



# Deal Or No Deal v1.2

## User Guide

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Game Homepage: <http://www.emuboard.com/guyfawkes/>



## Important Health Warning About Playing Video Games

### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these 'photosensitive epileptic seizures' while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms, children and teenagers are more likely than adults to experience these seizures.



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## Getting Started

Extract the contents of the .zip file to your Secure Digital Card. The game may be extracted to any location on the card but the file and folder hierarchy must be kept.

deal.gpe

/deal/

/gfx/

/sfx/

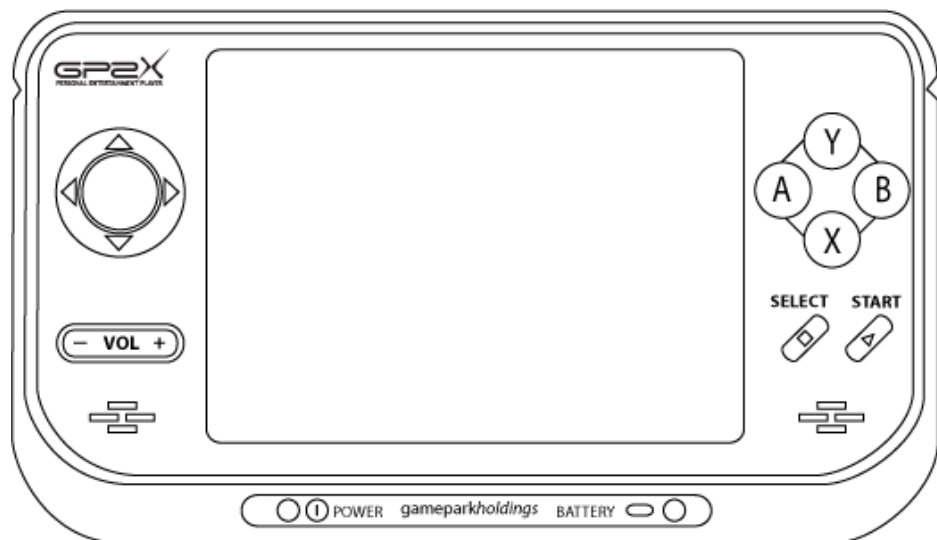
If you are unsure how to do this please refer to the GP2X User Guide at <http://archive.gp2x.de/cgi-bin/cfiles.cgi?0,0,0,0,23,933> for more information.

Once the files are copied, choose the Game option from the GP2X Menu and navigate to the **deal.gpe** file. Press the **B** button to start the game.

There are two .GPE icons available to use, the US case icon is the default icon and you can change to the UK icon simply by renaming the US icon to deal-us.png and renaming the UK icon from deal-uk-icon.png to deal.png.

# DEAL OR NO DEAL

## Game Controls



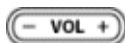
Move hand cursor between cases/boxes.



Accept choice.



Pause game



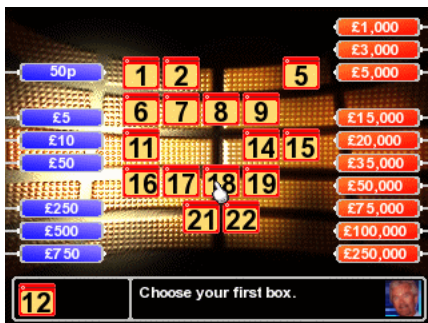
Increase/Decrease Volume

# DEAL OR NO DEAL

## How to Play

### UK Game

The game starts with 22 identical sealed boxes. In the first round the player must choose five boxes before the first offer from the Banker. The player must then decide on whether to take the offer. You will then be asked the question, “Deal or No Deal”. The player must answer either, “Deal” to accept the offer or “No Deal” to decline the offer and carry on.



In the second round 3 boxes are opened before the player receives another offer from the Banker. Again you will be asked the question. Three boxes are opened in the third, fourth and fifth round followed by the question “Deal or No Deal”.

If the player decides to “No Deal” they will continue in this fashion until only two boxes remain. When the last two boxes remain the Banker will give his final offer. If the player says “No Deal” at this point, the Banker may offer the player to swap their box with the other remaining box. The player may decline or accept the swap.

Once a player accepts the offer by saying “Deal”, the game is still played out in exactly the same way. They must choose the boxes they would have chosen in open play. The Banker will continue to give the offers in order to see whether the player has made the best deal.

# DEAL OR NO DEAL

## How to Play

### US Game

The game starts with 26 identical briefcases. In the first round the player must choose six cases before the first offer from the Banker. The player must then decide on whether to take the offer. You will then be asked the question, “Deal or No Deal”. The player must answer either, “Deal” to accept the offer or “No Deal” to decline the offer and carry on.



In the second round 5 cases are opened before the player receives another offer from the Banker. Again you will be asked the question. Four boxes are opened in the third, three in the fourth, two in the fifth and one case in the sixth, seventh, eighth and ninth rounds.

If the player decides to “No Deal” they will continue in this fashion until only two cases remain. When the last two cases remain the Banker will give his final offer. If the player says “No Deal” at this point, the Banker may offer the player to swap their case with the other remaining case. The player may decline or accept the swap.

Once a player accepts the offer by saying “Deal”, the game is still played out in exactly the same way. They must choose the case they would have chosen in open play. The Banker will continue to give the offers in order see whether the player has made the best deal.



## Starting the Game

From the Main Menu there are six options to choose from. Press Up and Down on your Joystick to change option and press the X button to confirm your choice.

### Play

Start the game

### Options

Enter the Options Menu where you can change various settings in the game. Further information can be found on the following page.

### Highscores

View the highscores for both the US and UK versions of the games.

### Help

View the in-game Help screens.

### Credits

See the wonderful people that helped make this game.

### Quit

Quit the game and return to the GP2X Main Menu.

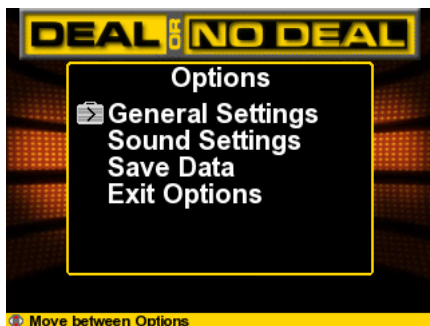






## Options Menu

There are three options to choose from on the Options Menu. Press Up and Down on your Joystick to change option and press the X button to confirm your choice.



### General Settings

Two options are available. Press Up and Down on your Joystick to change option and press the X button to confirm your choice.

#### Country

Change between the US and UK versions of the game.

#### Skip Intro

Choose between Yes and No to skip the intro when the game starts.

#### Gender

Change between Male and Female voices for the player. A Robot, Alien and a Dog are in the crowd waiting to play the game, can you find out how to play them?





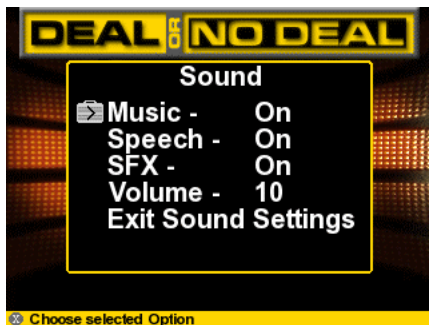
## Options Menu continued

### Sound Settings

Four settings are available. Press Up and Down on your Joystick to change option and press the X button to confirm your choice, press Left and Right on your Joypad to increase or decrease the Volume.

#### Music, Speech and SFX settings

Enable or Disable the in-game Music, Speech and Sound Effects.



#### Volume

Set the volume of audio playback between 1 (off) to 10 (highest).

### Save Data

Two options are available. Press Up and Down on your Joystick to change option and press the X button to confirm your choice.

#### Reset Settings

Resets the game settings to their default values.

#### Reset Highscores

Reset the US and UK version highscores to their default values.





## Credits, Donations and other Information

### Author

Guyfawkes / Emuholic.com

### SFX

Guyfawkes

### Beta Testers

Dave Grams, BobBorakovitz  
WrongEyedJesus, Deserthamster  
Peter Roberts, Michel, Matt Cocker and  
Manny Burgos.

### Graphics

Guyfawkes and Dgrams2000

### Assistance

Dzz and CraigJ

### Donators

Dodgyville, Sir Dragoon, Cakey and  
DisgruntleElf

If you like Deal Or No Deal and would like to donate some money via PayPal you can do so by sending it to [guyfawkes@gbaemu.com](mailto:guyfawkes@gbaemu.com). Many hours have been spent working on this game and while the game is free of charge, donations are greatly appreciated and go towards new hardware and server costs for my site emuholic.com. As a way of saying thanks your name will be added to my software homepage at <http://www.emuboard.com/guyfawkes/> and any games I make in the future.

If you have any feedback on the game such as bug reporting, suggestions for new features or would just like to say thanks for the game you can email me at [guyfawkes@gbaemu.com](mailto:guyfawkes@gbaemu.com) or alternatively post on my homebrew games forum post at <http://www.emuboard.com/invision/index.php?showtopic=27045> (free registration required) or on the GP32x.com forums (also free registration required).

Deal Or No Deal for the GP2X is not associated with the TV Show or its production companies. It is a fan made version of the TV Show with no intention to cause offense or bring the name into disrepute.



## Version History

### v1.2 – October 4<sup>th</sup> 2006

- Changed the US banker offer routine to how it was in v1.0. The reason for this is that the US offers with the new routine were way off what is offered on the TV show, the UK offers are mostly accurate. The US will use the old routine and the UK will use the new routine.
- Changed the number shown in UK version when the boxes are opened from £0.50 to 50p, £0.01 to 1p etc
- Fixed an error in UK version where models were saying 'I hope it's blue' when you have dealt.

### v1.1 – September 25<sup>th</sup> 2006

- Rewrote bankers offer code so it is much more accurate. This also fixed a major bug on UK version with the offers being below the box values.
- Made a big error with the \$750 box being shown and valued at \$700, duh! Now fixed.
- Rewrote audience reaction code when opening a box/case. Before it wasn't very accurate and would sometimes give very stupid reactions. Now it's more dynamic and the crowd reacts to what has been opened and what's left on the boards.
- Enabled 3 more crowd reaction sounds which I forgot to do, this adds a bit more variety.

### v1.0 – September 22<sup>nd</sup> 2006

- First release



## Other software from Emuholic

Visit the Emuholic software homepage at <http://www.emuboard.com/guyfawkes/> for other games for the GP2X, GP32, PSP and GBA. Here are the latest games for the GP2X.



Bunny Traps



Higher Or Lower



Memory



Yahtzee