

Deluxe 3-in-1 Casino Game

60-2708

Installing Batteries

You will need...

- Two AAA batteries
- Phillips Screwdriver
- Loosen the screw on the battery compartment cover and remove the cover.
- Insert two AAA batteries, matching the polarity symbols marked inside.
- Replace the cover and secure it with the screw.



Operation

Turning the Game On/Off

To turn on the game, press **DEAL/DRAW/HIT/ON**. To conserve battery power, the game automatically turns off after about two minutes and saves the last game's settings and point total if you do not press any key. To turn the game back on, press **DEAL/DRAW/HIT/ON** again. Press **GAME** to start the game over and remove any accumulated score.

Turning the Sound On/Off

The game is preset to hear sound. To turn the sound off, press **SOUND**. You will hear a confirming tone when you toggle on the sound effects.

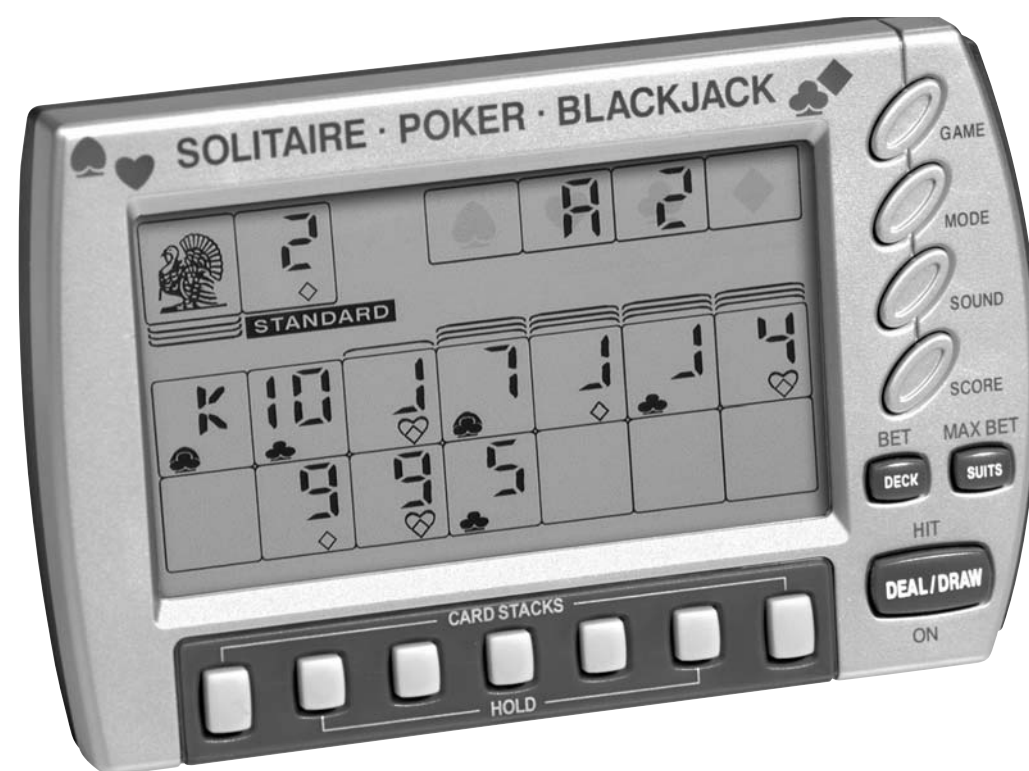
Checking the Score

Hold down **SCORE** to view your current score during a game. Release **SCORE** to continue playing.

Using Bet & Max Bet in Poker/Blackjack

Before you begin a round during Poker or Blackjack, press **BET** to bet points in 10-point increments (minimum 20). Or, press **MAX/BET** to bet the maximum amount of points during that round.

Note: Deck/Suits does not apply to Poker or Blackjack.



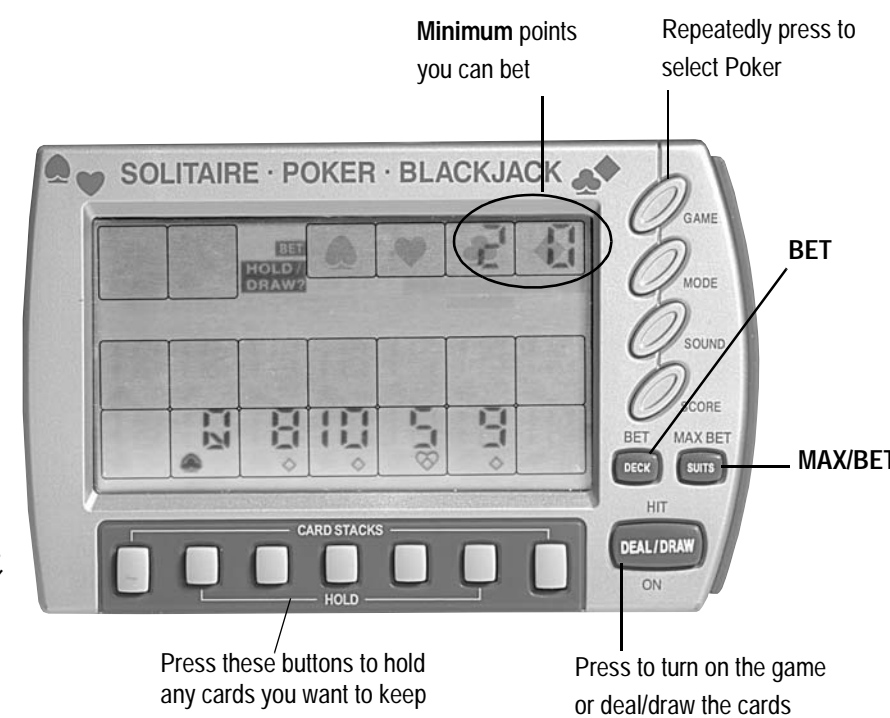
About Poker

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

- Press **DEAL/DRAW** to turn on the game.
- Repeatedly press **GAME** until **POKER** appears.
- Press **DEAL/DRAW** to start a new game. Your current score appears, and 20 appears at the top of the display.
- Press **BET** to place your bet and then press **DEAL/DRAW**. Or, press **MAX/BET** to place a maximum bet (100 points) and press **DEAL/DRAW**.
- Decide which winning poker hand you want to obtain. See **Winning Hands**.
- Press **HOLD** beneath each card you want to keep. **H** appears above the card(s) you held.
- Press **DEAL/DRAW** again. The game deals you new cards to replace any cards you did not hold.

If you win, **WIN** flashes, the game plays a sound effect (if sound is on), the winning hand appears, and the game automatically adds the points won to your total. If you want to change your bet, you must do so before you press **DEAL/DRAW/HIT/ON** to start a new game.

If you lose, **LOSE** flashes, the game plays a sound effect (if sound is on), and the losing hand appears.



NOTE

- Your bet cannot exceed the number of points available to you. For example, if you have 80 points, you cannot bet 100 points.
- You can choose to discard all five cards if the game deals a bad hand, but you only have one chance to improve your hand.
- To discard a card after **H** appears above it, press the corresponding **HOLD** button again. **H** disappears.

Winning Hands

Each player begins the game with 10,000 points. To increase the score, a player must have a winning hand. The following chart lists the winning hands and the multipliers used by the game to determine how many points to award you.

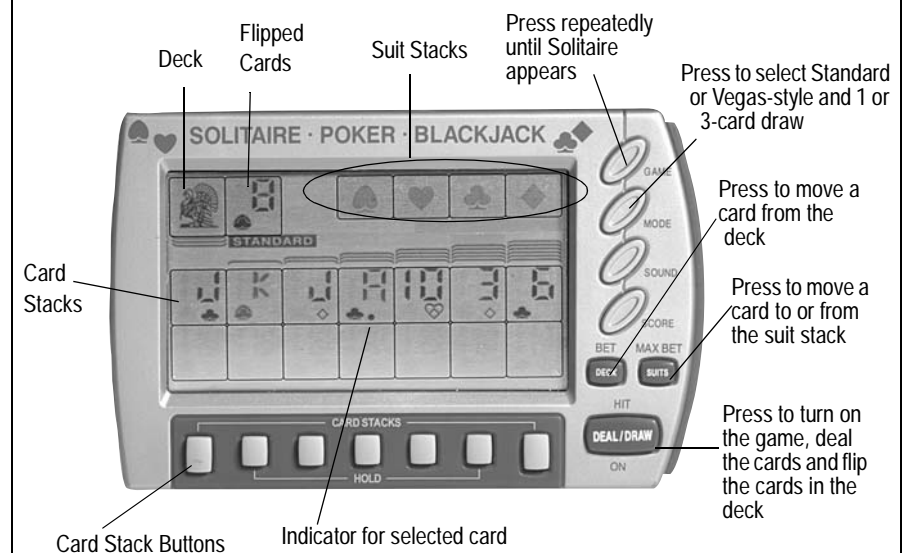
Hand	Description	Bet (20-90 Pts.)	Max Bet (100 Pts.)
Royal Flush	Ace, King, Queen, Jack, and 10 of the same suit	250	500
Straight Flush	Five consecutive cards of the same suit	50	50
4 of a Kind	Four cards of the same value	25	25
Full House	Three cards of the same value and any pair	8	8
Flush	Five cards of the same suit	5	5
Straight	Five consecutive cards of any suit	4	4
3 of a Kind	Three cards of the same value	3	3
2 Pair	Two pairs	2	2
1 Pair, Jacks or Higher	Pair of Jacks, Queens, Kings, or Aces	1	1

For example, if you bet 50 points (out of a possible maximum bet of 100 points) then win with a straight flush, the game multiplies 50 (your bet) by 50 (the multiplier for a straight flush) and awards you 2,500 points. Otherwise, if you pressed **MAX/BET** and then won with a straight flush, the game multiplies 100 (your bet) by 50 (the maximum bet multiplier for a straight flush) and awards you 5,000 points.

About Solitaire

Object of the Game

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. 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. Then, build on the suit stacks in ascending order, beginning with the Ace of each suit.



Playing Solitaire

Playing the Game

- Press **GAME** until **SOLITAIRE** appears.
- Press **DEAL/DRAW**. Then, press **MODE** to toggle between Standard (Klondike) and Vegas-style Solitaire. Press **DEAL/DRAW** to select the style you want. See **Scoring** below for differences between the two game styles.
- Press **MODE** to toggle between **1-CARD** or **3-CARD** style.
- Press **DEAL/DRAW** to select the style and deal the cards.
- To move a card or stack of cards from the card stacks, press the button beneath the card stack you want to move. The card stack and indicator (.) flash. Press the button beneath the desired card stack to move the card(s) to that position.
- To move a flipped card from the deck, press **DECK** and the flipped card flashes. Press the button beneath the desired card stack or press **SUITS** to move the card to the suits position.
- To move cards from the suit stacks, repeatedly press **SUITS** to select the card you want to move. The card flashes. Press the button beneath the card stack to move the card to that position. ✓
- Press **MODE** to start a new game.

NOTE

- To stop a card or stack from flashing, press the corresponding button again.
- If you try to move a card to an incorrect position, the card will not move.

Scoring

Standard Solitaire

The game starts with 0 points. Cards are turned over one at a time or three at a time in the deck. 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 up in the card stacks.
10	Each card moved from the deck or card stacks to the suit stacks.
-15	Each card moved from the suit stacks back down to the card stacks.
-20	After three passes through the deck at 3-card games.
-100	Each pass through the deck after one pass.

Vegas-Style Solitaire

The game starts with 500 points and points are accumulated between consecutive games. You only can make one pass through the deck.

Points	Action
-52	Starting a new game.
5	Each card moved from the deck or card stacks to suit stacks.
-10	Each card moved from suit stacks back down to card stacks.

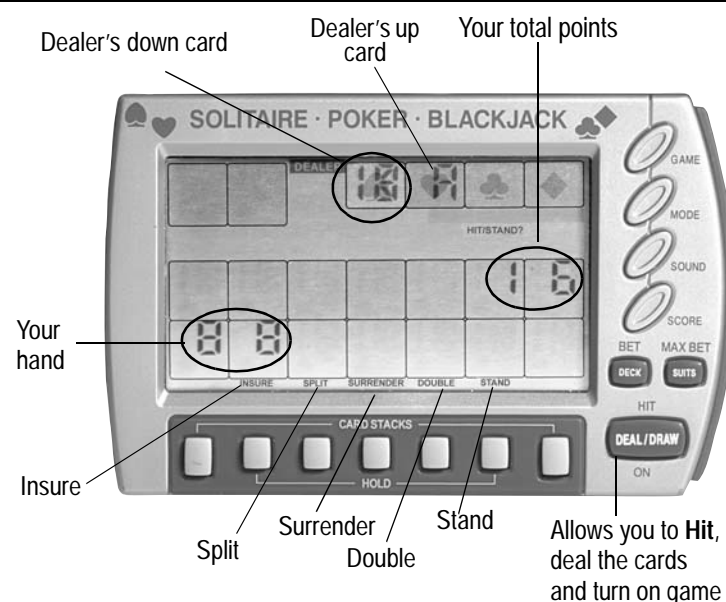
About Blackjack

Object of the Game

The object of Blackjack is to defeat the dealer by getting more points than the dealer (without going over 21 points).

Playing the Game

- Repeatedly press **GAME** until **BJ** appears.
- Press **DEAL/DRAW/HIT/ON**. Your current score appears, and 20 appears at the top of the display.
- Press **DECK/BET** to place your bet.
- Decide on your strategy (**SURRENDER**, **DOUBLE**, **INSURE**, **SPLIT**, **HIT**, or **STAND**). See **Blackjack Strategy** below. Press **DEAL/DRAW/HIT/ON** to deal the cards.
- After each round, the display shows the game status:
 - If you win, you hear a sound effect (if sound is turned on), **WIN** and the player's and dealer's point totals from the hand appear.
 - If you lose, you hear a sound effect (if sound is turned on), **GAME OVER** and the player's and dealer's point totals appear.
- Repeat steps 4-5 or press **DEAL/DRAW/HIT/ON** to start another round.



Blackjack Strategy

Insurance

If the dealer's up-card is an Ace, you can press **INSURE** to place an insurance bet (Refer to the chart below). If the dealer has a Blackjack, 11/2 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. ✓

Split

If your first two cards are a pair, **SPLIT** appears. Press **SPLIT** to split the cards and play two hands, which are indicated by **SPLIT1** (hand one) and **SPLIT2** (hand two). Your bet automatically doubles and is subtracted from your score. ✓

Surrender

If you do not think you can beat the dealer's hand, you can press **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 press **DOUBLE** to double your bet on any initial two-card combination. Your bet automatically doubles and you only receive one more card. ✓

Stand

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

Hit

Press **DEAL/DRAW/HIT/ON** to request an additional card if you are not satisfied with your current hand. Your running total appears. ✓

NOTES

Insurance

You cannot buy insurance if no Ace appears in the dealer's up card.

Split

- You cannot split if your point score is less than your initial bet. For example, you cannot split if your bet is 20 points but you only have 10 points remaining. If you get a Blackjack after splitting, you win only the amount of points you bet, not the 5-to-2 payoff for Blackjack.

Double

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

Hit

The game deals a card each time you press **DEAL/DRAW/HIT/ON** until you stand, reach 21 points, or have a total of more than 21 (bust).

Using Insurance

Initial Bet	Insurance Bet	Payoff
20 or 30	10	15
40 or 50	20	30
60 or 70	30	45
80 or 90	40	60
100	50	75

Blackjack Rules

Counting the Deck

- 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 when:

- If you Blackjack (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, Losing, and Pushing

You win your bet in the following cases:

- If your total is 21 points or less, and is more than the dealer's total.
- If the dealer's total is more than 21 points.
- If the two cards you are dealt are an Ace and a 10-count card (blackjack), and the dealer does not have a Blackjack.

You lose your bet in the following cases:

- If your total is less than 21 points and is less than the dealer's total.
- If your total is more than 21 points (**BUSTED** appears if your total exceeds 21 points.).
- If the dealer gets Blackjack and you do not.
- If your total is 21 points but the dealer gets Blackjack.

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.

Hints & Tips

- If the game stops operating or does not operate properly, you may need to reset it. Press the **Reset** hole on the back of the game with a straightened object, such as a paperclip or straight pen.
- Keep the game dry. Use and store in normal temperature environments only. Wipe it with a damp cloth occasionally to keep it looking new.
- If your game does not perform as it should, take it to your local RadioShack store for assistance.

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