



# POKER BLACKJACK

SILVER EDITION™



Model 71054  
For 1 player / Ages 8 and up  
**INSTRUCTION MANUAL**  
P/N 82357100 Rev.A

Two of the most popular casino card games - Draw Poker and Blackjack - are now available in a sleek easy-to-carry unit. Test your Poker skills and see if you have what it takes to get a 4-of-a-Kind, Straight Flush or even a Royal Flush. Experience the rush of Blackjack21 and try to beat the dealer, without going over 21 to win big!

## BUTTON FUNCTIONS

**Draw/Hit** - Turns the game on, starts a new game and deals additional cards in a hand.

**Hold/Game** - This is the first Hold button. It will hold a card in a Poker hand, but when "Game Over" is flashing, press this button to toggle between Draw Poker and Blackjack.

**Hold (Draw Poker)** - Press to hold the card shown directly above each button. Press again to release the card from hold.

**Score/Hand** - When "Game Over" is flashing, press to toggle between a view of the score and the most recent hand played (Poker). Also, press to toggle between a view of the dealer's hand and the player's hand (Blackjack).

**Stand (Blackjack)** - Press to hold your hand as currently shown without dealing additional cards.

**Sound** - Press to turn the sound on or off.

**Hold/Double (Blackjack)** - This is the third Hold button. Press to double your bet after you are dealt two (2) cards with a total of either ten (10) or eleven (11) points. You will be dealt only one (1) additional card.

**Insurance** - If the dealer's first card (showing) is an Ace, you can place an insurance bet (1/2 of the original bet) by pressing this button.

By doing this, you are betting that the dealer actually has a Blackjack.

If you have a Blackjack also (push), you

E will 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 then continue to play your hand as you normally would play it.

**Surrender (Blackjack)** - Press to give up your hand so that you lose only half of your original bet.

**Reset** - Press to reset the game.

## PLAYING THE GAME

Turn on the game by pressing the **Draw/Hit** button. Press the **Hold/Game** button to choose either Blackjack or Draw Poker (while "Game Over" is flashing).

### Blackjack

The object of Blackjack is to accumulate a higher card count than the dealer, without

POKER PLAYER BET 5		BLACKJACK PLAYER BET 10	
ROYAL FLUSH	5000	DOUBLE DOWN WIN	40
STRAIGHT FLUSH	250	BLACKJACK WIN	25
FOUR OF A KIND	125	WINNER HAND	20
FULL HOUSE	40	INSURANCE WIN	15
FLUSH	25	PUSH	10
STRAIGHT	20	SURRENDER	5
THREE OF A KIND	15		
TWO PAIR	10	DEALER STANDS ON 17	
JACKS OR BETTER	5	DOUBLE DOWN 10 OR 11	
		52 CARD DECK	

exceeding a score of twenty-one (21).

Press the **Draw/Hit** button to place a ten (10) point bet and deal the cards. The Dealer is dealt one card face-up and one card face-down. The "Player" is dealt two (2) cards face-up.

If you want to receive additional cards, press the **Draw/Hit** button. If you do not want to receive additional cards and want to use only the original cards dealt to you, press the **Sound/Stand** button. If your first two (2) cards total ten (10) or eleven (11), you can double your bet and receive one additional card. The dealer must draw on any hand of sixteen (16) points or less and must stand on totals of seventeen (17) and above.

### Points Table

Card	Point Value
Ace	One or Eleven
King	Ten
Queen	Ten
Jack	Ten
Numeric Cards	Card Face Value

### Draw Poker

The object of Draw Poker is to attempt to draw one of the hands listed on the lid of the game. Press **Draw/Hit** to get your first set of cards. Choose the cards you wish to hold by pressing the corresponding **Hold** buttons beneath them. Press **Draw/Hit** again to receive your second set of cards (Please see winning hand below).



## BATTERY INSTALLATION

This game is powered by one (1) CR2032 battery.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert one (1) CR2032 battery 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 battery to reset the game, or try new battery. 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 battery.
- Do not attempt to recharge non-rechargeable battery.
- Remove any exhausted battery from the game.
- Do not short-circuit the supply terminals.
- Insert battery with the correct polarity.

**Please retain this for future reference.**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**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.



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