





MODEL 73011 For 1 or 2 players / Ages 8 and up P/N 82370300 Rev.E

INSTRUCTION MANUAL

Now you can play Las Vegas style Blackjack anywhere!

HOW TO PLAY:

The object 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. While the computer is shuffling, the computer flashes "SHUFFLE" on the screen and "KQ" quickly across the dealer's hand.

Turn on the game by pressing the ON/DEAL/HIT button. Press the ON/DEAL/HIT button again to place a 10 point bet and deal the cards.

After the cards are dealt, various words will flash across the screen to tell you your options.

If you choose to receive additional cards, press the ON/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!

FACE UP BLACKJACK is similar to Regular Blackjack, except the dealer's hole card is not hidden when the cards are dealt. In addition, there are no Push, Surrender, or Insurance options available.

BASIC TERMS:

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

Bust - Going over 21 points.

Doubledown - Doubling your bet.

Face Up - The dealer's Hole Card is showing.

Hole Card - The dealer's second card which is hidden during Regular Blackjack.

Insurance - Betting that the dealer *has* a Blackjack.

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

Split - When your first two cards are identical, you can separate them into two hands, both of which will compete with the dealer's hand.

Stand - Choosing to receive no more cards.

Surrender - Giving up your hand so that you will only lose 5 points of your original 10 point bet.

CARD POINTS:

Ace = 1 *or* 11 Points *King, Queen, Jack* ("Face Cards") = 10 Points

All other cards = The number showing on the card

BUTTON FUNCTIONS:

On/Deal/Hit

This button turns on the game and deals additional cards. Hold down to place bets of 10, 20, 30, 40 or 50 points.

Player

While "Game Over" is flashing, hold down to switch from an one player game to a two player game. If "Player 1" is showing, you are in two-player mode. If "Player 1" is not showing, you are in one-player mode.

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 you.

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.

Game (while "Game Over"is flashing)

When "Game Over" is flashing, press to switch between Regular Blackjack and Face Up Blackjack.

Doubledown

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.

Shuffle (while "Game Over" is flashing)

This game uses a 52-card deck which is 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 the button.

Surrender

Lets you give up your hand so that you lose only half of your bet. **Split**

When your first two cards are identical, you can split your cards and play two hands against the dealer's hand. If you split aces, each hand will be dealt on card only.

Max Bet

Places a 50 point bet.

Stand

Keeps your hand as currently shown without dealing additional cards.

Sound

Turns the sound on and off.

Ride (short for "Parlay Bet")

Lets you bet your winnings from the previous hand up to 300 points.

BATTERY INSTALLATION:

This game is powered by two (2) AAA (LR03) batteries.

- Remove the battery cover: Press a coin down into the slot. Then slide the battery cover off, as shown.
- Insert two AAA batteries (we recommend alkaline) as indicated inside the battery compartment.
- · Replace the battery compartment door.



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.

- 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.
- Under the environment with radio frequency interference, the sample may malfunction and require user to reset the sample.

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 (nickelcadmium) batteries.
- · Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- · Remove any exhausted batteries from the device.
- · Do not short-circuit the supply terminals.
- · Insert batteries with the correct polarity.

Please retain this for future reference.

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.

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