



MODEL 72002 P/N 82362200 Rev.A
For 1 player / Ages 8 and up

INSTRUCTION MANUAL

Now you can have the excitement of the casino, in your purse or briefcase. Play Blackjack anytime, anywhere.

BUTTON FUNCTIONS

SOUND – Press this button to turn the sound on or off.

SHUFFLE – Press this button to shuffle the cards anytime between hands.

SURRENDER – Press this button to avoid losing more than half of your bet amount.

INSURANCE – Press this button to bet only half of your original bet when you think that there is a chance you will lose the hand.

DOUBLE DOWN – Press this button to double your bet when you think you can beat the dealer.

STAND – Press this button when you do not want any more cards dealt to you.

SPLIT – Press this button to divide your current hand into two hands, when the first two cards you are dealt are of the same value.

ON-DEAL-HIT – Press this button to wake your game (your game will “go to sleep” after one (1) minute of no activity), to deal the cards or to receive additional cards.

RESET – Using a pointed object, press this button to reset your game.

GETTING STARTED

A Blackjack is a hand consisting of an Ace and a 10-value card (10, Jack, Queen or King) totaling twenty-one (21). The object of

Blackjack is to reach twenty-one (21) or to have a greater count than the dealer, but less than twenty-one (21).

PLAYING THE GAME

Press **On-Deal-Hit** button to begin your game. You will be dealt two (2) cards, both face-up. The dealer is dealt one (1) card face-up and one (1) card facedown. An automatic bet of fifty (50) points will be made.

INSURANCE

If the dealer’s first card is an Ace, you have the option to “buy insurance”. This means that you will lose twenty-five (25) points, instead of losing the entire fifty (50) points if the dealer has a blackjack. If the dealer has a blackjack, this bet will pay 2 to 1. You can only buy Insurance when the dealer’s first card is an Ace. If you have the opportunity to buy Insurance, the word “INSURANCE” will flash on the screen. To buy Insurance, press the **INSURANCE** button. If the dealer has a Blackjack and your hand is not a Blackjack, your original bet and insurance bet are returned to your score. If you have a Blackjack as well (push), you win double the amount of your insurance bet and your original bet will also be returned to your score. If the dealer does not have a Blackjack, you will lose your insurance bet and the word “LOSE” will flash on your screen and you will then continue to play your hand.

If you do not have a Blackjack, you can ask the dealer to “hit” you. You may draw as many cards as you like, one at a time, but if you go over twenty-one (21) you will “bust” and lose the hand.

Kings, Queens, Jacks and 10’s are all worth 10 points. Aces are worth 1 or 11 points. All other cards are worth their face value.

If the dealer’s hand is 16 or less, the dealer must take a card. If the dealer’s hand is 17 or more, the dealer must stand.

If you want to add another card to your hand, press the **ON-DEAL-HIT** button. If you choose to “stand”, press the **STAND** button and no additional cards will be dealt.

DOUBLE DOWN

If, after receiving your first two cards, you think you can beat the dealer with only one more card, you can choose to “Double Down”. This means you will double your original bet, drawing one more card and then standing.

If you have an opportunity to double down, the words **DOUBLE DOWN** will flash on the screen. Press the **DOUBLE DOWN** button.

NOTE: You may only Double Down on ten (10) or eleven (11).

SPLIT

If your first two cards are the same value, you may choose to “Split” your cards so you can play two hands at once. Your original bet will apply to each hand. You can continue to draw cards for each hand independently.

If you have the opportunity to Split, the word **SPLIT** will flash on the screen. To Split, press the **SPLIT** button.

If you choose to “Split”, you will continue to play your first hand normally (Split Hand 1 will show at the bottom of the screen) and you can Double Down your Split hand if after one (1) hit, either hand totals 10 or 11.

Once you choose to Stand, play will end on Split Hand 1 and move to Split Hand 2. Once you Stand, play will end and the entire hand will be completed.

SURRENDER

When you think your hand is definitely going to lose, you can choose to Surrender. This cuts your losses by folding your hand and forfeiting half of your original bet. You cannot Surrender after you have hit.

If you have the opportunity to Surrender, the word “**SURRENDER**” will flash on the screen. To Surrender, press the **SURRENDER** button.

RESETTING YOUR GAME

To reset your game, use a pointed object and press the **RESET** button. This will clear the memory and any scores accumulated.

BATTERY INSTALLATION

- This game is powered by two (2) AAA batteries.
- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES

CAUTION:

- **As with all small batteries, the batteries used with this game 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 game 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.**

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, press the Reset button, or remove and replace the batteries to reset the game, or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- 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 the game.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

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