

#PDEV-PAL-1801

TEENAGE



INSTRUCTION BOOKLET

SUPER NINTENDO

ENTERTAINMENT SYSTEM

PAL VERSION



PRINT IN FRANCE

#PDEV-PAL-1801

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

TEENAGE *Queen*

NOT LICENSED BY



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TEENAGE *Queen*

Notes

Original game is copyright Ere Informatique / Infogrames 1988.
Amiga version made by Eric Doireau (programming), Jocelyn Valais (graphics) and Stéphane Ploq (music).
2018 remake by Alekmaul (<http://www.portabledev.com>) based on Foxy' works.

Original authors



Jocelyn VALAIS

Eric DOIREAU and Jocelyn VALAIS have both been working in the micro-computer business for several years. They met in a record store one day, when a spectacularly beautiful if immaterial female body erupted from the closed-circuit security monitor, in a burst of electronic stars. Jocelyn and Eric both dived at the camera, collided into each other and met again in hospital.

They spent months reconstructing their vision on a computer. The result are breathtaking. Thanks to a power program, signed DOIREAU, Jocelyn VALAIS's super creature has come to life and regularly leave the computer screen to dine at the most elegant restaurants in Paris.

The authors are working on a male partner for TEENAGE QUEEN. They should hit it off in a shower of sparks.



Eric DOIREAU

Instruction Booklet

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Preparing for your game

1. Set up the Super Nintendo Entertainment System and plug in Controller 1.
2. With the power switch **OFF**, insert the Teenage Queen Game Pak into your system and press down firmly.
3. Turn on your TV or monitor, then turn the Super Nintendo Entertainment System power switch **ON**.
4. Press the **START** button on your Nintendo Controller to begin.



Important Note: If nothing appears on the screen, turn the power switch OFF. Check to make sure the Game Pak is inserted correctly, and check all cables to make sure they are properly connected. Then try again (always turn the power switch OFF before inserting or removing the Game Pak).

Special cases

If both players STAY following the first deal, the game is cancelled and the preliminary 5 chips stay in pot.

If both players STAY following the second deal, the hand are compared to find the winner.

Strip poker

Each time you win, your opponent will have to get her chips back from you.

You'll be charmed by the way she does it. Jocelyn Valais has made some spectacular graphics for your pleasure.

Rules

First of all, before any cards are dealt, a preliminary bet of 5 chips is compulsory. The program takes care of this for you.

5 cards are dealt to each player, who start to play in turn.

The player whose turn it is can open the betting (BET) or not (STAY). The player who opens can bet from 5 to 25 chips.

The opponent can fold immediately (DROP)

Or can raise the betting (RAISE)

Or can match the current betting, in order to change some cards (CALL)

The change of cards gives a clue to your opponent's hand. If she changes 2 cards, it could mean she has three of a kind. It could also be a bluff!

Betting starts again. you can leave the initiative to your opponent (STAY) or raise the betting yourself (BET)

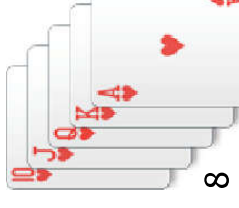
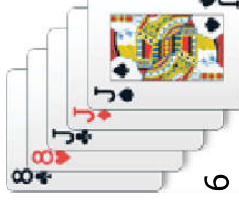
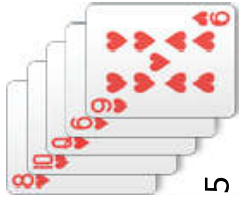
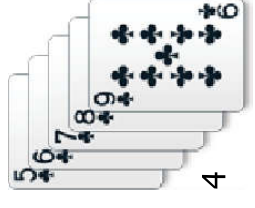
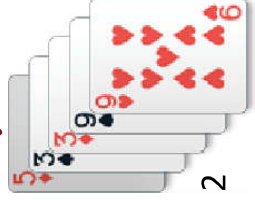
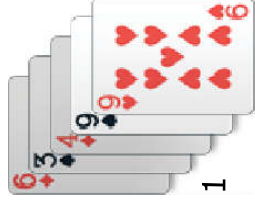
Three situations can then develop for all the players:

-You abandon the game (DROP) if you think the stakes are to high for your hand;

-You see the opponent's hand (CALL) by matching her bet. The hands are compared to find the winner;

-You increase the betting (RAISE) to up the stakes and put pressure on your opponent. Bluffing comes into its own at this stage. To bluff means to intimidate the opponent into folding by giving the impression that your hand is much stronger than it really is.

The cards for winning



CARD VALUES

The order is 7,8,9,10,J,Q,K,A.

No suit is stronger than another.

The combinations, from weakest to strongest, are as follows.

1. PAIRtwo cards of the same value (e.g. 2 jacks).
2. TWO PAIRSeach pair containing two cards of the same value.
3. THREE OF A KINDthree cards of the same value (e.g. 3 nines).
4. QUINTfive cards, of varying suits, whose values form a straight continuous sequence (e.g.8,9,10,J,Q).
5. FLUSHfive cards of the same suit, whose values do not form a quint.
6. FULL HOUSEthree of a kind and a pair (e.g.3 jacks and 2 eights).
7. POKERfour cards of the same value (e.g. 4 queens).
8. ROYAL FLUSHa straight sequence of five cards of the same suit.

Starting to play

To begin with, each player has 100 chips. The first bet (compulsory) is for 5 chips. 5 cards are dealt. The players can then start to BET.

How to play

Very simple! Just press button A or B on your chosen options.



STAY :you hold.



BET :you start betting.



RAISE:you raise the betting.



CALL :you match the bet to:

-change some of the cards in your hand (1st round)

-see your opponent's hand (2nd round)



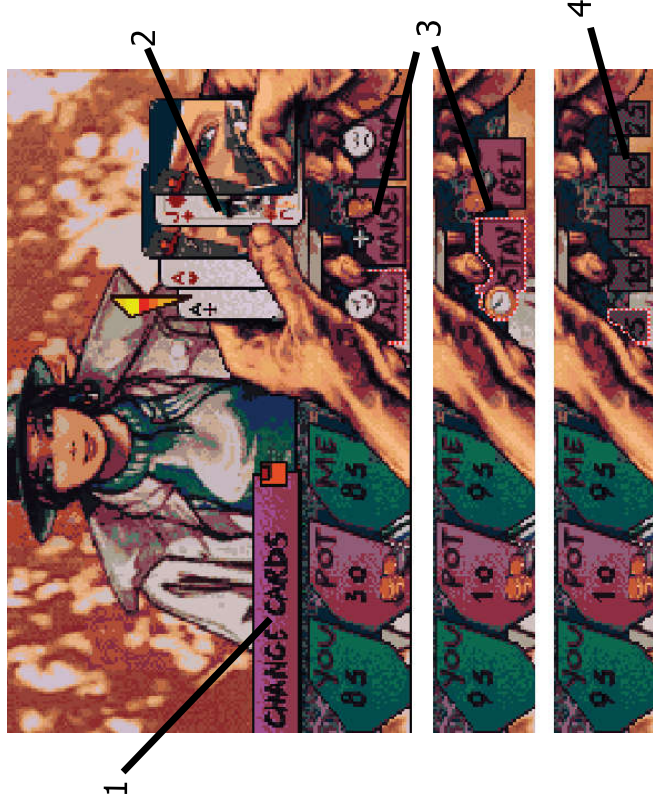
DROP :you fold and quit the current game.

Changing cards

Press A or B on the cards you wish to change. Press a second time to cancel.

Press X or Y to confirm your choice.

Screen information



1 Zone reserved for your adversary.

2 Your cards. The arrow indicates which card you are going to drop. The cards with the teenage girl are going to be dropped.

3 Options

4 Chips