



**RadioShack**<sup>®</sup>

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## Color FX2<sup>™</sup> Spades



**Owner's Manual**  
Please read before using this equipment.



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## **Introduction**



Your RadioShack Color FX2 Spades game combines the intensity of a bidding card game with the convenience of a hand-held game. The game has three levels of difficulty, which is perfect for both beginner and advanced players. You can use the easy-to-understand "Rules of Spades" on Page 6 as well as the convenient "Glossary of Terms" on Page 16 to learn the game. You can take your Spades game anywhere with you on the go!



## **Preparation**

### **INSTALLING BATTERIES**

Your game requires four AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

#### **Cautions:**

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.



1. Use a Phillips screwdriver to remove the battery compartment cover's screw, then lift the cover off.
2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and secure it with its screw.

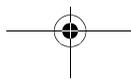


When the display dims, the sound becomes weak or distorted, or the game stops operating properly, replace the batteries.



**Warning:** Dispose of old batteries promptly and properly. Do not burn or bury them.

**Caution:** If you do not plan to use the game for a week or longer, remove the





batteries. Batteries can leak chemicals that can destroy electronic parts.



**Note:** When you replace the batteries, all game memory is lost.

### RULES OF SPADES



You (**PLAYER**) play spades with your virtual partner (**PARTNER**) against two computer opponents (**COMP.1** and **COMP. 2**).



The object of the game is to win as many *tricks* as your team *bids* to outscore your opponents.

After the game shuffles the deck, teams bid how many tricks they think they can win. There are a total of 13 tricks for each *hand*. You can bid from 0 (*nil*) to 13 tricks.



6

*Preparation*





Play your turn when the game prompts you.



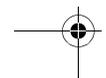
The first player opens the hand with a high card to attempt to win the trick. Each player in turn must play a card in the lead *suit*, if they have one. The player who plays the highest card in the suit wins the trick for their team and begins the next trick by leading a card in the desired suit.



A player may choose to *cut the hand* if he/she does not have cards in the lead suit. If a player *breaks a suit* with a spade, that team wins the hand for their team, no matter what the value of the spade the player plays (as long as no other player cuts with a higher spade). You cannot lead spades until they are broken.



Preparation 7





Each suit is ordered lowest to highest, from the 2 to the Ace.



### BIDDING AND SCORING

After all of the 13 tricks in a hand are played out, the game compares the number of tricks each team has won with how much they had *bid*. The higher you bid the more you can win (or lose).



If a team equals or exceeds their bid, they get 10 points for each trick they bid plus 1 point for each extra trick.



**For example:** A team bids 5 and wins 8 tricks:  $5 \times 10 + 3 = 53$ . That team gets 53 points added to their score.

If a team is *set* (fails to meet their bid), they lose 10 times the amount they bid from their score.





**For example:** A team bids 5 and wins 4 tricks:  $-5 \times 10 = -50$ . That team loses 50 points from their score.



### Blind Bidding

You can try to guess how many tricks your team can win before dealing the hand (*bid blind*). The game prompts you to select this option when you are 100 points behind the computer players.

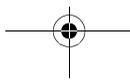


If a team makes their blind bid, they get twice their bid multiplied by 10 added to their score.



**For example:**

- A team bids 5 tricks blind and wins 5 tricks:  $(5 \times 2) \times 10 = 100$ . That team gets 100 points added to their score.



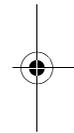


- The penalty for not winning the amount of tricks bid blind is twice as much as a normal bid:  $(5 \times -2) \times 10 = -100$ .



### Underbidding/Sandbags

If you bid four tricks but win seven tricks, your score is only 43 (as opposed to a possible 70). You then have three *sandbags*. For every 10 sandbags a team has, that team loses 100 points from their score.



### Nil Bidding

If a player feels that a dealt hand is particularly bad, the player may choose to bid nil (0 tricks). That player's team wins an additional 100 points if they can keep from winning tricks. However, the team loses 100 points if they take any tricks.





### Big Moe and Little Moe



If a team takes the first six tricks in a hand, they get an extra 50 points added to their score (*Little Moe*). If they take the first eight tricks in a hand, they get an extra 100 points added to their score (*Big Moe*).



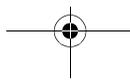
### Two for Ten



Any team that bids 10 tricks and makes it gets an extra 100 points (for a total of 200 points) added to their score for the hand.

### Boston

If a team wins all 13 tricks in a hand, they get an extra 300 points added to their score.





## TURNING THE GAME ON/ OFF



To turn on the game, press **ON/OFF**. The game automatically turns off after about 4 minutes if you do not press any keys, to conserve battery power. To turn the game off sooner, press **ON/OFF**. The game stores the current game status and score in memory. To resume the game where you left off, press **ON/OFF** again.



## TURNING THE SOUND ON/ OFF



The game is preset to sound a tone each time you press a key. To turn the sound off or on at any time, repeatedly press **SOUND**. **•••** appears when the sound is on.



## **Playing the Game**

1. Press **ON/OFF** to turn on the game.  
(If you have played the game before, the display shows where you left off in the last game.)
2. Repeatedly press **MODE** to select the desired game level (**BEGINNER**, **EXPERT**, or **PRO**).
3. Press **START/BID/ENTER** to enter the setting.
4. Repeatedly press **RIGHT** or **LEFT** to increase or decrease the bid from 0 to 13.



5. Press **START/BID/ENTER** to enter the setting.



6. Press **START/BID/ENTER** again to start a new game.

Each player gets 13 cards, but you can only see your own hand. Once all the cards are dealt, they appear in order (clubs, diamonds, hearts, and spades), with the cards in each suit arranged from low to high, right to left.



Press **RIGHT** or **LEFT** to move the blinking arrow to a card you want to play.



Press **START/BID/ENTER** to play the desired card.

Play continues until all 13 tricks have been taken. The game shows the number of tricks each player bids and takes. You





(**PLAYER**) and your virtual partner's (**PARTNER**) scores are counted together for the team score. **COMP . 1** and **COMP . 2** scores' are counted together toward their team total, as well.



The winner is the team that reaches 500 points. Or, if one side keeps losing (up to -999 points), the other team wins the game.



**Notes:**



- **BLIND BID** flashes whenever your team is 100 points behind the other team. Press **BLIND BID** to bid how many tricks your team can win without first looking at your hand.
- A scoreboard keeps track of the score, the number of bids each team makes, and the number of tricks





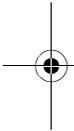
each team wins for the current game. The game also shows the number of underbids, sandbags, and points each team won (or lost) on previous games, when you press **SCORE**.



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## ***Glossary of Terms***



### **B**

**bid**, 6 — how many tricks you think your hand can win.

**Big Moe**, 11 — taking the first eight tricks in a hand and winning 100 points.

**blind bid**, 9 — bidding without first looking at your hand.

**Boston**, 11 — winning all 13 tricks in a hand and earning 300 extra points.





breaking a suit, 7 — playing the first spade (of a hand) when you do not have the dealt suit.



**C**

**cutting the hand**, 7 — playing a spade when you do not have the dealt suit (see also “breaking a suit”).

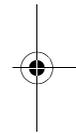
**H**

**hand**, 6 — a round of play in the game.



**L**

**Little Moe**, 11 — taking the first six tricks in a hand and winning an extra 50 points.



**N**

**nil**, 6 — a bid of zero tricks.

**S**

**sandbag**, 10 — underbidding; the amount by which a hand is underbid.





**set, 8** — bidding a certain amount of tricks and not making the bid.

**suit, 7** — the four different sets of cards that make up a deck: hearts, clubs, diamonds, and spades.

**T**

**trick, 6** — the individual round within a hand of cards; also, the card that wins a hand.



**Two for Ten, 11** — bidding and winning 10 tricks, for 200 extra points.

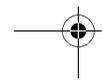
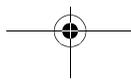
**W**

**winning a hand, 6** — playing the high card in a trick.



**RESETTING THE GAME**

If the game stops operating properly, remove and reinstall the batteries. If the game still does not work properly, use a





pointed object (such as a straightened paper clip) to press **RESET** on the back of game.



## CARE



Keep the game dry; if it gets wet, wipe it dry immediately. Use and store the game only in normal temperature environments. Handle the game carefully; do not drop it. Keep the game away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.



Modifying or tampering with the game's internal components can cause a malfunction and invalidate its warranty. If your game is not performing as it should, take it to your local RadioShack store for assistance.



#### Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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