



CARDKINGSSM BLACKJACK



I7030

For 1 player / Ages 8 and up

INSTRUCTION MANUAL

NOT A GAMING DEVICE

P/N 823A4900 Rev.C



INSURANCE

If the dealer's first card (showing) is an Ace, you can place an insurance bet (5 points) by pressing this button. By doing this, you are betting that the dealer has a Blackjack.

If the dealer has a Blackjack: If your hand is not a Blackjack, your original bet and insurance bet are returned to your score. If you have a Blackjack also (push), you win double the amount of your original bet and your insurance bet will also be returned to your score.

If the dealer does not have a Blackjack: You lose your insurance bet and the display will flash "L O S E" and you then continue to play your hand as you normally would play it.

SURRENDER

Lets you give up your hand before the third card is dealt so that you lose only half of your bet (5 points).

SHUFFLE (while "Game Over" is flashing)

This game uses a 52-card deck which the computer will shuffle on its own when the deck gets low enough. However, you can shuffle the deck at any time (between hands) by pressing this button.

STRATEGY

This button selects the counting system to be used (Tens/Others or High-Low) when in Blackjack Trainer mode.

SOUND

Turns the sound on and off.

TRAINER/BLACKJACK

Toggles between Blackjack Trainer and Regular Blackjack.

HINTS

Pressing this button will display a recommended bet or the best play option. This can only be used while in Trainer mode.

E

DOUBLE

Lets you double your bet after you are dealt two cards with a total of 10 or 11 points. You will be dealt one additional card only.

SPLIT

When your first two cards are identical, you can split your cards and play two hands against the dealer's hand. A split hand cannot be doubled. If you split Aces, each hand will be dealt one card only.

MAX BET

Places a 50 point bet.

STAND

Keeps your hand as currently shown without dealing additional cards.

DEAL/HIT

- Turns on the game.
- Hold down to place bets of 10, 20, 30, 40 or 50 points.
- Deals any additional cards (HIT).

RESET

Resets the game and clears the last score.

PLAYING THE GAME

The object of the game of Blackjack is to accumulate a higher card count than the dealer without exceeding 21.

The computer plays Las Vegas style Blackjack with a single deck of 52 cards. The cards are automatically shuffled when approaching the end of the deck.

Turn on the game by pressing the **DEAL/HIT** button. Press the **DEAL/HIT** button again to place a 10, 20, 30, 40 or 50 point bet and deal the cards, or press **MAX BET** for a 50 point bet (Press **HINTS** if your not sure how much to bet). After the cards are dealt, various words will flash across the screen to tell you your options. (Use the **HINTS** button to let the computer show you the best option to choose).

Point values are assigned to all cards. Aces count as either 1 or 11 points, while face cards (K,Q,J) are counted as 10. All other cards are counted at face value.

If you choose to receive additional cards, press the **DEAL/HIT** button. If you want to keep only the cards you have showing, press the **STAND** button.

The dealer must draw on any hand showing 16 points or less, and will stand on all totals of 17 to 21 points.

If you can build a hand which is closer to 21 than the dealer's hand (*without going over 21*), **you win!**

TRAINING MODES

TENS/OTHERS

This method of counting cards uses a ratio of "Ten" cards to "Other" cards. "Ten" cards are 10's, Jacks, Queens, and Kings. "Others" are considered Ace though 9. The higher the ratio of "Ten" cards to the "Other" cards, the more the player should bet. The lower the ratio of "Ten" cards to "Other" cards, the player should bet less. If there are a high number of "Ten" cards remaining in the deck, the chances of winning are better.

HIGH-LOW

This method of counting assigns a point value to each card. Basically, the strategy is to bet more when the "HIGH-LOW" point total is higher. When the "HIGH-LOW" total is low, bet less.

Helpful Hints:

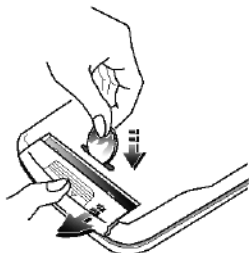
1. Always Split on pairs of Aces or 8's.
2. Always Double down on 11.
3. Always Stand on Ace + 8 and Ace + 9 combinations.
4. Always Hit on hand totals of 9 or less.

5. Bet 50 when the "HIGH-LOW" total is +5 or higher.
6. If the dealer shows an Ace, place an Insurance bet when the "HIGH-LOW" total is +2 or higher.
7. Always Stand on hard totals of 17 or more.

BATTERY INSTALLATION

This game is powered by two (2) AAA (LR03) batteries. For extra long battery life, use alkaline batteries.

1. Press a coin (or similar object) into the slot next to the battery compartment door. At the same time, slide the battery compartment door out to reveal the battery compartment.
2. Insert two fresh alkaline batteries with the negative (-) ends against the springs.
3. Replace the battery compartment cover.



BASIC TERMS

Blackjack — Receiving a card count of 21 with the first two cards (A+K, A+Q, A+J, A+10)

Bust — A total card count that is over 21.

Push — Having the same card count as the dealer at the end of the hand, resulting in a tie.

Bonus — A win over the dealer with a 6-7-8, 7-7-7, or six-card 21.

High — (or "Rich") If the deck has more "Tens" cards than other cards.

Low — (or "Poor") If the deck has more "Low" cards than "Tens".

Hard Total — The total of two cards without an Ace.

Soft Total — The total of two cards with an Ace.

CARD POINTS:

Ace = 1 or 11 Points

King, Queen, Jack ("Face Cards") = 10 Points

All other cards = The number showing on the card

CAUTION

- As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.
- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.
- In an environment with radio frequency interference, the product may malfunction and require user to reset the product.

MAINTENANCE:

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, remove and replace the batteries to reset the computer or try new batteries. If problems persist, consult the Warranty information located at the end of this Instruction Manual.

- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from this product.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

RECYCLING - EUROPE

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

The crossed out wheelie-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to:

Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA. Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed by:

RADICA USA Ltd.

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www.radicagames.com



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