

GAME BOY ADVANCE

MAJESCO

AGB - BCXE - USA



KID'S CARDS

INSTRUCTION
BOOKLET

MAJESCO
ENTERTAINMENT

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

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE AND NINTENDO DS
VIDEO GAME SYSTEM.**

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



LICENSED BY



CONTENTS

Intro	5
Getting Started	5
Controls	6
Game Select	7
Game Settings	8
In-Game Pause Menu	10
Go Fish	11
War	13
Crazy 8's	17
Old Maid	19
Slap Jack	21
Credits	23



INTRO

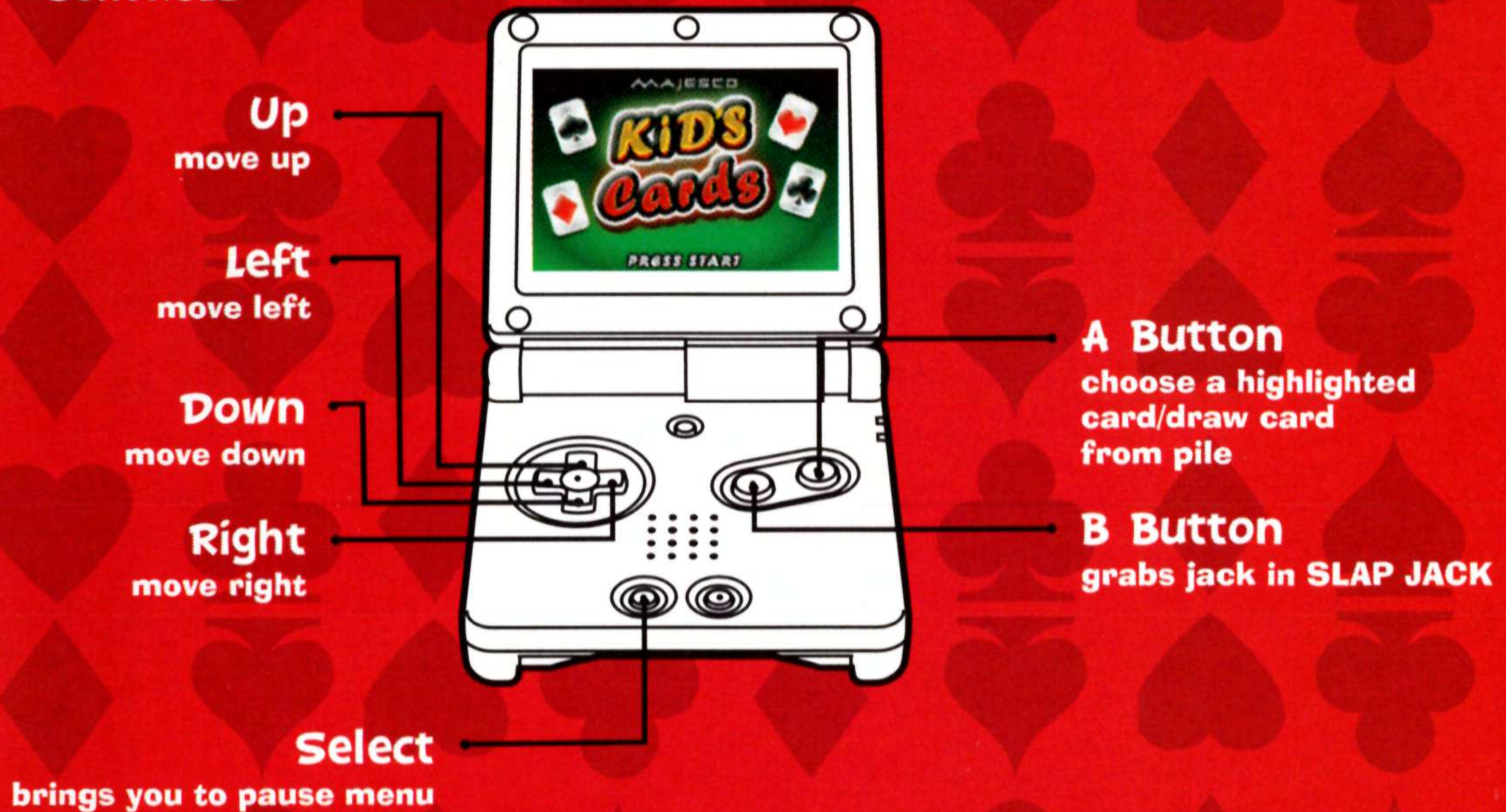
Majesco Kid's Cards brings all your favorite classic card games to the Game Boy® Advance. Enjoy five different card classics, including Go Fish, War, Crazy Eights, Old Maid, and Slap Jack. Enjoy all your favorite classic card games anytime, anywhere!

GETTING STARTED

- 1. Making sure your Game Boy® Advance System power switch is set to OFF; insert the Majesco Kid's Cards Game Pak into the Game Boy® Advance System.**
- 2. Turn on the Game Boy® Advance System. In a few moments, the Title Screen should appear.**
- 3. Press START to display the Game Select Screen.**

IMPORTANT NOTE: If nothing appears on the screen, turn the power switch to OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always set the power switch to OFF before inserting or removing the Game Pak.)

CONTROLS



GAME SELECT

There are 5 different kid's cards games to choose from: Go Fish, Crazy 8's, War, Old Maid and Slap Jack.

Press Up or Down on the Control Pad to scroll through the games, and press the A Button to choose the game you would like to play. Press the B Button to get back to the Game Select Screen.



GAME SETTINGS

Once you select a game, that game's specific settings screen will appear. You have the option to choose between the following:



GO FISH

Players – Choose between 2-4 players.

No cards ends game – If this option is turned on, the game will end once someone is completely out of cards. If this option is turned off, gameplay will continue until the deck runs out.

CRAZY 8's

Players – Choose between 2-4 players.

Rounds – Choose between 1-10 rounds.

WAR

Players – Choose between 2-4 players.

War Size – Choose whether the War card pile is 2, 3, or 4 cards.

OLD MAID

Players – Choose between 2-4 players.

SLAP JACK

Players – Choose between 2-4 players.

IN-GAME PAUSE MENU

To get to the pause menu while you are in a kid's card game, hit **SELECT**. The pause menu has several options to choose from. All choices are selected by using Up and Down on the Control Pad and hitting the A Button. The options include:

RESUME – Takes you back to current game play.

RESTART – Restarts the kid's card game you are currently in.

MUSIC – Allows you to turn the music on or off.

SOUND – Allows you to turn the sound on or off.

QUIT – Brings you back to the Main Menu.





GO FISH

HOW TO PLAY

A standard 52-card deck is used. The dealer deals 5 cards to each player (7 each for 2 players). The remaining cards are placed face down to form a stock.

The player to dealer's left starts. A turn consists of asking a player for a specific card rank. For example, if it is your turn you might say: 'Mary, please give me your jacks'. The player who asks must already hold at least one card of the requested rank, so you must hold at least one jack to say this. If Mary has any jacks, she must give them all to you. You then get another turn and may again ask any player for any rank already in your possession.

If Mary didn't have any jacks in her hand, she would then tell you to "Go fish!" You must then draw the top card of the un-dealt stock. If by chance you were to draw a jack, you would show it to the other players and get another turn. If the drawn card wasn't a jack, you keep it and the turn passes to Mary.



As soon as a player collects a book of 2 cards they must be shown to the other players and discarded face down. The game continues until either someone has no cards left in their hand or the stock runs out. The winner is the player who collects the most books.



WAR!

HOW TO PLAY

In the basic game there are two players and a standard deck of cards is used. Cards rank as usual from high to low, Ace through 2, and suits are ignored. All the cards are dealt out face down, so that both players have 26 a piece. Players do not look at their cards.

After all the cards are dealt, the game begins. Each player turns their top card face up and places it on the table. Whoever turns the higher ranking card takes both cards and adds them face down to the bottom of their packet. This process continues until one of the two players is in possession of all 52 cards, and they are the winner.

If both players turn cards of equal value there is WAR. The tied cards stay on the table and both players play the next card of their pile face down and then another card face-up. Whoever has the higher of the new face-up cards wins the war and adds all six cards face-down to the bottom of their packet. If the new face-up cards are equal as well, the war continues: each player puts another card face-down and one face-up. The war goes on like this as long as the face-up cards continue to be equal. Once a player turns a higher ranking card, they take all the cards that were involved in that war.





If you run out of cards during a war, your last card is turned face up and is used for all battles in that war. If this happens to both players in a war and their last cards are equal, the game is a draw.

***IMPORTANT NOTE:** In the Game Settings Screen, you can choose whether the WAR card pile is 2, 3 or 4 cards. If the WAR card pile is 3 cards, 2 cards are turned face down and the 3rd is face up, if the card pile is 4 cards, 3 cards are turned face down and the 4th is face up.

WAR FOR THREE OR FOUR PLAYERS

Three or more players can also play war in much the same way. Deal out all the cards so that everyone has an equal number (17 for 3 players, 13 for 4). All players simultaneously turn over a card and the highest wins all the cards turned up. If two or more players tie for highest there is a war. This continues until one of the face-up cards is higher than all the others, and then that player wins all the cards in a war.

***IMPORTANT NOTE: ONLY** the players tied with the highest card participate in a war.



CRAZY 8's

HOW TO PLAY

The basic game of Crazy 8's uses a standard 52 card pack.

The dealer deals five cards to each player (seven each if there are only two players). The un-dealt stock is placed face down on the table, and the top card of the stock is turned face up and placed beside the stock to start the discard pile.

Starting with the player to dealer's left, and continuing clockwise, each player in turn must either play a legal card face up on top of the discard pile, or draw a card from the un-dealt stock. The following plays are legal:

1. If the top card of the discard pile is not an eight, you may play any card which matches the rank or suit of the previous card. For example, if the top card was the king of hearts you could play any king or any heart.



2. An eight may be played on any card, and the player of the eight must nominate a suit, which must be played next.

3. If an eight is on top of the pile, you may play any card of the suit nominated by the person who played the eight.

The first player who gets rid of all their cards wins, and the other players score penalty points according to the cards they have left in their hands - 50 for an eight, 10 for a picture, and spot cards at face value (one point for an ace, two for a two and so on).



OLD MAID

HOW TO PLAY

From a standard 52 card pack one queen is removed, leaving 51 cards. The dealer deals out all the cards to the players (generally a player will have one more card than others - this does not matter). Each player looks at their cards and discards any pairs that they have in their hand.

The dealer begins. At your turn you must offer your cards spread face down to the player to your left. That player selects a card from your hand without seeing it, and adds it to his or her hand. If it makes a pair in their hand they discard the pair. The player who just took a card then offers their hand to the next player to their left, and so on.

If you get rid of all your cards you are safe - the turn passes to the next player and you are out of the game. Eventually all the cards will have been discarded except one queen (the old maid) and the holder of this queen loses.





SLAP JACK

HOW TO PLAY

Slap Jack is played using a 52 card deck. All the cards are dealt out one at a time to each player in rotation until all have been used. Make sure the cards are dealt face down and remain face down once all the cards are dealt.

Each player in turn, starting from the dealer's left, is required to lift one card from their pile and place it face up in the center of the table. The player turning the card must turn up the card away from them and not toward them so that all parties see the card at the same time.

If the card played to the center is a jack, the first player to slap their hand down on it takes the jack and all the cards below it. The player who wins these cards must turn them face down and shuffle them within their pile.



If more than one player slaps at a jack, the one whose hand is lowest (directly on top of the jack) is declared winner of the pile. If a player has no more cards left, he remains in the game until a jack is next turned, and he may then slap at the jack in an effort to get a new hand. Should he fail to win, the player is declared out of the game. The play continues until one player possesses all the cards. That player is then declared the winner!

***IMPORTANT NOTE: If a player slaps at any card in the center other than a jack, he is required to give both cards to the player of that card.**

CREDITS

SKYWORKS CREDITS

GAME DESIGN

Alessandro De Lucia

Rich Terranova

SENIOR PROGRAMMER

Rich Terranova

EXECUTIVE PRODUCER

Garry Kitchen

CREATIVE DIRECTOR

Bill Wentworth

SENIOR PRODUCER

Alessandro De Lucia

SENIOR ART DIRECTOR

Tony Zuzulo

PROJECT MANAGER

Roger Booth

SOUND DESIGN

Chris Kelly

VO RECORDING STUDIO

Bill Corkery Productions

VOICE CASTING /

DIRECTING

AudioGodz

VOICE TALENT

Emily Corkery

Liam Corkery

Lani Minella

QA SUPERVISOR

Silas Law

QA ENGINEERS

Robert Prescott

Sean Barstow

Lohan-Roberto Jorge

MAJESCO CREDITS

MAJESCO PRODUCT DEVELOPMENT

EVP, CREATIVE DIRECTOR

Joseph Sutton

VP DEVELOPMENT

Dan Kitchen

PRODUCER

Brian Regan

QA MANAGER

Joe McHale

QA PROJECT LEAD

Andrew Bado

QA TESTERS

Gina Giacobbe

Jorge Cosme

Joseph Goldstein

Joshua Hexner

Kerwin David

Nicolas Garaffa

Onix Alicea

Pete Rosky

Richard Wogan

Robert Raychel

PD MANAGER

Catherine Biebelberg

IT GURU

Paul Campanga

MAJESCO MARKETING

VP MARKETING

Ken Gold

MARKETING COORDINATOR

Matt Ciccone

DIRECTOR of CREATIVE SERVICES

Leslie Mills DeMarco

ART DIRECTOR

Vic Merritt

PACKAGING AND MANUAL DESIGN

Andy Cummings

John Glavasich

SPECIAL THANKS:

Carl Yankowski

Morris Sutton

Jesse Sutton

Adam Sutton

Cameron Friedfertig

This image shows a single page from a notebook or ledger. The page is white with rounded corners and features horizontal blue ruling lines spaced evenly apart. There are no margins, text, or other markings on the page.

MAJESCO ENTERTAINMENT COMPANY LIMITED WARRANTY

Majesco Entertainment Company warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Majesco Entertainment Company is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Majesco Entertainment Company agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Majesco Entertainment Company. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Majesco Entertainment Company be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this Majesco Entertainment Company software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, and your name, address and phone number to: Majesco Entertainment Company, 160 Raritan Center Parkway, Edison, NJ 08837. If the product was damaged through misuse or accident, this 90-day warranty is rendered void. We strongly recommend that you send your product using a traceable delivery method. Majesco Entertainment Company is not responsible for products not in its possession.

MAJESCO ENTERTAINMENT COMPANY CUSTOMER WARRANTY NOTICE

Majesco Entertainment Company reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All Rights Reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Majesco Entertainment Company.

TECHNICAL SUPPORT

If you need technical assistance with this product, call us toll-free at (800) 826-0015 Monday through Friday between 9:00 A.M. and 5:00 P.M. Eastern Standard Time. No hints or codes are available from this line. For hints and codes call us at (900) 285-TIPS Eastern Standard Time. Be advised that there is a \$1.99 per minute charge.

HOW TO REACH US ONLINE:

For technical and game support visit us at <http://www.majescoentertainment.com> and click on the "Support" link.



1-900-285-TIPS

1-900-285-8477

(\$1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.



TEXAS HOLD'EM POKER

Grab a seat at the table and wager it all in Texas Hold'em Poker. Play in countrywide tournaments and ultimately compete in Vegas for the Texas Hold'em Poker Championship!



Visit www.MAJESCOENTERTAINMENT.com
to register for more info on this and other
Majesco Entertainment titles!

160 Raritan Center Parkway, Edison, NJ 08837



PRINTED IN USA