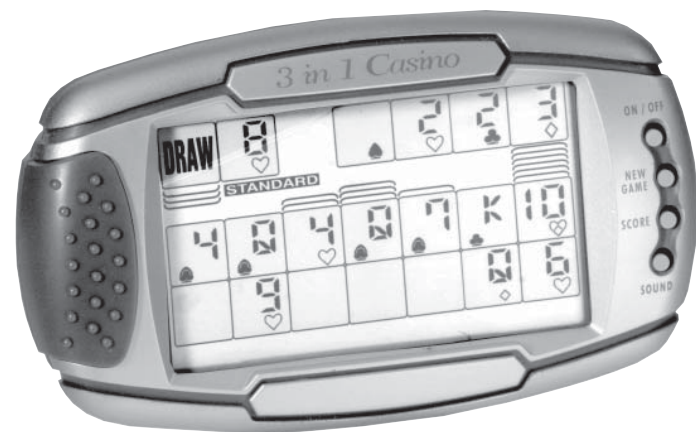




60-2716

3-in-1 Casino Touch Screen Game with Stylus



Stylus

Thank you for purchasing your 3-in-1 Casino game from RadioShack.

what's included

3-in-1 Casino Game
Battery

Stylus
User's Guide

NOTE

Actual product may vary from the product images found in this document.

Please read this user's guide before installing, setting up and using your new product
www.radioshack.com

installing batteries

Your game comes with one 'CR2032' battery (supplied).

1. Remove the battery compartment cover.
2. Arrange the battery in the compartment with the positive (+) end facing up.
3. Replace the battery cover when finished.

battery precautions

- Remove battery insulation before installing the battery.
- Dispose of old batteries promptly and properly.
- Do not burn or bury batteries.
- Use only fresh batteries of the required size and recommended type.
- Do not mix batteries of different sizes or chemistries.
- If you do not plan to use your 3-in-1 Casino game for a week or more, remove the batteries. Batteries can leak chemicals that can damage electronic parts.

setting up your game

turning the game on/off
To turn on the game, press the ON/OFF button. To conserve battery power, the game automatically turns off if you have not used it for about two minutes.

selecting your game
Repeatedly press NEW GAME until your desired game (SOLITAIRE, POKER, or BLACKJACK) appears. Hold it down for about 3 seconds to select and begin the new game.

checking your score
Press SCORE to view your current score during a game.

sound
The game is preset to sound ON. Press SOUND once to turn the sound off or on.

display contrast
Press NEW GAME for about three seconds or reset the unit. Press SCORE to toggle between and select one of the five different contrast levels. Each time you reset the unit or hold down NEW GAME for about three seconds, your contrast settings will be lost.

solitaire

getting started

The object of this game is to get all 52 cards stacked by suit in ascending order, from Ace to King, in the suit stacks.

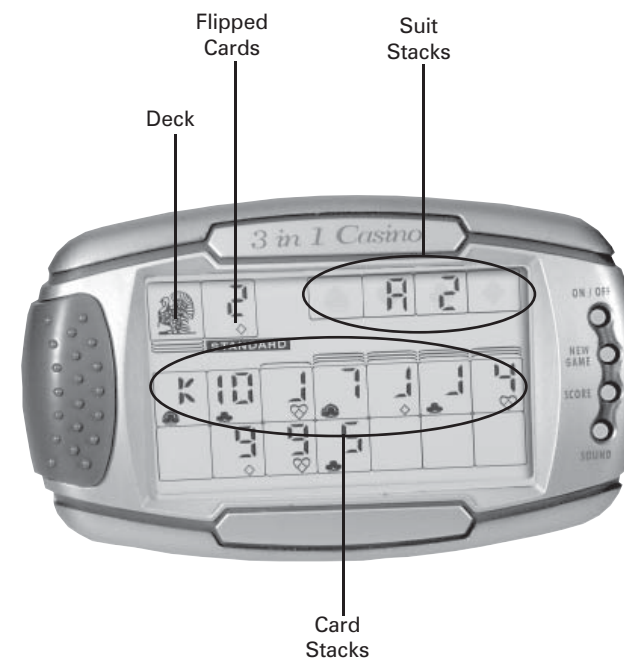
- Seven stacks of cards are dealt across the display.
- Use your stylus to move the cards from the deck and from other stacks in descending order and alternating color (black and white).
- If you have an empty stack, move a King from the deck or from another stack into that position.
- Build on the suit stacks in ascending order, beginning with the Ace of each suit.

playing the game

1. Press NEW GAME. Hit STANDARD or VEGAS to select the game you want to play. Then choose 1-CARD or 3-CARD. The game will start dealing the cards.
2. To move a card or an entire stack of cards from the card stacks, use your stylus to hit the card on top of the CARD STACK you want to move. The card flashes, then hit the CARD STACK or SUIT STACK to move the card or the entire stack to that position.
3. With your stylus, hit DRAW to draw cards from the deck.
4. If you have no moves left, start a new game by holding the NEW GAME for about 1 second.

game notes

- To stop a card or card stack from flashing, hit the corresponding card again.
- If you try to move a card to an incorrect position, you will hear an error tone. The card flashes and will not move. Hit the corresponding card again to stop it from flashing.
- If you want to start a new game with the current game mode, press and hold NEW GAME.



standard (klondike) solitaire

The game starts with 0 points. Cards are turned over one at a time or three at a time each time you press DRAW. You can pass through the deck as many times as you like.

Points	Action
5	Each card moved from the deck to card stacks.
5	Each face down card turned face up.
10	Each card moved from deck or card stacks to suit stacks.
-15	Each card moved from suit stacks back down to card stacks.
-20	After 3 passes through the deck at 3-card games.
-100	Each passes through the deck at 1-card games.

vegas-style solitaire

The game starts with 500 points and points are accumulated between consecutive games. You can only make one pass through the deck when you turn over one card at a time or three passes when you turn over three cards at a time.

Points	Action
-52	Starting a new game.
5	Each card moved from the deck or card stacks to suit stacks.
-5	Each card moved from suit stacks back down to card stacks.

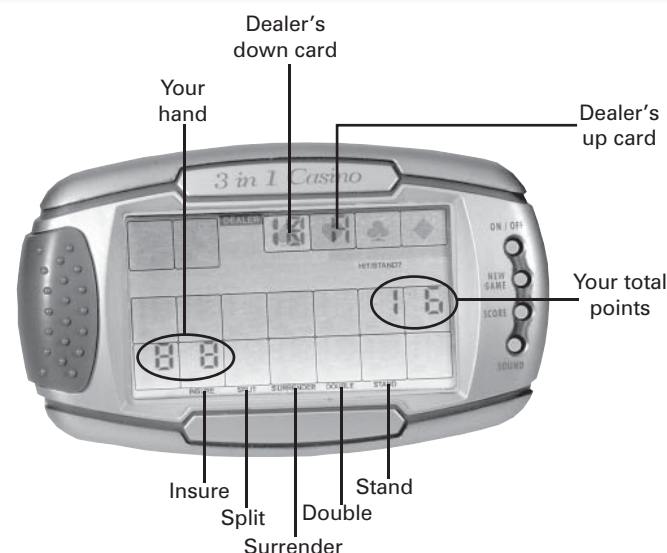
blackjack

getting started

The object of Blackjack is to defeat the dealer by getting more points than the dealer without exceeding 21 points.

playing the game

1. Hit DEAL/DRAW icon to start game with minimum bet or repeatedly hit the BET icon to place a bet of 20 (minimum), 40, 60, 80, or 100 (maximum) points, then press DEAL/DRAW ICON. The game deducts the points from your total and automatically deals you 2 cards.
2. Use your stylus to choose an option: INSURE, SPLIT, SURRENDER, DOUBLE, STAND, or press the HIT icon to get more cards.
3. After each round, the display shows the game status.
4. Repeat steps 1—3 or press DEAL/DRAW (play with current betting amount) to start another round.



game strategy

Insurance: If the dealer's up-card is an Ace, you can press INSURE to place an insurance bet. If the dealer has a Blackjack, 1.5 times your insurance bet are added back to your total. If the dealer does not have a Blackjack, you lose your insurance and continue the hand.

Initial Bet	Insurance Bet	Payoff on Insurance bet if Dealer has Blackjack
20	10	15
40	20	30
60	30	45
80	40	60
100	50	75

Split: If your first two cards are a pair, SPLIT appears. Hit SPLIT to split the cards and play two hands, which are indicated by -1- (hand one) and -2- (hand two). Your bet doubles, and is subtracted from your score.

- You cannot split if your point score is less than your bet.
- If you get a blackjack after splitting, you win only the amount of points you bet, not the 5-to-2 payoff for blackjack.

Surrender: If you do not think you can beat the dealer's hand, you can hit SURRENDER to give up your hand. The hand ends and you lose half your bet.

Double: If you think you can beat the dealer's hand with only one more card, you can hit DOUBLE to double your bet on any initial two-card combination. Your bet automatically doubles and you receive one more card only.

- You cannot double down if your point score is less than your bet.

Stand: Hit STAND if you are satisfied with your hand and do not want to hit, split, or double. Play goes to the dealer.

Hit: Press HIT to request an additional card if you are not satisfied with your current hand.

The game deals a card each time you press HIT until you stand, get 21 points, or have a total of more than 21 (bust).

counting the deck

- The deck consists of three standard 52-card decks.
- Numbered cards count at face value. For example, a four is worth four points, and an eight is worth eight points.
- The 10 and face cards (Jack, Queen, and King) count as 10 points each.
- You can count an Ace as either 1 or 11 points.

betting

The game starts with 10,000 points. Whoever wins the hand collects the bet. Bets are paid off evenly, except in the following instances:

- If you get a total of 21 points on the first draw, you get a 5-for-2 payoff — you win 50 points for your 20-point bet.
- If you double your bet, you can win four times the amount you bet. For example, if you bet an additional 20 points, you would win 40 points and receive a total of 80 points (including the 40 points you bet).
- If you split your hand, you can win double stakes (you bet an additional 20 points on the second hand and win both hands for a total of 40 points).
- If you surrender your hand, you only lose half of your bet.

winning

- Your total is 21 points or less, but more than the dealer's total.
- The dealer's total is more than 21 points.
- The two cards you are dealt are an Ace and a 10-count card and the dealer does not have a Blackjack.

losing

- Your total is less than 21 points and is less than the dealer's total.
- Your total is more than 21 points.
- The dealer gets Blackjack and you do not.
- Your total is 21 points but the dealer gets Blackjack.

pushing

You push (tie) when you and the dealer have the same total hand (21 or less). Your bet is returned to you and play continues with the next hand.

poker

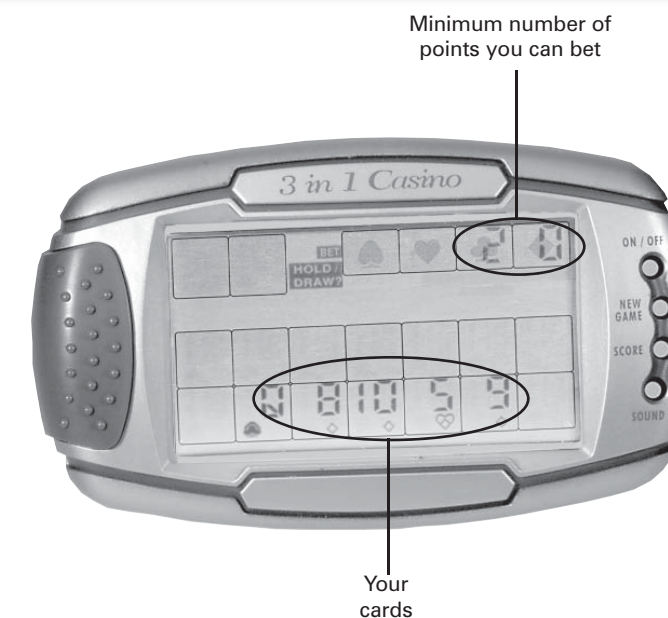
getting started

The object of the game is to finish with the best poker hand at the table and win the pot.

- Draw Poker deals five different cards on the display.
- Each card's suit symbol (heart, diamond, club or spade) appears below it.
- Select the cards you want to hold, and then draw one or more new cards in order to get a winning poker combination and score points.

playing the game

1. Hit DEAL/DRAW to start game with minimum bet or repeatedly hit BET to set a bet of 20 (minimum), 30, 40, 50, 60, 70, 80, 90, or 100 (maximum) points.
2. Hit DEAL/DRAW. The game automatically deals five cards and deducts the points from your total if you lose.
3. Hit DEAL/DRAW to obtain new cards. Hit the flashing 'H' above each card you want to hold.
5. Hit DEAL/DRAW again to replace the cards you did not hold.
6. Hit DEAL/DRAW ICON to deal a new hand with your current bet or hit BET to reset your bet, and then hit DEAL/DRAW.



game notes

- If you decide to discard the hold card(s), hit the 'H' above it or hit the card again to recover it.
- You can choose to discard all five cards if you are dealt a bad hand, but you may only do this once.

scoring

Each player begins the game with 10,000 points. The following chart lists the winning hands and the multipliers used by the game to determine how many points to award you.

Hand	Description	Bet (20-90)	Max Bet
Royal Flush	A, K, Q, J, 10 of the same suit	250 x	500X
Straight Flush	Five consecutive cards of the same suit	50 x	50 x
4 of a Kind	Four cards of the same value	25 x	25 x
Full House	Three cards of the same value and any pair	8 x	8 x
Flush	Five cards of the same suit	5 x	5 x
Straight	Five consecutive cards of any suit	4 x	4 x
3 of a Kind	Three cards of the same value	3 x	3 x
2 Pair	One pair of cards with the same value and another pair also with the same value	2 x	2 x
Pair Jacks	Pair of Jacks, Queens, Kings, or Aces	1 x	1 x

caring for your game

- Keep your game dry; if it gets wet, wipe it dry immediately. Use and store your game only in room temperature environments. Handle your game carefully; do not drop it. Keep your game away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.
- When the sound becomes weak or distorted, the display dims, or the game stops operating properly, replace the batteries. If the game continues to operate improperly, consult your local RadioShack store.
- If the game stops operating properly, you might need to reset it. Use a pointed object to press the RESET hole on the back of the game.

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