

Nintendo® GAME BOY®

DMG-F9-USA-1

4-IN-1 FUNPAK™ VOLUME II



SOLITAIRE

YACHT

DOMINOES

CRIBBAGE

INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Thank You for selecting the Nintendo Game Boy Game Pak "4-IN-1 Fun Pak Volume II." 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 for further reference.

4-IN-1 FUNPAK:TM

VOLUME II



Care of your Machine

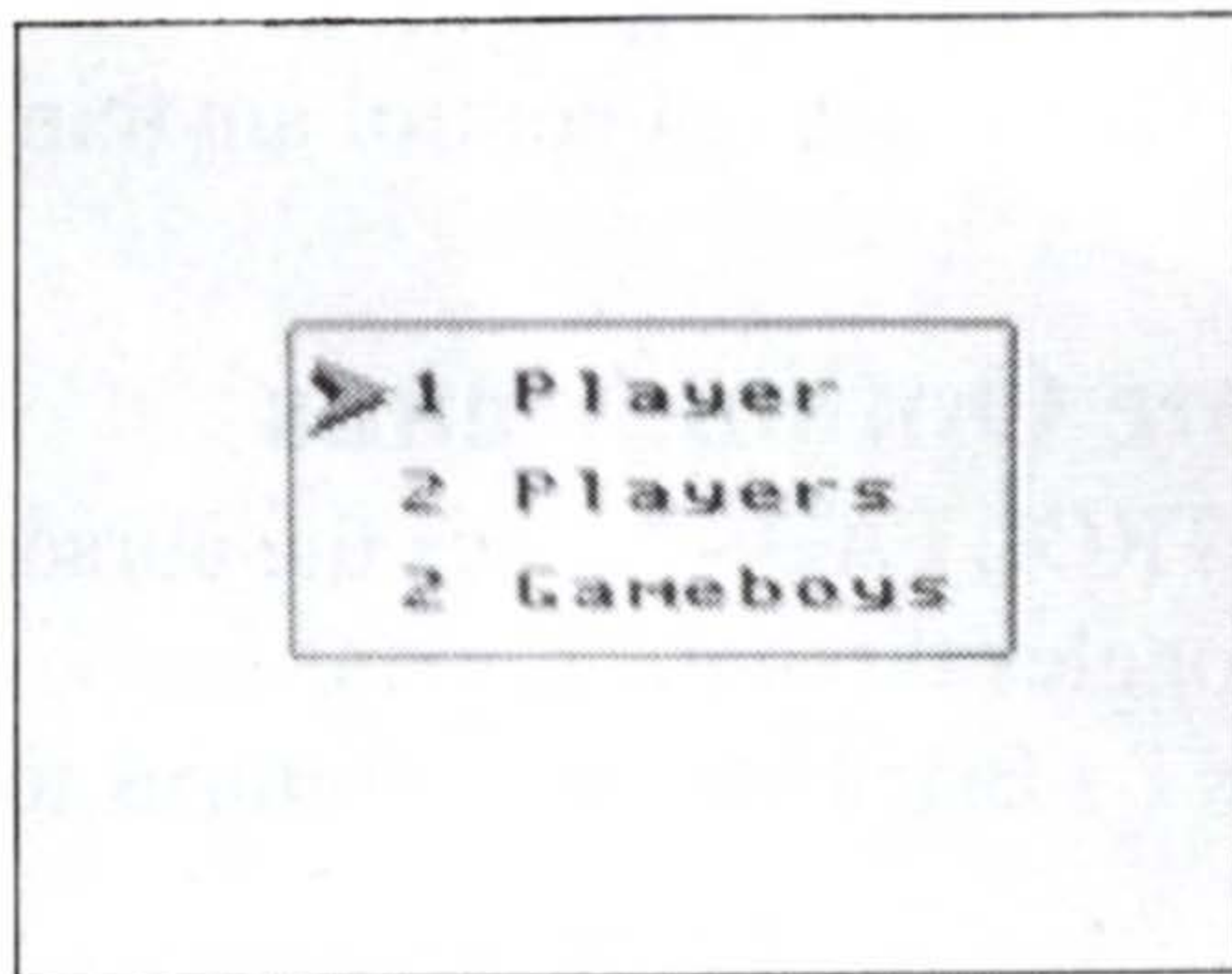
1. If you are going to be playing for a long time, try to take a break for several minutes each hour.

2. Your equipment is precision-built. Do not store in extreme temperatures or expose it to rough handling or shock. Do not take your Game Boy or Game Pak apart.
3. Do not touch the terminals or let them get wet.
4. Do not try to clean your equipment with volatile solvents such as thinner, benzene or alcohol.
5. Store your Game Pak in its protective case when it's not in use.

Starting the Game

1. Insert your 4-IN-1 FUNPAK: Vol. II into the Game Boy.
2. If you wish to play using two Game Boys, attach the Game Boy Game Link to both Game Boys.
3. Turn on your Game Boy. If you are

using two Game Boys, turn them on at the same time. Once they are on, only one person should be making the selections until you are into one of the individual games.



4. After the Nintendo logo drops from the top of the screen and the title screen appears, press the START and the Player Selection Screen will

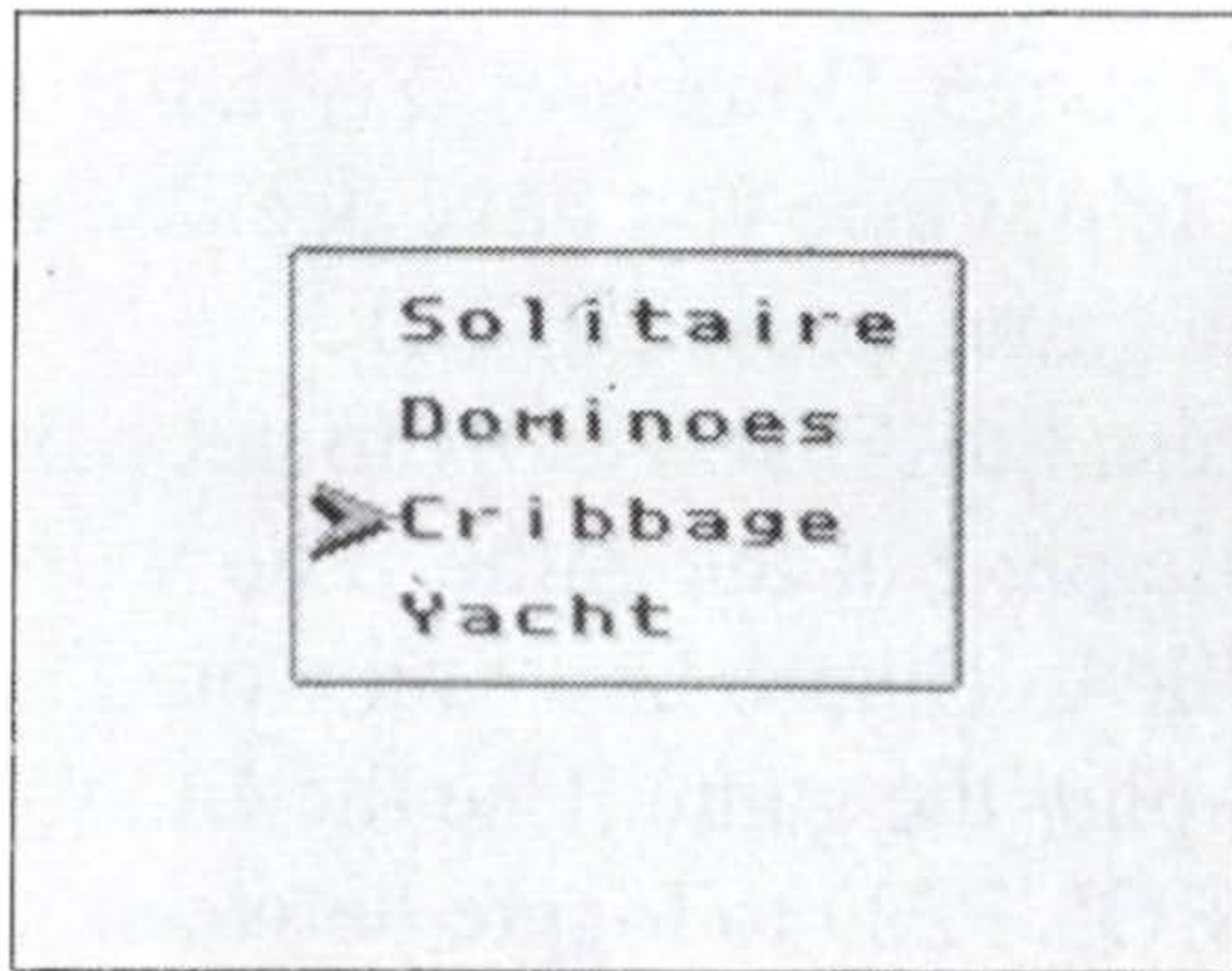
appear. By using the CONTROL PAD you may choose to play: 1 Player, 2 Players or 2 Game Boys. Press START when you have made your choice.

5. After making your player selection, you are able to choose which of the four games you would like to play. Use the CONTROL PAD to indicate whether you would like to play: Cribbage, Dominoes, Solitaire or Yacht. Once you have decided on the game, press START.
6. Press the A BUTTON to get past the title page of the game. You will be able to choose how you would like to play the game. Use the CONTROL PAD to toggle between your choices. Press START to play the game.

Game Controls

Selecting a Game

CONTROL PAD - Moves the cursor.
START/SELECT/A/B - Advances
player through the screens.



Starting Option Menus

CONTROL PAD - Moves the cursor
and toggles through options.

START - begins game with selected
settings.

A/B - toggles through options.

SELECT - Does not control anything.

Game Option Menus

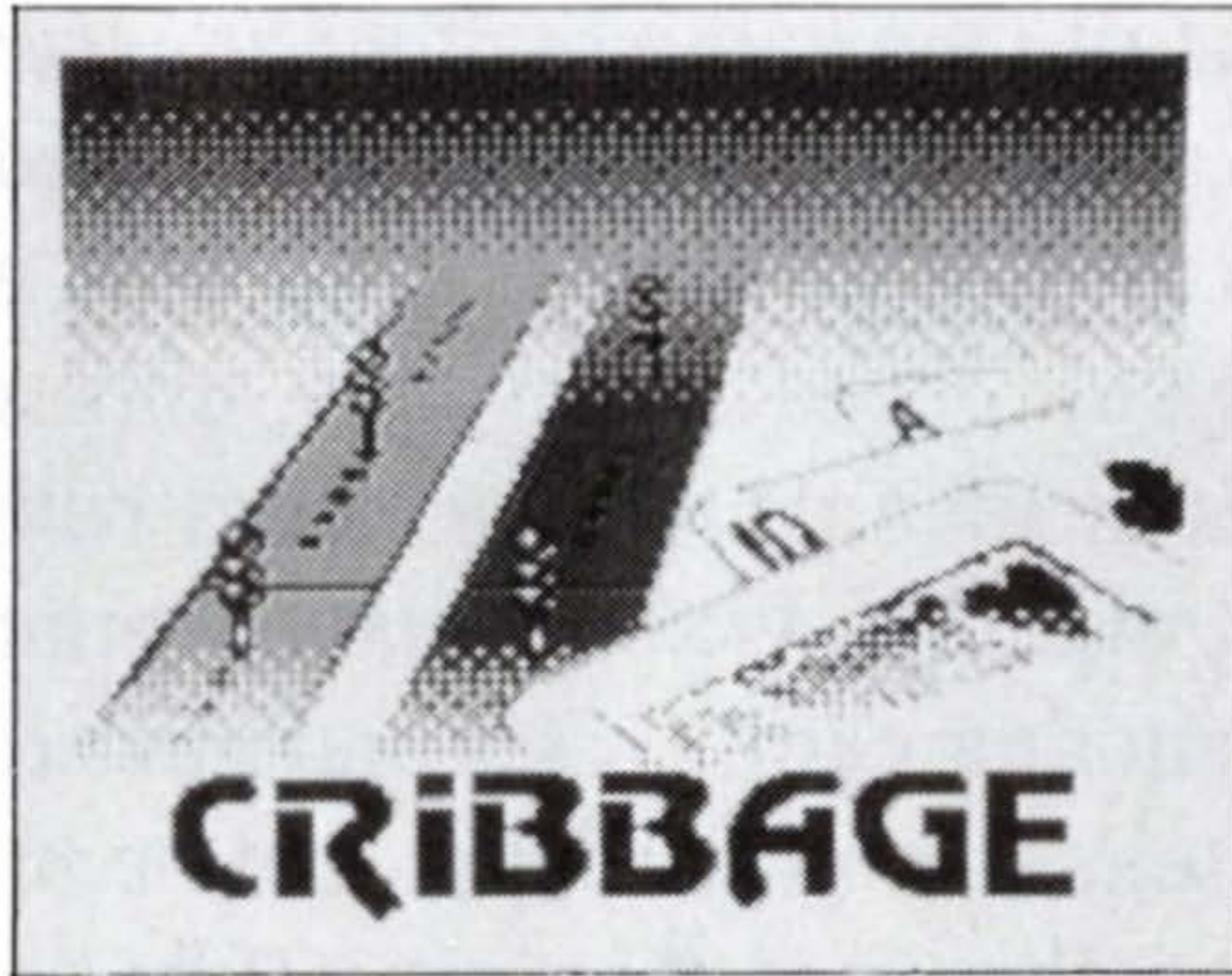
CONTROL PAD - Moves the cursor
and toggles through options.

START - Brings up menu/returns to
game.

A/B - Enacts options.

SELECT - Does not control anything.

Cribbage



How to Use the Controls

CONTROL PAD - Moves the cursor.

START - Brings up the option window/
returns to game.

SELECT - Scrolls through the messages

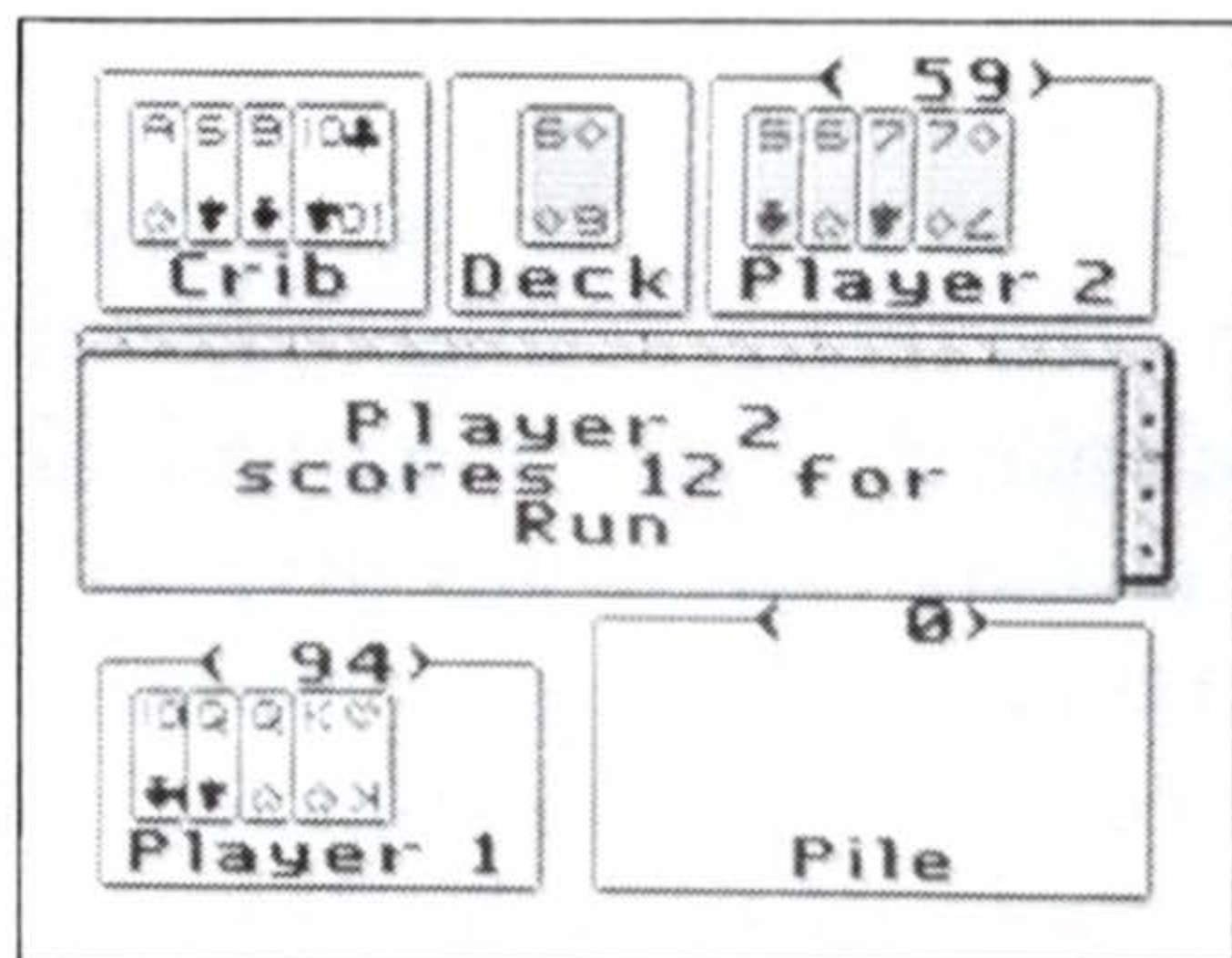
A - Selects cards to play, scrolls through
messages.

B - Scrolls through messages.

How to Play Cribbage

Cribbage is a two player game that involves the use of a Cribbage board, 4 pegs and a deck of cards. The pegs are used to keep track of your score. The first person to reach 61 or 121 points (pegs), depending what you play, is the winner. There are 3 phases in the game. The first is dealing of the cards to each player. Each player will take turns dealing. The dealer gives each player 6 cards. From the 6 cards received, each person must choose 2 cards to put into the crib. The crib is composed of 4 cards and is used by the

dealer to score points at the end of the round. Once the crib has been put away, the nondealer cuts the deck, and the top card is flipped over. This is called the Starter. If the starter is a Jack, then the dealer scores two pegs. The starter is not used until the Showing.



The Game Play and Scoring

During Play: The player that did not deal starts the game by playing a card. The card's value is kept and counted. Then the dealer would play a card, and this would repeat alternately, until a player is not able to play a card without going over 31. When a player cannot play another card, GO is announced. This tells the other player that he must play another card if he can. If he cannot play a card, then the player that played the last card would score 1 peg for GO. If he can play another card, then he would score the peg for GO.

During the play, there are several ways of scoring. The first way is to make the

count total equal to 15. This would score 2 pegs. A run of 3 or more cards would score the amount of the cards used. A run is considered as consecutive numbers. For example, if the nondealer played a 6, the dealer played a 4 and the nondealer played a 5, he would score 2 pegs for a point count of 15, and 3 pegs for the run of 4, 5 and 6. If the dealer played a 3 or 7, then he would score 4 pegs for the run. The third way to score during play is to make pairs. A pair is considered two of a kind. If the nondealer played a 4, and the dealer played another 4, then he would score 2 pegs for the pair. If the nondealer had another 4 and played it, he would score 6 pegs for the pair royal, three of a kind. A double pair royal, a four of a kind, is worth 12 pegs.

The last way to score during play is to make the count total equal to 31, which would score 2 pegs.

After the cards have been played:

The next phase is the SHOWING. This means that each player will use their hand to count and score. The scoring is done in this sequence: nondealer, dealer and crib. The starter is used by both players as an additional card to help them score more pegs. The scoring is similar to that of During Play, but a total of 31 points is not worth anything. A count total of 15 is worth 2 pegs. A hand of 4, 4, A, J and a starter of 9 would score 4 pegs for the combination of J, 4 and A and another combination of J, 4 and A. As in During Play, a Pair

would score 2 pegs, a Royal Pair 6 pegs and a Double Royal Pair 12 pegs. A run would score the amount of cards used. With a hand of 3, 3, 4, 5 and a Q starter, the scoring would go as follow: 2 pegs for the Q and 5, 2 pegs for the 3, 3, 4, and 5 (which equals 15), 2 pegs for the pair of 3s and 6 pegs for the run (there are two runs, one 3, 4 and 5, and the other 3, 4 and 5).

A flush is another way to score. A flush is when a player's hand consists of the same suit. This would score 4 pegs, unless the starter is of the same suit, which would increase to score to 5 pegs. The flush cannot be scored using the crib. The last possible way to score is the Nobs. This is scored when a player has the Jack of the same suit as the

starter. This scores the player 1 peg. If a Jack is the starter, this is called his heels, then the dealer would score 2 pegs.

Strategy - The first strategic move lies in your discard. The simplest way to know which cards to discard is to count all of the possible points in your hand. Discard the two cards that will not be of much use to your hand. Keep in mind that there are certain cards that you should not put in the crib unless you are the dealer. You should not discard a 5, 7 or 8. You should try to avoid discarding cards that are consecutive (i.e. 6 and 7 or 3 and 4). During play, try not to let your opponent get 15 or 31 points for 2 pegs.

Dominoes



How to use the Controls

CONTROL PAD - Moves the cursor.

START - brings up the option window/
returns to game.

SELECT - shows player's hand.

A - selects domino to play, places

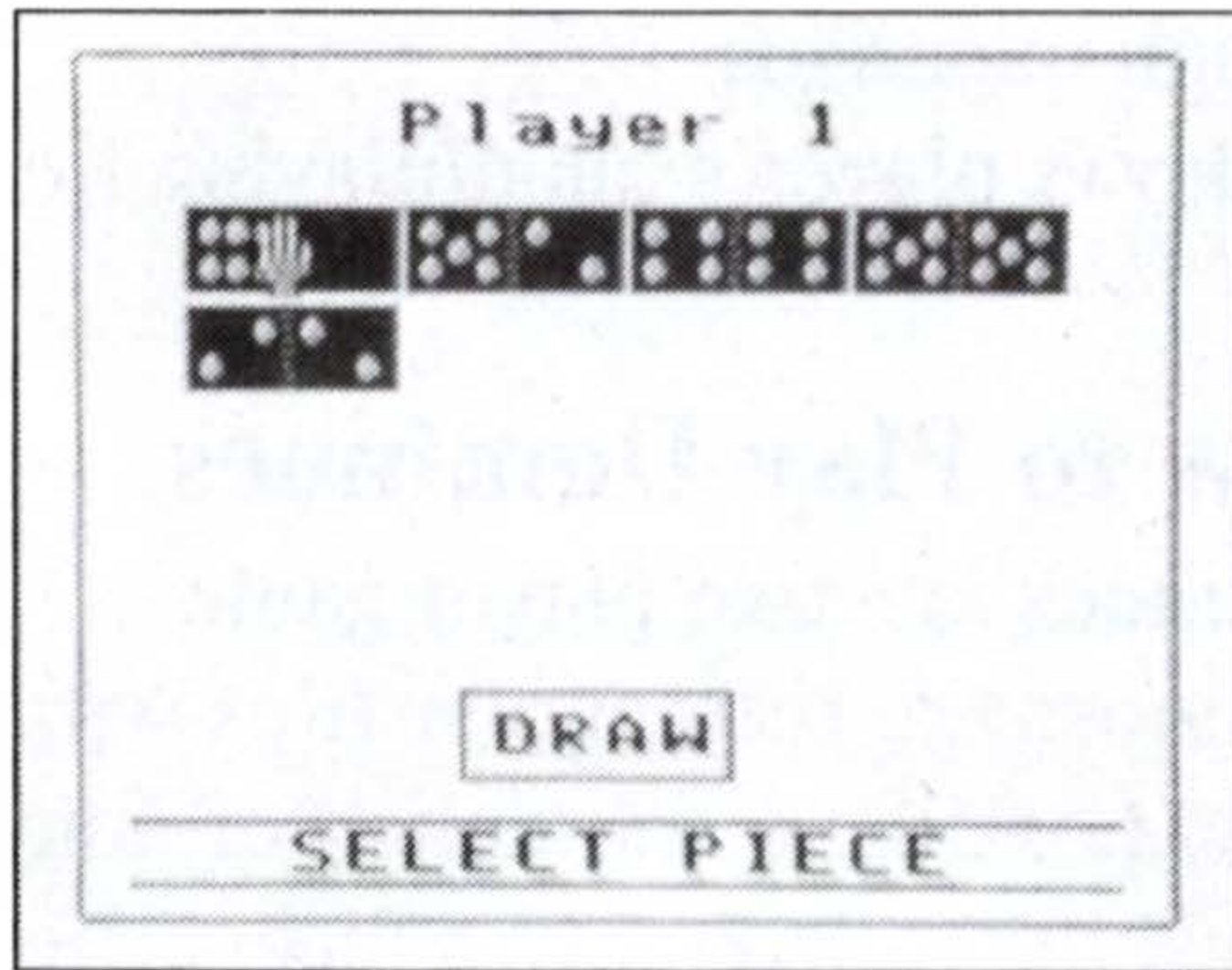
domino in playing field and scrolls
through messages.

B - shows player's hand/playing field.

How to Play Dominoes

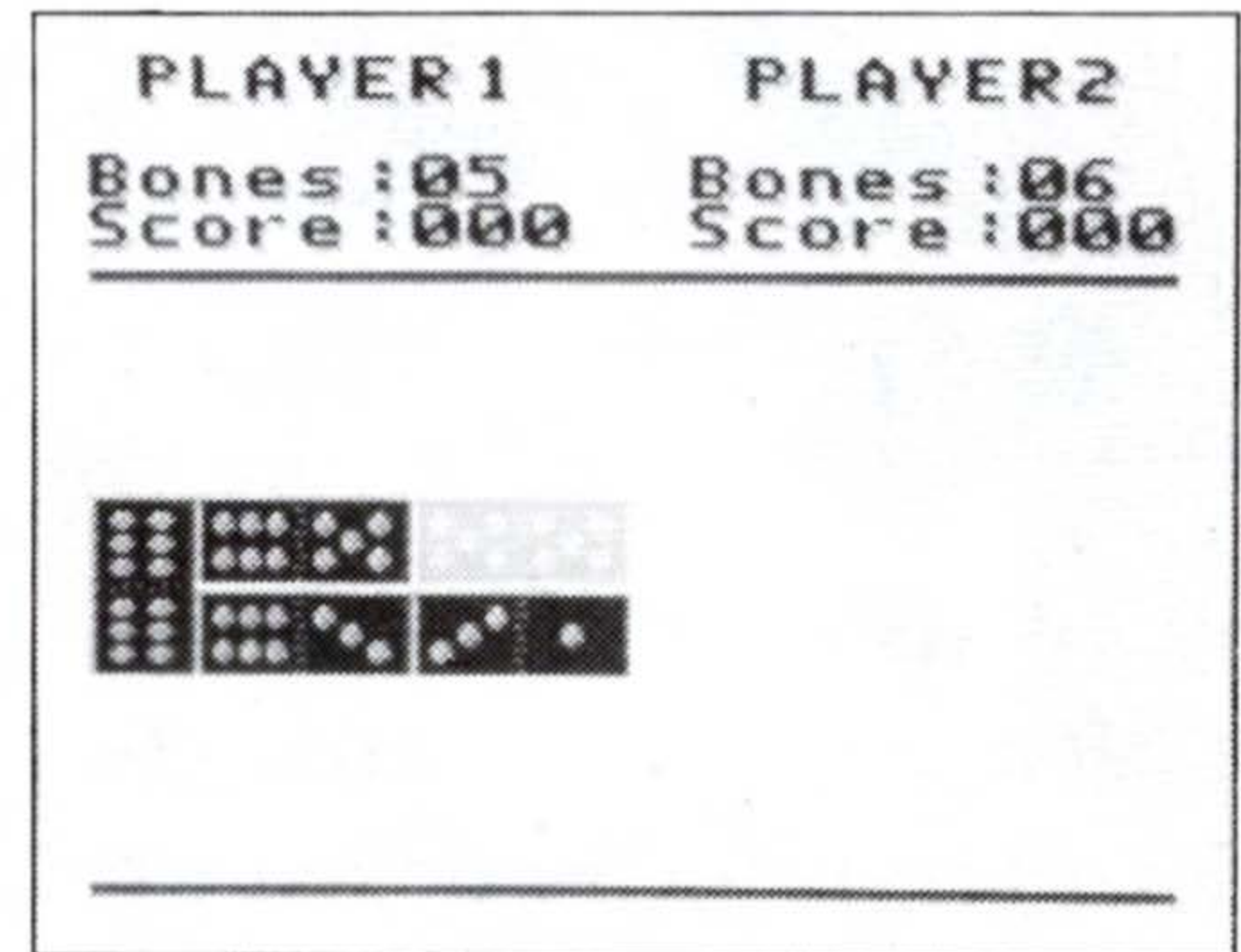
Dominoes is a two player game.

Dominoes are rectangular tiles with the
all the possible combination of numbers
that can be rolled on two dice. There
are 21 possible combinations without
repetition. In addition to these numbers
a 0 was added to the game, these are
represented by a blank. This brings the
total of all the bones, as the pieces are
called, to 28. Each player starts with 7
bones. The object of the game is to play
all of your bones before your opponent
plays all of their bones.

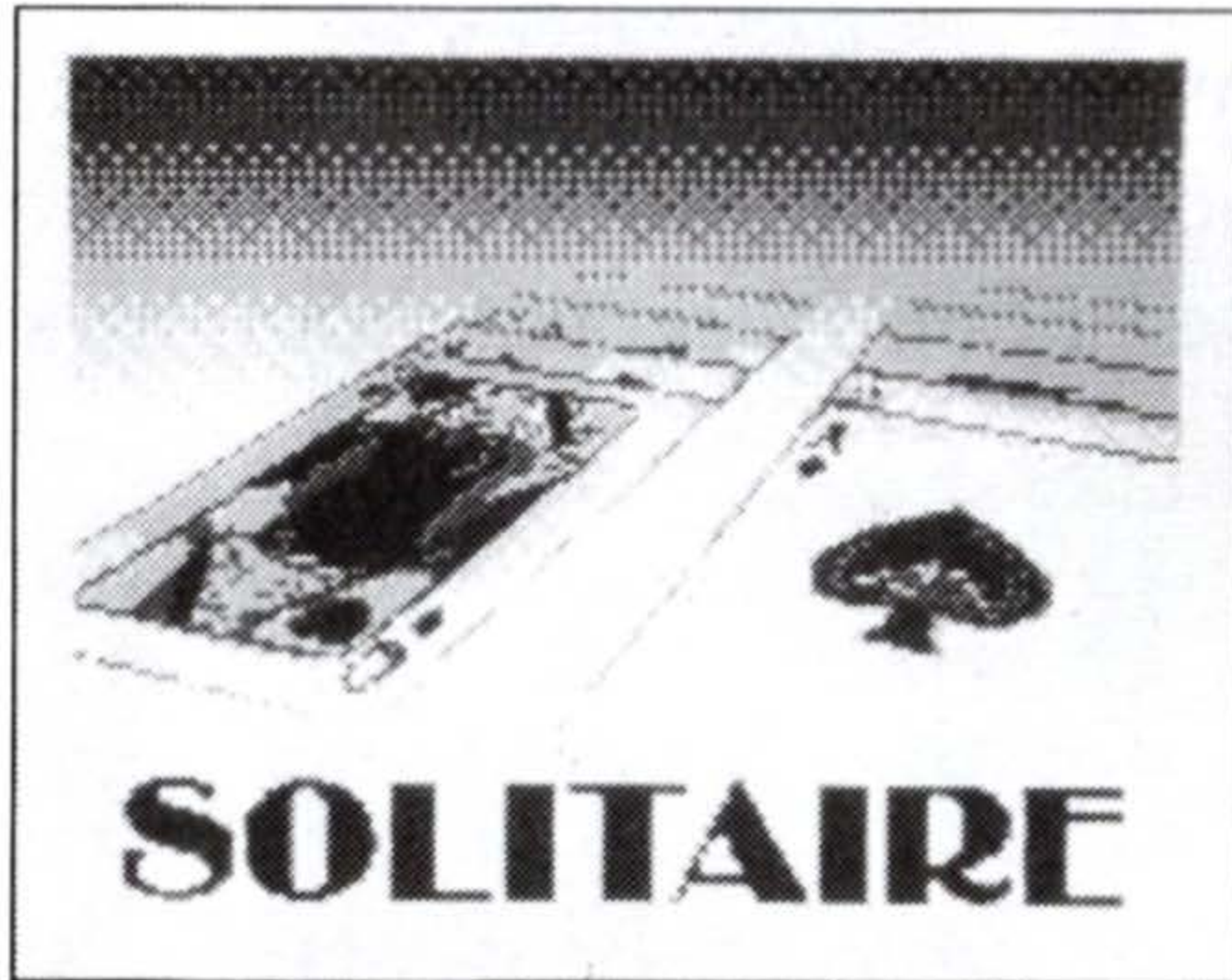


Once the first play has been made, the second player must use one of the bones in his hand to play off of the first bone. For example, if player 1 plays a 6-5 bone, player 2 must have a bone with a 6 or a 5 to continue play. If player 2 does not have one with the corresponding number, then he must continue to draw dominoes from the boneyard until

he receives one that is playable. If player 2 plays a 5-1 bone, player 1 must play a bone with a 1 or a 6. Play continues until one player is out of dominoes, or until the boneyard is empty and neither player can play any of their remaining bones.



Solitaire



How to Use the Controls

CONTROL PAD - Moves the cursor.

START - brings up the option window/
returns to game and scrolls through
messages.

SELECT - returns cursor to the Stock.

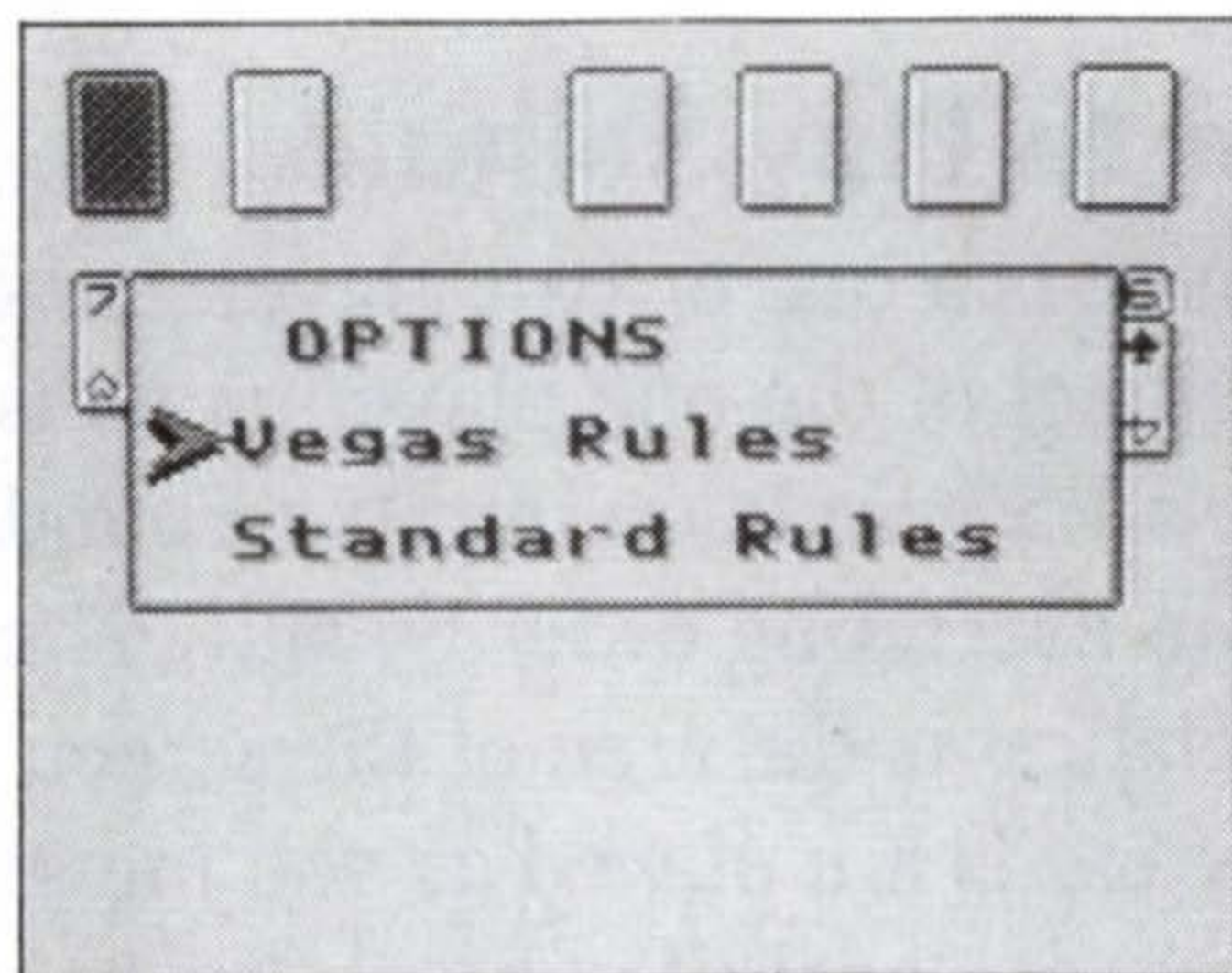
A - turns the cards over in the Stock,
picks up and places card, double press
will put card up into the Foundation and
scrolls through messages.

B - drops card and returns to the Stock
and scrolls through messages.

How to Play Solitaire

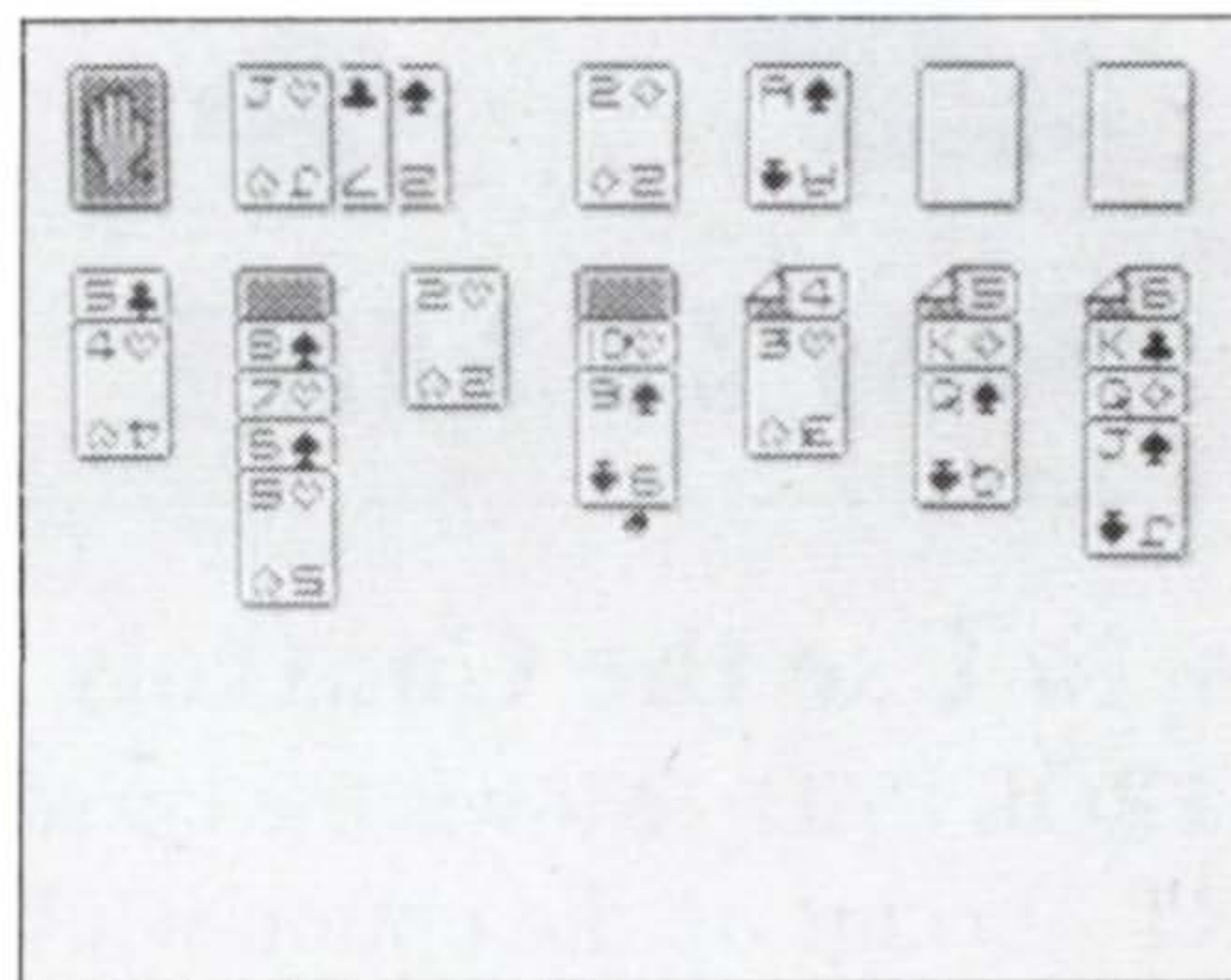
Solitaire is a one or two player game.
The object of the one player game is to
move all 52 cards up into the Founda-
tion, in ascending order by suit. The
Foundation is the area of the screen
where cards are played as you move
toward your goal of winning the game.
Twenty-eight cards are dealt into a
Tableau of 7 columns. The first
column contains 1 card, the second 2
cards, the third 3 cards, etc..

When the game begins, all of the cards in the 7 columns are dealt face down, except for one fully exposed card in each column. Cards must be available to be played to the Tableau or the Foundation.

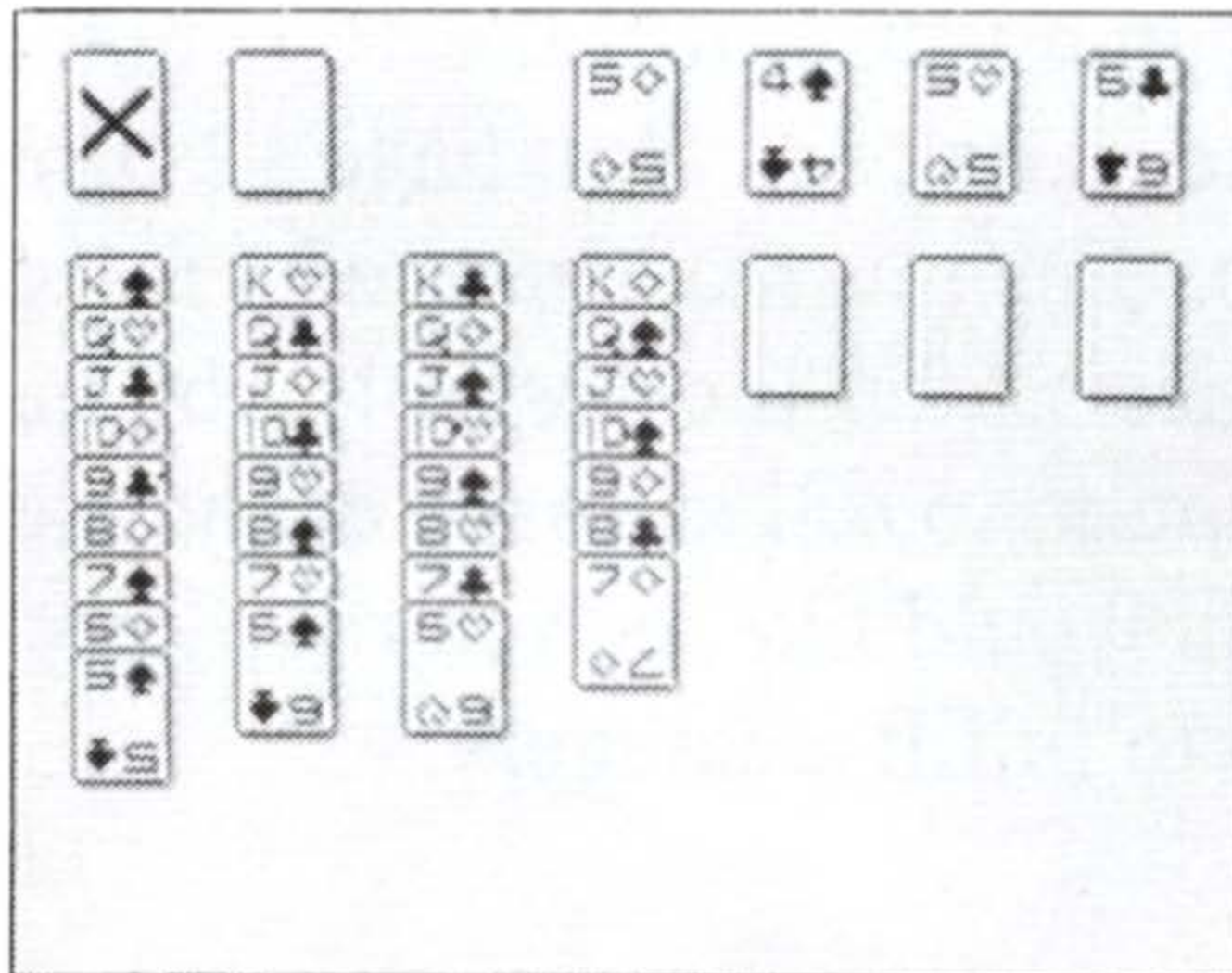


Cards are played on each other within the Tableau in descending order, alternating red and black (the suit does

not matter). When a column becomes vacant, only a King may be moved into the space. The face-down cards are exposed as they become available during play. Cards are played to the Foundation from the Tableau or the Waste Pile in ascending order, by suit.



During play, at the player's discretion, cards are dealt from the Stock to the Waste Pile in groups of 3. Only the fully exposed card is available for play. When the Stock is exhausted, the cards in the Waste Pile are returned to the Stock to be redealt.



The game is over when no more plays can be made to the Foundation. The game is won when all of the cards have been moved to the Foundation. In the 2 Player Game, the object is to use all of your cards before your opponent uses all of their cards. The concept is the same except that you can put any card up into an available slot if it is open. You may not play off of your opponents deck.

Yacht



How to Use the Controls

CONTROL PAD - Moves the cursor.

START - Rolls the dice and brings up the option window/returns to game.

SELECT - Brings up ROLL/STAND option (roll returns cursor to dice and stand returns cursor to the categories).

A - selects/deselects dice to roll.

B - toggles cursor between categories and 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:

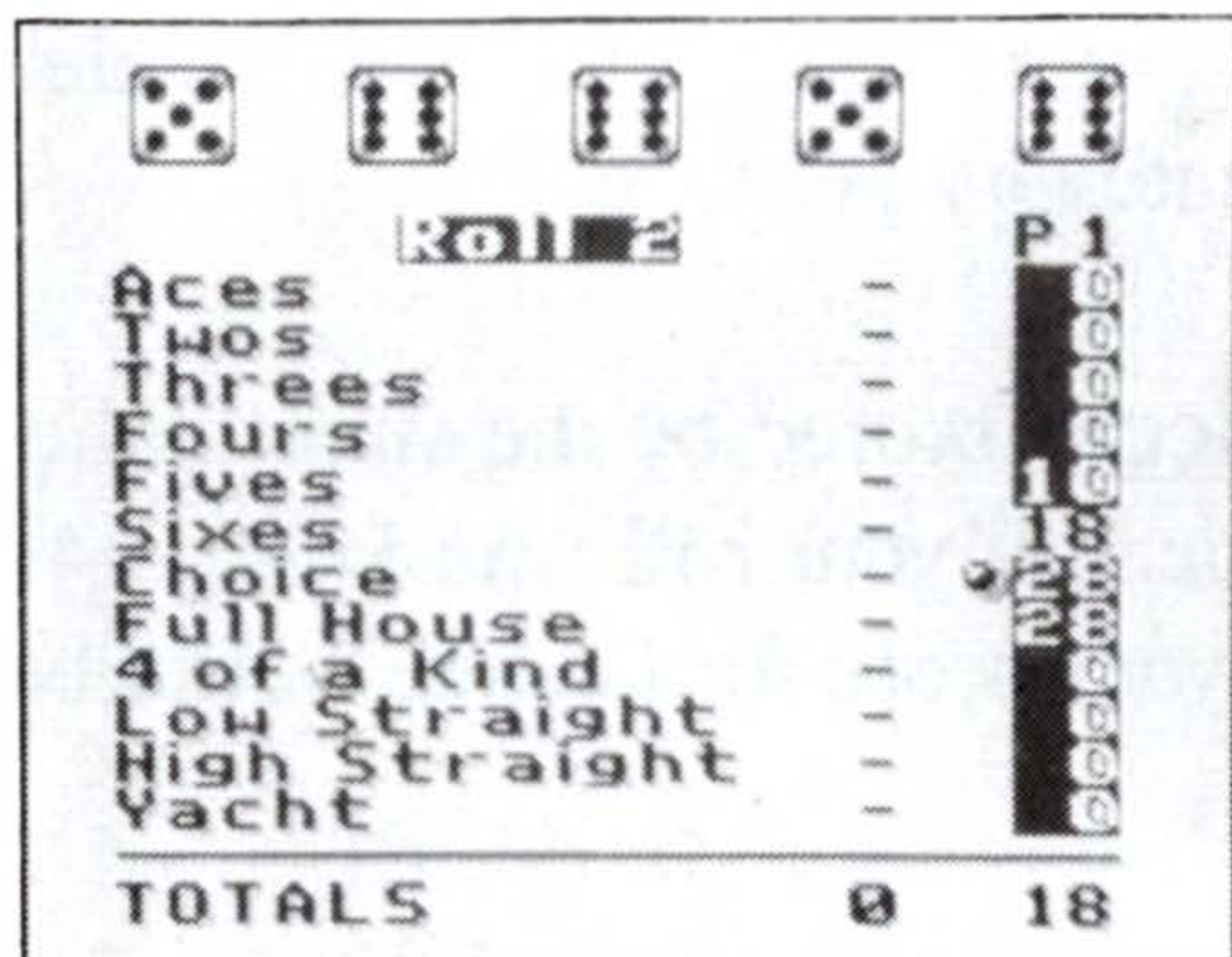
Category	Max Points
Aces	5
Twos	10
Threes	15
Fours	20
Fives	25
Sixes	30
Choice	30
Full House	28
4 of a Kind	29
Low Straight	30
High Straight	30
Yacht	50

1s, 2s, 3s, 4s, 5s and 6s 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 4s, 3 points in the 3s or 2 points in the 2s. You can only select one category per turn.

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.



	Roll	Score
Aces		
Twos		
Threes		
Fours		
Fives		
Sixes		
Choice		
Full House		
4 of a Kind	4-4-4-4-1	18
Low Straight		
High Straight		
Yacht		
TOTALS		18

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 is the highest scoring hand in this game. It occurs when you roll a 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.

Strategy - The strategy to this game is rather simple. Try to keep the first 3 categories opened (1s, 2s and 3s). Try and fill the harder ones first, like the 6s, 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

The 4-IN-1 Fun Pak Volume II was conceived, designed and developed by Beam Software Pty. Ltd. Copyright 1993 Interplay Productions. 4-IN-1 FunPak Volume II is a trademark of Interplay Productions.

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Playtest Director - Kerry Garrison

Playtest Personnel - Chris Tremmel

Manual - Steve Nguyen

Layout and Design - Anthony Mesaros

**Check out the original
4-IN-1 FunPak™**



**And keep an eye out for
FunPak™ Volumes:
III & IV
Coming soon.**

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