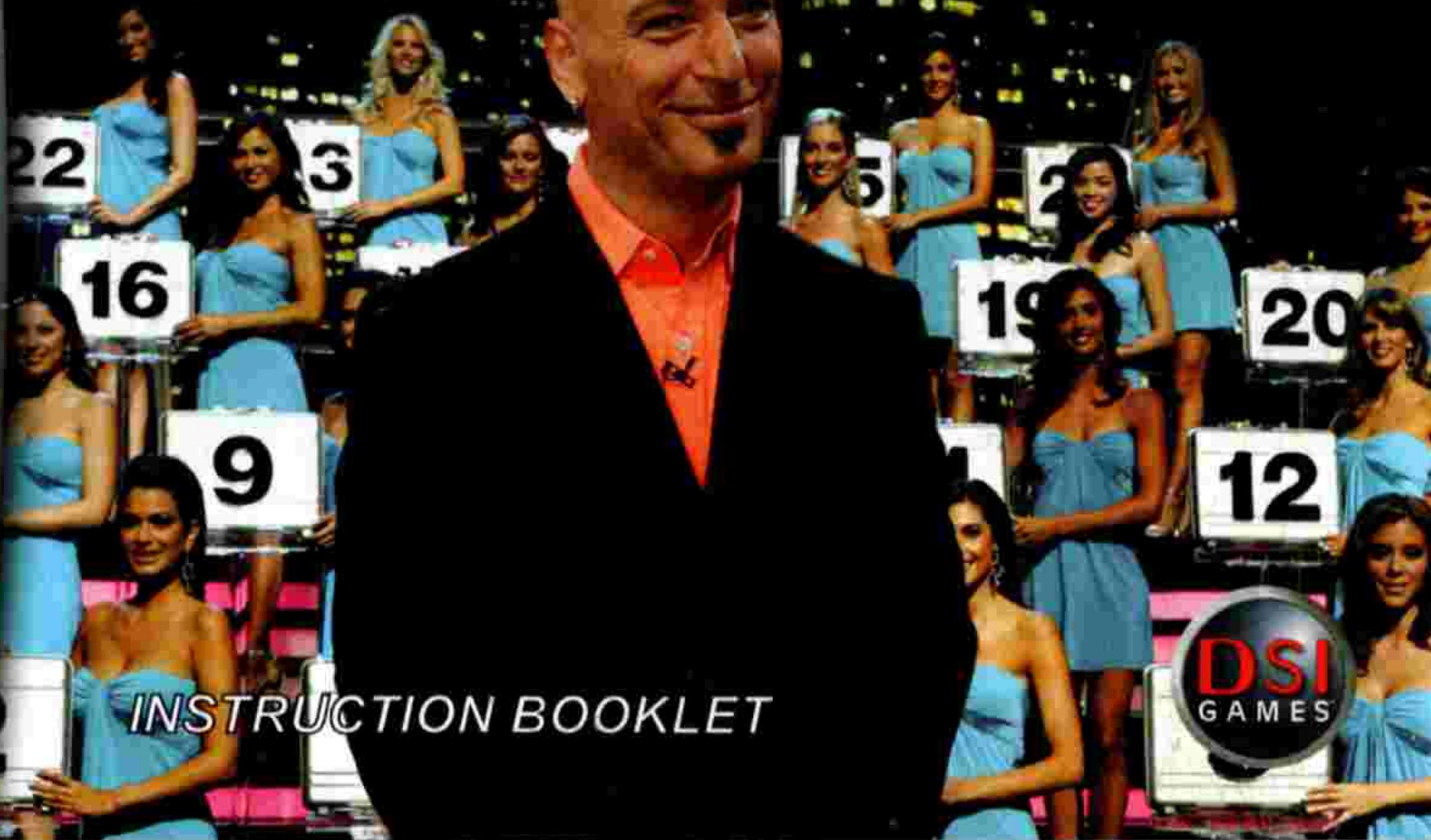


AGB-BZNE-USA

DEAL NO DEAL

TM

GAMEBOY ADVANCE



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

 WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Introduction

DEAL OR NO DEAL™ single player game pits you against the Banker in a bid to win as much money as possible. No trivia questions. No gimmicks. Just a lot of nerve. Only one question is asked - "DEAL OR NO DEAL?"

Getting Started

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. Press START at the title screen.

WARNING: Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

Game in Brief

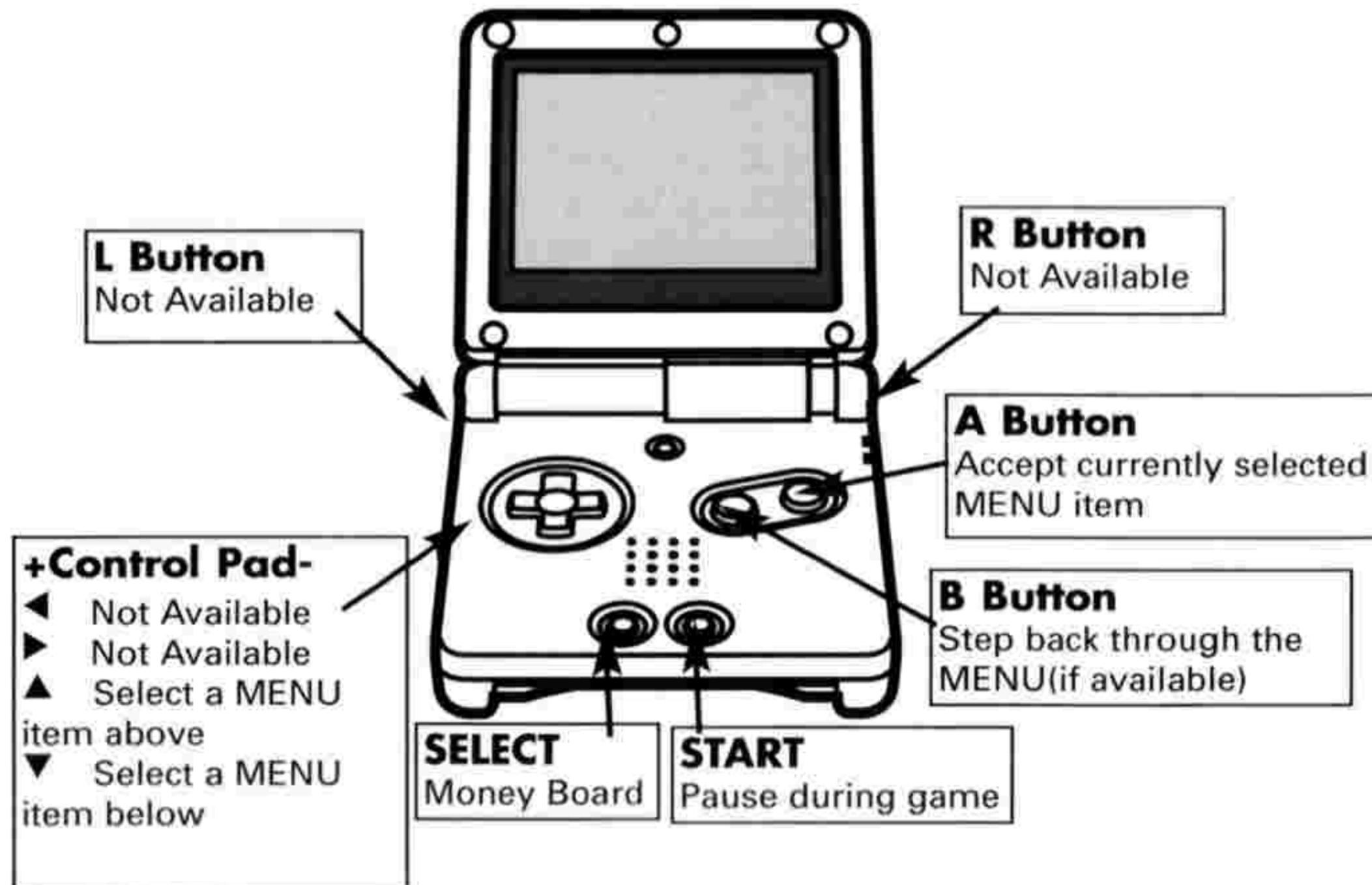
Playing as a contestant, you pick one briefcase from a selection of 26. This is your briefcase. Each of the 26 briefcases contains a money amount ranging from \$.01 to a staggering \$1,000,000. You must play a series of rounds each time opening a certain number of briefcases. The first round will involve you opening 6 briefcases. Each time a briefcase is opened that amount is taken from the money board.

After a briefcase opening round, the Banker will decide how much money to offer you. The amount will be based upon what is left on the money board and consequently, what could be in your briefcase. You have to decide to take the money and "DEAL" or continue in the hope that a larger money amount shown on the money board is in your briefcase. The game ends either with you accepting a "DEAL" and taking the Banker's money offer, or with your briefcase being opened after all the

rounds have been completed. If your briefcase is opened at the end and you haven't dealt, then you are given the option to switch it with the one remaining briefcase in play. The briefcase is then opened to reveal the money. Hopefully it is a better deal than the Banker ever offered you for your case! If you decide to "DEAL" and take the Banker's offer, you have to go through the rest of the game hoping that you made a good deal. The game is played on with the Banker displaying what he would have offered if you had decided not to "DEAL". You will continue to play through even after you have taken a deal but only if you take a deal beyond the first three rounds. The contestant will not play through if they take a deal in the first three rounds (after opening 6 cases, 5 cases and 4 cases respectively). At the end of a "DEAL" game, your briefcase will be opened. You will have made a great deal if the money you took from the Banker is greater than the amount in your briefcase or greater than any amount the Banker offered after you dealt. Good Luck!

Game Controls

DEAL OR NO DEAL™ is a menu-driven game. The following controls are used:



Game Selection



Single Player Menu

From the single player screen, four options are available:

TV GAME - The classic DEAL OR NO DEAL™ experience.

VAULT GAME - The prize fund starts at \$500,000. Your task is to find the 3-number combination (in the correct order) to open the vault in as few



turns as possible. With each turn taken, the prize fund is reduced.

HIGH LOW - First pick a briefcase to discover the amount of money it holds. All subsequent turns require a calculated guess; will the next briefcase hold a number higher or lower?

BACK - Returns the user to the main menu.

Two Player Menu

The multiplayer mode allows the user to play against another opponent.

Two games are available in this mode.

HEAD TO HEAD – Two players with exactly the same cases, but who will make the clever deal at just the right time?

BEST DEAL – Play as the Banker and try to maneuver the contestant into making the wrong deal, or play as the contestant and try to ensure that you make the best deal. The hosting player will assume the role of the contestant.



Options

Two options are selectable: the ability to disable or enable the music and the sound effects.

CREDITS

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www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447

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NOTES

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