

Franklin®

BOOKMAN®

ELECTRONIC BOOK CARD

**Blackjack &
Video Poker**

USER'S GUIDE

BJP-2034

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Contents

Welcome to the world of BOOKMAN! BOOKMAN is a powerful, portable electronic reference with a built-in book and a slot in the back for more books. With *Blackjack & Video Poker* you can learn how to play both Blackjack and Video Poker just like

in the casinos. Also you can use the teach mode to learn how to play Blackjack more effectively. Plus, your score will be saved even if you turn your BOOKMAN off. Use your BOOKMAN to read this book card. See "Installing Book Cards" to learn how.

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Key Guide

Function Keys

- CLEAR** Clears an entry.
- MENU** Goes to the menu screen.
- STAND** (red) Stays with current cards.
- DEAL/HIT** (green) Deals a new card in Blackjack and deals new cards in Video Poker.
- SCORE** (yellow) Shows your current score.
- HINT** (blue) Gives a hint in Blackjack and rates the value of your hand.
- CARD** Exits the book you are reading.
- ON/OFF** Turns BOOKMAN on or off.

► Understanding the Color Keys

The color keys (red, green, yellow, and blue) perform the functions listed above only for the BOOKMAN book card described in this User's Guide.

Other books have their own color key functions, which are labelled on their book cards and listed in their User's Guides. For more information, read "Using the Color Keys."

Other Keys

- BACK** Backs up to the previous screen.
- ENTER** Selects a menu item or deals new cards.
- HELP** Shows help messages.

Hot Keys

- D** Double down in Blackjack, and deals new cards in Video Poker.
- G** Gives up (surrenders) the hand in Blackjack.
- H** Deals a new card in Blackjack, and holds a card in Video Poker.

- S** Stays with current cards in Blackjack.

Direction Keys

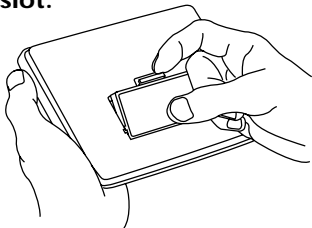


- Move in indicated direction.
- Pages up or down.

Installing a Book Card

Warning: Never install or remove a book card while your BOOKMAN is turned on. If you do, information that you entered in its built-in book and in an installed book will be erased.

1. Turn your BOOKMAN off.
2. Turn your BOOKMAN over.
3. Align the tabs on the book card with the notches in the slot.



4. Press the book card down until it snaps into place.

► Removing a Book Card

Warning: When you remove a book card to install another, information that you have entered in the removed book card will be erased.

Selecting Books

Once you have installed a book card in your BOOKMAN, you can select which book you want to use.

1. Turn BOOKMAN on.
2. Press **CARD**.



These are sample books.

3. Press **↔** or **↔** to highlight the book you want to use.



4. Press **ENTER** to select it.

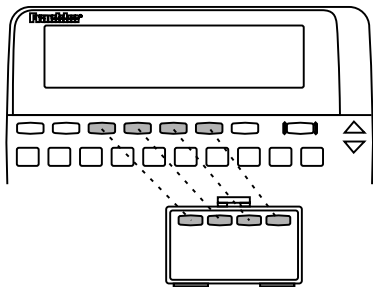
► About Screen Illustrations

Some screen illustrations in this User's Guide may differ from what you see on the actual screen. This does not mean that your BOOKMAN is malfunctioning.

Using the Color Keys

The red, green, yellow and blue keys on your BOOKMAN change functions according to which book is selected.

When the built-in book is selected, the color keys function as labelled on the BOOKMAN keyboard. When a book card is selected, the color keys function as labelled on that card.



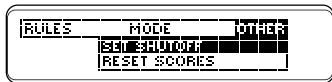
► Resuming Where You Left Off

You can turn off your BOOKMAN at any screen. When you turn your BOOKMAN on again, the screen that you last viewed appears.

Changing Settings

You can adjust the shutoff time and the screen contrast. The shutoff time is how long BOOKMAN stays on if you forget to turn it off, and the contrast determines how dark the screen appears.

1. Press **MENU**.
2. Press **⇨** twice to highlight the **Other** menu.
3. Highlight **Set Shutoff** or **Set Contrast**.



4. Press **ENTER**.
5. Highlight a setting.
Or press **↑** or **↓** repeatedly, if you selected *Set Contrast*.
To exit without changing settings, press **BACK**.
6. Press **ENTER** to select the setting.
- 7 Press **CLEAR** when done.

Getting Help

► Viewing a Demonstration

This product comes equipped with a brief demonstration which describes the many features of this product and how to use them. To view the demo, press **MENU**. Then, highlight the Other menu and select *View Demo*. (NOTE: If you select *View Demo*, the product will ask if you wish to reset the scores. If you press **N**, then the Demo will not run.)

► Viewing the Rules

Rules for both Blackjack and Video Poker can be found by pressing **MENU**, highlighting the Rules menu, and then selecting either *Blackjack* or *Video Poker*.

The Blackjack rules describe the different betting options, the object of the game, and the strategy of your opponent (i.e., the dealer). The Video Poker rules describe the object of the game, the different winning hand combinations, and their values.

Getting Help

► Viewing Help

You can view a help message at virtually any screen by pressing **HELP**. Use the direction keys to read it. To exit help, press **BACK**.

► Viewing the Tutorial

To read a tutorial of how to use the main functions and keys of this product, press **MENU**, and select *Tutorial* from the Other menu.

► Changing the Help Language

The Help messages and the Rules are available in English, German, French, and Spanish. To change the Help language, press **MENU**, and select *Help/Rules Language* from the Other menu. Then highlight the desired language and press **ENTER** to select it.

► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or view more text.

About Blackjack

Blackjack is played with six, standard 52-card decks dealt from a “shoe” (a box containing more than one deck). This means that there are 24 cards of each value in the shoe (24 aces, 24 kings, etc.). This shoe is shuffled after 2/3 of the cards have been dealt. The player and dealer are dealt two cards each, one of the dealer’s cards is dealt face down.

The number cards are equal to their face value, the picture cards (king, queen, and jack) count as 10, and the ace can count as either 1 or 11, depending on which brings the hand closer to 21. Note that the four suits (hearts, diamonds, clubs, and spades) have no effect on the value of your hand.

The object of the game is simple: to have a hand equal to “21” or closer to 21 than the dealer’s hand without going over 21. A winning hand pays 1 to 1 to the player’s original bet, except blackjack (two cards that together equal 21) which pays 3:2 (so a bet of \$10 would win \$15). If the dealer and player stand on the same

About Blackjack

value, then it is called a “push”, and no one wins or loses the hand.

The dealer will continue to receive cards until the hand equals or exceeds 17.

► Using the Teach Mode

The Teach mode is designed to help you learn how to play a better game of Blackjack by showing you when your move does not correspond to the winning strategies (see pp. 10-11). To select Teach mode, first press **CLEAR** (You cannot change the mode in the middle of a game).

Next, press **MENU**, and highlight the Mode menu. Press **↓** to highlight *Teach*, and press **ENTER**.

After each move that you make, you will be shown when your decision is different from the winning strategy.

(NOTE: Selecting Teach mode does not change Video Poker.) To turn off the Teach mode, first press **CLEAR**.

Next, press **MENU**, and highlight the Mode menu. Highlight *Normal*, and press **ENTER**.

Blackjack Hand Options

► First Deal Options

Here are your options after you have received your first two cards (all of these options can also be used if you split your hand).

To:

Stand (stay with current cards)

Hit (get a new card)

Surrender/Give up

Double down

View score

Receive a hint

Press:

or

or

► Second Deal Options

These are the options that you have after you have already received a hit.

To:

Stand (stay with current cards)

Hit (get a new card)

View score

Receive a hint

Press:

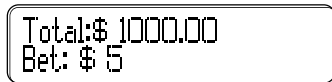
or

or

Playing Blackjack

Here is a sample walk-through of a game of Blackjack.

1. Press .
2. Select **Blackjack** by pressing .
3. Type your bet amount using the top row of letter keys.



Total:\$ 1000.00
Bet: \$ 5

You also can raise or lower your bet by \$1 by pressing or instead of typing numbers.

4. Press .
5. **Make your First Deal Option.**
If you bust, the dealer wins, and the hand is over. If at any time you get twenty one, you win, and the hand is over. Press any key to continue.

Playing Blackjack

6. Make your Second Deal Option, if needed.

Repeat if desired, unless you have busted.

7. Once both your hand and the dealer's hand have been tallied, press any key to continue.

► Blackjack Payoff

Here are the payoff ratios for a hand of Blackjack if you bet \$10.

Hand/Result:	Payoff:
Regular win	win \$10
Blackjack win	win \$15
Double Down win	win \$20
Regular loss	lose \$10
Double Down loss	lose \$20
Give up	lose \$5
Push	win \$0

► Resetting the Scores

You can reset the scores for both Video Poker and Blackjack. Press **MENU**, and highlight the Other menu. Press **↓** until *Reset Scores* is highlighted, and press **ENTER**. Press **Y** to confirm.

Playing Blackjack

► Blackjack Betting

You begin with \$1000. You can either type in the amount you wish to bet, or press **↑** or **↓** to raise or lower the amount by \$1. The minimum bet is \$5. There is no maximum bet; you can bet as much as you have in your total. (NOTE: If you bet more than half of your total, then you will not be able to either Double Down or Split a Pair.)

If you are down to your last \$5 or less, the casino will offer you a \$100 loan to keep playing. If you lose this money, or if you decide not to take the loan, then the game is over. The score will then be reset. NOTE: You must have at least \$5.50 to bet in Blackjack.

If you win \$1,000,000 or more, then you will be declared the winner, and your score will be reset to \$1000.

Blackjack Options

You have several options on what to do after being dealt the original two cards.

Stand

Standing means that you are finished adding cards to the current hand.

Hit

Hitting means that you are dealt another card. You may continue to hit until your hand's value reaches or exceeds 21.

Double Down

When you Double Down you double the size of your original bet and you then receive only one more card from the dealer. You can only double down on your first two cards.

Surrender

Surrendering allows players to "give-up" and sacrifice only half of their original bet if they are unhappy with their first two cards (e.g., surrendering a bet of \$10 would cost \$5).

Buying Insurance & Splitting a Pair

► Buying Insurance

If the dealer's up card is an ace, the dealer will offer you insurance. By pressing (Y), players bet half of their original wager on insurance (i.e., if your original bet was \$10, then insurance would cost you \$5).

By buying insurance, you are wagering that the dealer has blackjack. Your insurance bet is independent from your original bet.

- If the dealer does have blackjack, then you win your insurance bet. The insurance bet pays 2-1 (i.e., you win \$10 from the \$5 you bet on insurance; however, you still lose \$10 on your hand).
- If the dealer does not have blackjack then you lose your insurance bet (i.e., \$5 if your original bet was \$10).

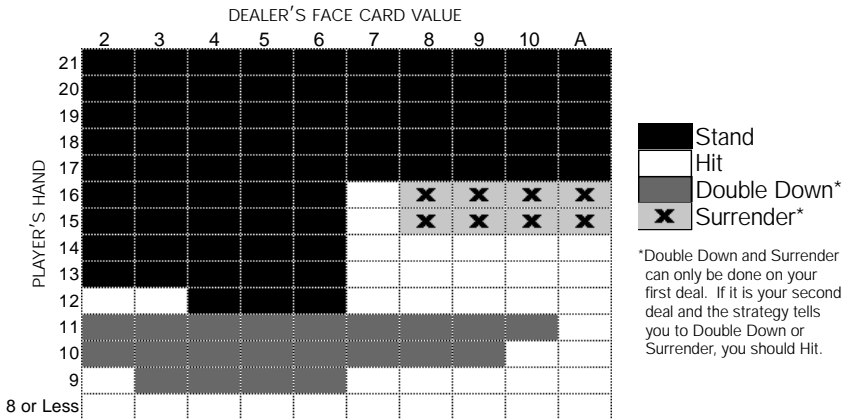
► Splitting a Pair

If your first two cards are identical (two 8's, two jacks, etc.), the dealer will ask you if you want to split them and play two separate hands. The value of the bet for each hand will be equal to the original bet.

Winning Strategies

Here are the winning strategies that the product's hints and teach mode are based on. The three graphics describe a player's regular hand strategy, strategy for splitting a hand, and strategy if your hand has an ace.

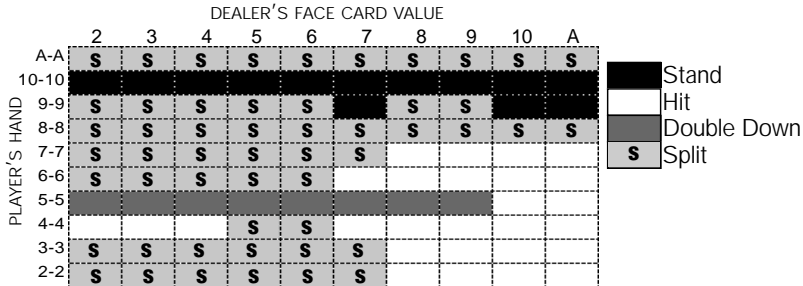
Player Hard Hand Strategy



This is the basic strategy that is used in a game of Blackjack. *Player's Hand* represents the current total of your cards. *Dealer's Face Card* represents the one card of the Dealer that is face up.

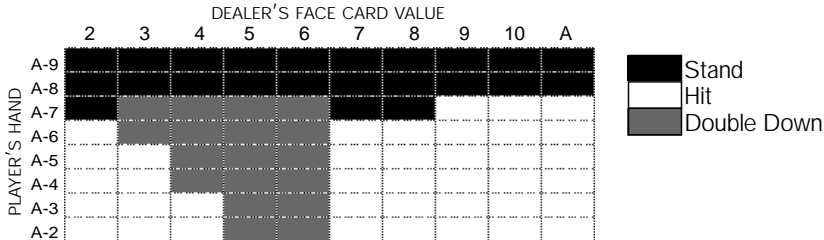
Winning Strategies

Splitting Strategy



This graphic displays the strategy that you should use when deciding whether to split a pair.

Player Soft Hand Strategy



A player is said to have a *soft hand* when one of the cards is an ace, and its value can equal either 1 or 11 without the hand's total being greater than 21. The hand is soft because the ace gives you two values for your one hand.

About Video Poker

Play begins in Video Poker with the dealer giving you five cards. You then have one chance to replace as many cards as you feel necessary.

Winning and losing in Video Poker, unlike most other forms of poker, is not based on comparing the value of your hand against another hand. Instead, you are rewarded for the value of your hand. The better the hand, the more you are awarded.

Your award is multiplied by the dollar amount that you bet. For example, if you bet \$5 on a hand that pays 5 to 1 the award would be \$25. If you bet \$5 on a hand that pays 1 to 1, you would then win back your original wager of \$5.

Winning Poker Hands

The following sections explain winning hands and their value.

Jacks or Better (Pays 1 to 1): One pair of jacks, queens, kings, or aces.

Two Pair (Pays 2 to 1): Two pairs of equal value cards, such as two 5's and two 9's.

Three-of-a-Kind (Pays 3 to 1): Any three cards of equal value.

Straight (Pays 5 to 1): Any five cards of consecutive value. Aces may be placed either before a 2 or after a king.

Flush (Pays 6 to 1): Any five cards of the same suit (hearts, diamonds, clubs, or spades).

Full House (Pays 9 to 1): One pair and one three-of-a-kind, such as three kings and two 5's.

Four-of-a-Kind (Pays 25 to 1): Any four cards of equal value.

Straight Flush (Pays 50 to 1): Any five cards that are of consecutive value and all of the same suit.

Royal Flush (Pays 250 to 1 or 800 to 1 for \$5): A 10, jack, queen, king, and ace all of the same suit.

Video Poker Options

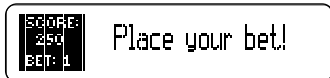
Here are the options that you have for each hand of Video Poker.

To:	Press:
Highlight a card	← or →
Hold a card	(H) or ↑
Rates the value of your current hand	(HINT)
Replace all cards that are not held	(DEAL/HIT) or (ENTER)
Hold all cards	(STAND)

Playing Video Poker

Here is a sample walk-through of a game of Video Poker.

1. Press (CLEAR).
2. Press ↓ to show Video Poker.
3. Press (ENTER) to select it.
You may stop the animation by pressing any key other than (CLEAR).
4. Type your bet amount using the top row of letter keys.





You can raise or lower the bet by \$1 by pressing ↑ or ↓.

5. Press (ENTER).
Video Poker has a \$5 betting limit.
6. Press ← or → to highlight a card, and press (H) or ↑ to hold it.
To view the current value of your hand press (HINT).
6. Press (ENTER) or (D) to get new cards.
7. Once the hand is over, press any key to continue.

Playing Video Poker

► Video Poker Betting

You begin with \$250 to start. The minimum bet is \$1, and the maximum bet is \$5. You can either type in the amount you wish to bet, or press  or  to raise or lower the amount by \$1.

If you lose all of your money, the dealer will offer you a \$100 loan to keep playing. If you lose this money, or if you decide not to take the loan, then the game is over, and the scores will be reset.

If you win \$1000 or more, then you will be declared the winner, and your score will be reset to \$250. (NOTE: If you bet \$5 and you get a Royal Flush, you win \$4000! This automatically declares you a winner.)

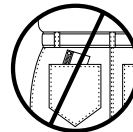
Book Card Care

- **Do not touch the metal contacts on your book cards.**

Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a book card or built-in book.



- **Do not put excessive weight on your book cards.**



- **Do not expose your book cards to heat, cold, or liquids.**



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ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907

IF YOU RETURN A FRANKLIN PRODUCT, PLEASE INCLUDE A NOTE WITH THE RMA, YOUR NAME, ADDRESS, TELEPHONE NUMBER, A BRIEF DESCRIPTION OF THE DEFECT AND A COPY OF YOUR SALES RECEIPT AS PROOF OF YOUR ORIGINAL DATE OF PURCHASE. YOU MUST ALSO WRITE THE RMA PROMINENTLY ON THE PACKAGE IF YOU RETURN THE PRODUCT, OTHERWISE THERE MAY BE A LENGTHY DELAY IN THE PROCESSING OF YOUR RETURN. WE STRONGLY RECOMMEND USING A TRACKABLE FORM OF DELIVERY TO FRANKLIN FOR YOUR RETURN.

Resetting Your BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press **CLEAR** and then press **ON/OFF** twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting your BOOKMAN unit erases settings and information entered into its built-in book, and in an installed book.

1. Hold **CLEAR and press **ON/OFF**.**

If nothing happens, try Step 2.

2. Use a paper clip to *gently* press BOOKMAN's reset button.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, **ON/OFF**, or by removing/replacing batteries.

► Troubleshooting BOOKMAN

- Make sure your book card, if any, is installed correctly.
- Check that your book card's metal contacts are dirt-and dust-free.

Copyrights & Patents

Model: BJP-2034

• size: 5.9 x 4.2 x 0.2 cm

• weight: 0.4 oz.

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FCC Notice: NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient or relocate the receiving antenna.

–Increase the separation between the equipment and receiver.

–Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

–Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

U.S. Patent 4,891,775; 5,396,606.

EURO. PAT. 0 136 379.

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