board. Remember the value of the pieces: if you exchange a Knight for a Bishop, it is an even trade. If you get a Rook for a Bishop, you will be ahead in material. The player with a material advantage usually wins the game.

5. Every time your opponent moves, stop and look carefully. Is your opponent plotting to capture an important piece? Can you defend against it? Did your

opponent make a move which allows you to make a capture? Is your opponent in a position vulnerable to a checkmate?

6. The average response time will vary depending on the level of difficulty selected. You can always force the computer to make its best move by pressing button 1 or 2. The following is a table of average response times.

LEVEL		
1	7	seconds
2	30	seconds
3	1	minute
4	5	minutes
5	35	minutes
6	150	minutes

(At the higher levels, an AC adaptor is highly recommended).

CHECKERS

How to Use the Controls

- The CONTROL PAD is needed to maneuver the cursor which lets you pick up your pieces and move them. Once you have decided where to go, move the cursor on top of the piece you want to move, then press BUTTON 1. This will pick up your piece. Then continue using the CONTROL PAD until you move the piece to its desired location. Remember that if you can jump one or more of your opponent's pieces then you must jump all possible pieces, even if you would rather go elsewhere. If you have more than one jump, you must move your piece one jump at a time until it reaches its final destination.

- START BUTTON brings up the special options screen.

CHECKERS

How to Play Checkers

- The object of the game is to capture all of your opponent's pieces.

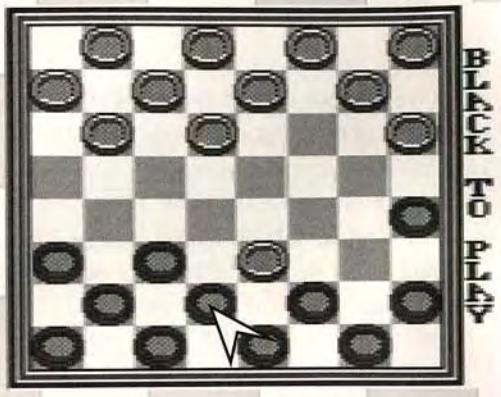
- No matter which color pieces you choose, BLACK always moves first and then you alternate turns with your opponent.

- You must move when it is your turn.

- You can only move one piece per turn.

- Pieces can only move diagonally along dark squares. You may never use the white squares.

CHECKERS



The black piece with the arrow can jump the white piece diagonally right, removing the white piece.

- You can only move your pieces forward, until you have a King (see "Kings").
- Only one piece is allowed on a square.

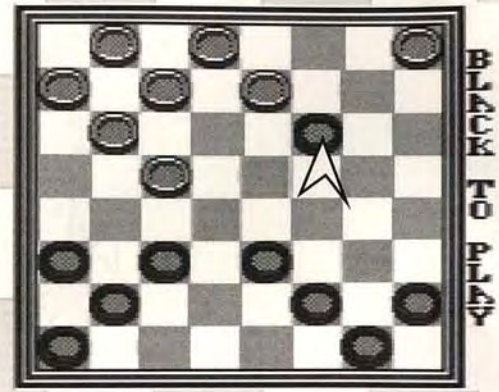
CHECKERS



The black piece with the arrow can jump the white piece diagonally to the left.

- You capture an opponent's piece by jumping it diagonally. In order to jump a piece, you must have one of your pieces on a diagonal with one of your opponent's pieces and there can be no other piece directly behind your opponent's initial piece.

CHECKERS



Here, the black piece with the arrow is blocked from making a jump.

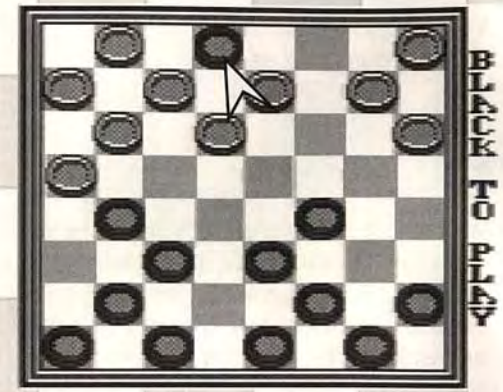
- After you jump an opponent's piece, that piece is removed from the board.
- You must jump as many of your opponent's pieces as possible if you are given the opportunity, even if you would rather move somewhere else.

- You cannot jump or capture any of your own pieces.

Kings

When one of your pieces reaches your opponent's back row, it is traded for a King. A King is a very powerful piece because it can move forwards as well as backwards. A King follows all the standard moving and jumping rules as the regular pieces. The number of Kings you receive is limited to the number of pieces you start out with.

CHECKERS



The black king here is forced into a jump where he will in turn be jumped on white's move.

CHECKERS

Helpful Hints

1. Try not to move the pieces in your back row until it is absolutely necessary. If you do not move these pieces, it is impossible for your opponent to get a King.

2. It is usually a good strategy to sacrifice a couple of pieces in order to clear an area, so that you can get a King. Usually the first person to get a King wins the game.

3. Try to maneuver your pieces so as to force your opponent into a jump that will weaken his defenses.

REVERSI

How to Use the Controls

- The CONTROL PAD is needed to move the cursor to the appropriate square that you would like to put your next piece on.
- START BUTTON—allows you to select from the special options list.

How to Play Reversi

- The object of the game is to occupy the majority of the 64 spaces on the board by placing pieces on the board and "reversing" your opponent's pieces. (See REVERSING next.)

REVERSI

- Black always goes first.
- The game starts with two white pieces and two black pieces in the center of the board.
- You can only put down one piece per turn.
- If you cannot reverse any of your opponent's pieces, the other player gets to make continuous moves until you are able to reverse a piece.
- You play until all squares on the board are filled or until all the pieces on the board are turned to the same color.

REVERSI

Reversing

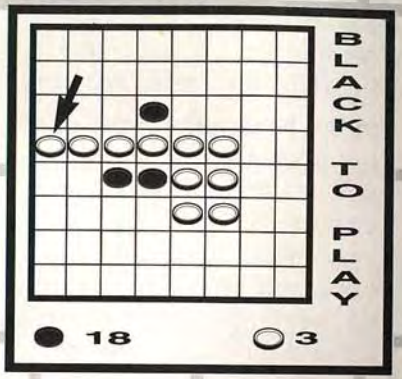
The way that you reverse your opponent's pieces is by placing one of your pieces in either a horizontal, vertical or diagonal line with another one of your pieces so that your opponent's pieces occupy all the squares in between.



These diagrams show a Reversi game in progress before and after white places a piece.

REVERSI

After your piece is placed, all of your opponent's pieces that lie between the piece you just placed (marked by the arrow) and your next piece in a given horizontal, vertical, or diagonal row become your pieces.



Note that it is possible to reverse pieces in all directions with the placement of one piece if your opponent has pieces in position.

REVERSI

Helpful Hints

1. The corners of the board are the most important squares because there is no way to reverse them. Once you have a corner, any adjacent square along the side also becomes impossible to reverse.

2. In the beginning of the game, it is not important to have a lot of squares in your possession. Early advantages are often times very misleading. Letting your opponent have long columns in the beginning will often times leave them vulnerable later in the game.

BACKGAMMON

How to Use the Controls

- The CONTROL PAD— allows you to move the cursor around the board, so that you can pick up your pieces. You can only move one die at a time. In other words, you can not use the roll of both dice to move a piece until you drop the piece, indicating that you moved for one die.

- BUTTON 1—is used to pick up a piece and to release it.

- BUTTON 2—is used to roll the dice. During your turn, it is also needed to release the cursor if you are in the process of making an undesirable move.

- START BUTTON—allows you to choose from the special options list. Backgammon has the exclusive

option of DOUBLE. Doubling is used as a point system.

The doubling cube remains in the top left corner of the screen and will start off the game with the number 64. The 64 does not represent anything other than a starting point for the cube. You can only double at the beginning of your turn. You double if you think that you have an advantage over your opponent. Your opponent then has the option of either accepting the cube or denying it. If your opponent denies the cube, the game is over and you have won. If your opponent accepts the cube then he takes possession of it and the die will be changed from reading 64 to reading 2. Having possession of the cube means that the next choice to double can only be made by the person in possession of the cube. From there, cube possession alternates between the two players and the cube number will double from 2 to 4, from 4 to 8, and so on.

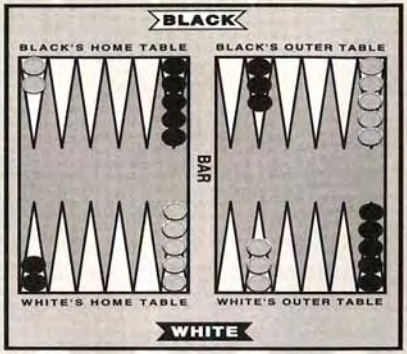
It is advised to double when your advantage is noticeable, but before it is severe. If the odds are slightly in your favor, your opponent will probably accept, but if the odds are heavily in your favor your opponent will most likely call it quits. Under such a scenario, you would win the game, but your points for winning would be greatly limited.

How to Play Backgammon

- The object of the game is to get all of your pieces off the board before your opponent does.
- 1st player to move is determined by rolling one die at the start of the game.
- Your pieces move in a counter clockwise direction when you play black, clockwise when white.

BACKGAMMON

- Movement is made by moving the amount of spaces indicated by the numbers on the two dice you roll. Each die works separately. In other words, if you roll a 4 and a 5 you do not move nine spaces wherever you want.



White moves around the board clockwise, while black moves counter-clockwise.

BACKGAMMON

You must move a piece 4 spaces and then a piece 5 spaces. This does not mean you must move two different pieces. You must move one piece four spaces and then continue to move it five more spaces.

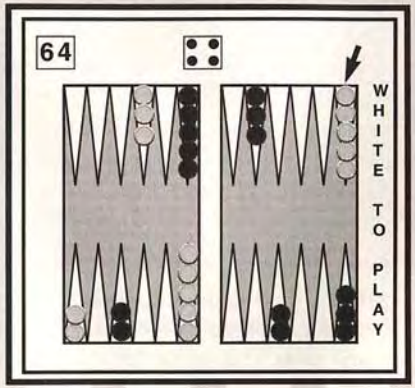
- You must move the total number of spaces indicated by the two dice if you are able to move.

- If you roll two dice of the same number (two 1's, two 2's, and so on), you get to move that number of spaces four times instead of the usual two times.

- If your opponent has two or more pieces in a column, that column has the potential to block one of your rolls (See the figure on page 48).

BACKGAMMON

- If your opponent has one piece that is by itself in a space (a singleton), that piece is open to attack. It is usually advisable to try to hit as many singletons as possible. You can hit a singleton if one of your pieces can land on that space. Once you hit the singleton, it is removed from the playing field and is placed on the bar in the center of the board.



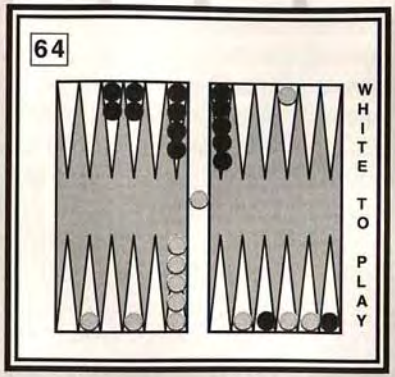
White pieces (marked by the arrow) cannot move 4 spaces because the column is blocked by two black pieces.

BACKGAMMON

- Once a singleton of yours is placed on the bar, you can not move again until that piece can enter your opponent's home court. For example, if you were white and rolled a 3 and a 6 in the diagram, on page 50, you could not enter your opponent's home court because his 3 and 6 columns are blocked. If you were to roll a 2 and a 6, you would be forced to enter on the two slot and then move one of your pieces six spaces.

- You may not remove your pieces from the board until all 15 pieces are in your home court.

- To remove your pieces from the board you move your pieces in the usual fashion, but this time they go off the board. So if you were to roll a 5 and a 3, you could take off a piece from the



five and three slots in your home court if you have such; if you do not have pieces in those columns then move over pieces from your six column the appropriate number of spaces. Pieces in the farthest column do not have to be removed by an exact die count, however, all other pieces in other closer columns need an exact die count in order to be removed.

Helpful Hints

1. Always keep the odds of a particular roll in mind. With two dice there are 36 different combinations you can roll. For example, there are only two ways you can roll an eleven with two dice; thus the chances are 2/36 to roll an eleven. However, rolling a combination that adds up to seven is much easier. There are six ways of doing that; thus your chances of rolling a seven are 6/36. Playing the odds is usually the best idea when playing Backgammon. However, for those of you with lots of luck and intuition—Go wild!

2. Try to avoid singletons on places that it would be easy for your opponent to hit.

BACKGAMMON

3. Everyone has his own strategy, but it is generally a good idea to play very offensively or very defensively. In other words, depending on your rolls, it may be a good idea to get your two pieces out of your opponent's home court as soon as possible or create columns in and around your own home court, so as to make it very difficult for your opponent to escape.

YACHT



How to Use the Controls

- CONTROL PAD—Moves the cursor.
- START BUTTON—Brings up the option window/returns to game.

YACHT

- BUTTON 1—Selects/deselects dice to roll. Also selects scoring category.

- BUTTON 2—Rolls selected dice/ returns to dice.

How to Play Yacht

This is a 5–dice game. The object of this game is to fulfill the 12 categories on the score pad. You have 12 turns to do so. Each turn consists of 3 rolls of the dice. After the first roll, you have the option to roll as many of the 5 dice as you would like, or you may keep them to fulfill a category.

The 12 categories and maximum points are:

YACHT

Category	Max Points
Aces	5
Twos	10
Threes	15
Fours	20
Fives	25
Sixes	30
Choice	30
Full House	28
4 of a Kind	29
Low Straight	30
High Straight	30
Yacht	50

1's, 2's, 3's, 4's, 5's and 6's are scored by the total of the numbers that fit the category. For example, if your roll was 4 - 4 - 4 - 3 - 2 , then you could score 12 points in the 4's , 3 points in the 3's or 2 points in the 2's . You can only select one category per turn.

YACHT

Choice is scored by the sum total of all the dice. If your roll was 5 - 5 - 6 - 3 - 4 , then your score for Choice would be 23 points.

Full House is obtained by having a three of a kind and a pair. A roll of 2 - 2 - 2 - 5 - 5 would have a point score of 16.

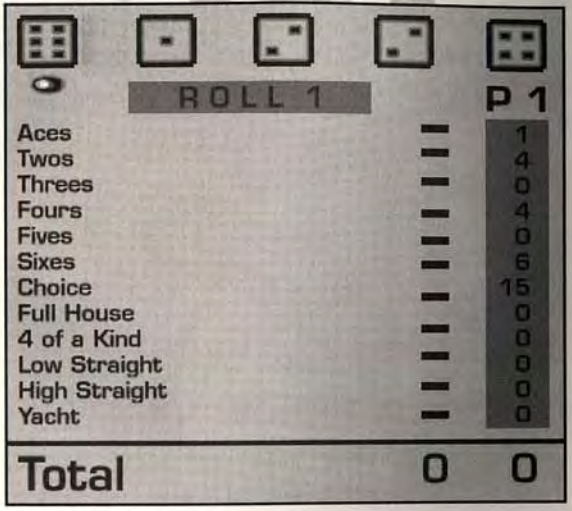
4 of a Kind is scored by the total of all 5 dice, as long as 4 of those are the same. A roll of 4 - 4 - 4 - 4 - 1 would give you 17 points.

Low Straight is when you roll 1 - 2 - 3 - 4 - 5 , which is worth 30 points.

High Straight is when you roll 2 - 3 - 4 - 5 - 6 , which is also worth 30 points.

YACHT

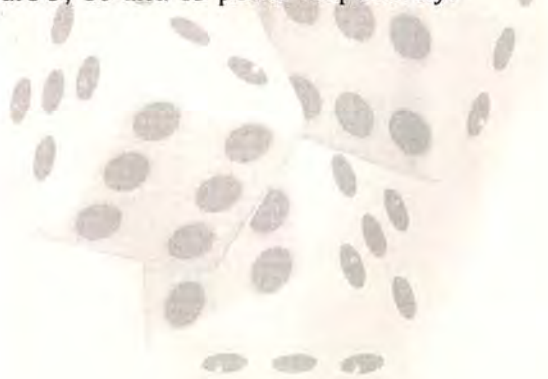
Yacht is the highest scoring hand in this game. It occurs when you roll 5 of a kind. It does not matter what the number is, so a roll of 1 - 1 - 1 - 1 - 1 would be worth as much as a roll of 6 - 6 - 6 - 6 - 6. This category, when filled, is worth 50 points.



YACHT

Strategy

The strategy to this game is rather simple. Try to keep the first 3 categories opened (1's, 2's and 3's). Try and fill the harder ones first, like the 6's, the straights, four of a kind, etc. If you are not able to make those, put the score into one of the first 3 categories that are still open. The maximum points scored in those categories are 5, 10 and 15 points respectively.



CREDITS

Executive Producer	ALAN PAVLISH
Producers	WESLEY YANAGI ANN DAVIE
Programmers	CLIVE BARRETT JOHN CARNEY BRIAN POST CAMERON SHEPPARD
Artist	GREG HOLLAND SIMON HART
Music, Sound Effects	MARSHALL PARKER
QA Director	KIRK TOME JEREMY BARNES
QA Lead Tester	YUKI FURUMI
QA Personnel	JOHN WERNER BRIAN McINERNY KIHAN PAK DUY LE KYLE SHUBEL
Manual Layout and Design	SALMA ASADI
Manual Editors	JULIAN RIDLEY KELLY O'GUINN

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