

# INSTRUCTIONS

For 1 or 2 Players

AGES 8+

Item No. 59345

# Black Jack

CASINO GAME



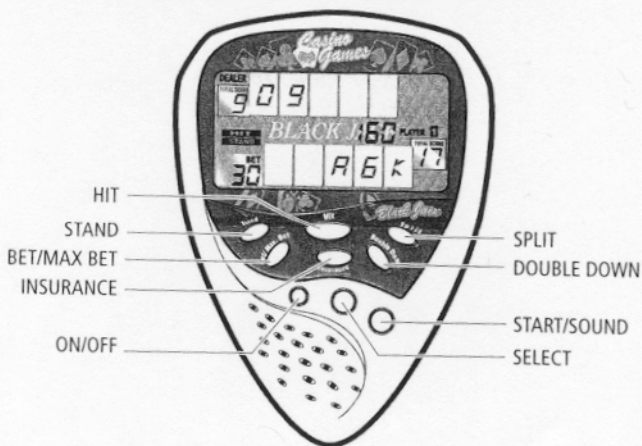
**TIGER**  
Games

Get a Tiger!  
Get the Roar!

## IMPORTANT

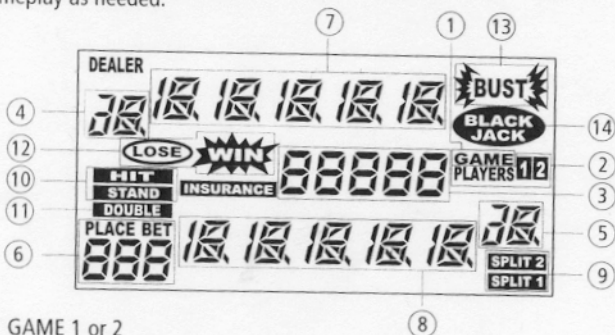
- If this game malfunctions or "locks up," press the ON/OFF button a few times or use a ballpoint pen to press the RESET button on the back of the game unit. If the game still doesn't function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.

## A Look at the Game Unit



## Game Screen

Some of these images appear on screen at all times. Others appear during gameplay as needed.



1. GAME 1 or 2
2. PLAYER 1 or 2
3. TOTAL SCORE OF PLAYER(S) - "PLAYER 1" "PLAYER 2"
4. COMPUTER DEALER'S HAND RUNNING TOTAL
5. PLAYER'S HAND RUNNING TOTAL
6. PLACE BET - 10 to 50
7. COMPUTER DEALER CARDS
8. PLAYER CARDS
9. SPLIT - Reminder that you may split your hand
10. HIT / STAND - Reminder that you may press either button
11. DOUBLE - Reminder that you may double your bet

- 12. WIN / LOSE - Appears if you win or lose the game
- 13. BUST - Appears if you or the computer dealer go over 21
- 14. BLACKJACK - Appears if you or the computer dealer wins with 21 on the first two cards

- ON/OFF** - Press to turn the game on and off. To end a game in progress and start a new game, press the ON/OFF button twice.
- SELECT** - Press to select Game 1 (you against the dealer) or Game 2 (you and a friend against the dealer).
- START/SOUND** - Press to begin play. This button may also be pressed during the game to turn the sound off and on.

Following are brief descriptions of the buttons used to play the game. Details and examples will be given later in the instructions.

- BET/MAX BET** - Press to bet a specified amount for each hand, or to bet the maximum amount for each hand (10 minimum to 50 maximum, in increments of 10).
- HIT** - Press to deal two cards to you and two cards to the dealer at the beginning of each hand. Press again to deal yourself another card.
- STAND** - Press when you do not want any more cards.
- DOUBLE DOWN** - Press to double your bet after you get your first two cards.
- SPLIT** - Press to "split your hand" if you are dealt two cards with the same number. This will give you a second hand of cards to play.
- INSURANCE** - Press to buy insurance only if the computer dealer's face-up card is an Ace. Insurance gives you a chance to protect your winnings if the computer dealer gets Black Jack.

The origin of Black Jack is still debated, but it probably evolved in 16th century France. The French called the game "vingt-et-un" ("twenty-and-one"). By the mid-1800s, Americans were calling it "Black Jack." That's because a player who was dealt a Jack of Spades (worth 10) and an Ace of Spades (worth 11) as the first two cards won additional money for getting exactly 21. And, of course, Spades are black. However, black and red card suits have no role in this game. Only the card values (numbers 2-10, Ace, Jack, King and Queen) have relevance.

## **OBJECT OF THE GAME**

In short - try to get as close to 21 as you can. That means building a hand that has a total value as close to 21 as possible without going over, but still has a higher total than the computer dealer. If the total value of your cards is closer to 21 than the computer dealer, you win as much as you bet.

### **Black Jack:**

If the total of your first two cards is exactly 21, you get a Black Jack. When that happens, Black Jack appears on the screen. You win 3 to 2 on your bet, as long as the dealer does not also have Black Jack.

Note: Black Jack always beats a score of 21 that consists of three or more cards.

### **Bust:**

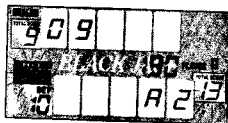
If the total value of your cards exceeds 21, your hand loses (or "Busts.") When that happens, "BUSTS" appears on the screen. You lose your bet.

If the total value of the computer dealer's cards goes over 21, you win.

### **Push:**

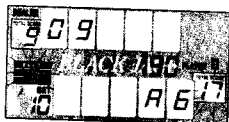
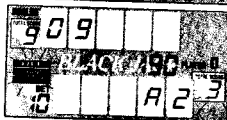
If both you and the computer dealer have Black Jack (or if both have the same total from 17 to 21), the game results in a "push." The word "PUSH" appears on the screen. This means that no one wins, but you receive your bet back.

- Card suits have no meaning in this game.
- Cards 2 through 10 are face value.
- Jacks, Queens and Kings have a value of 10.
- Aces have a value of 1 or 11. If you are dealt an Ace, you will see the two different total values for your hand flashing back and forth.



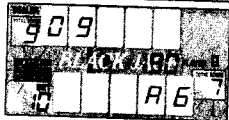
### Example 1:

If you have an Ace and a 2, you will see the total value of your hand flashing between the number "3 and 13."



### Example 2:

If you have a 6 and an Ace, you may consider your hand to be 17 or 7.



Do the following:

1. Press the **ON** button.  
(Your game will shut off automatically after 3 minutes of non-use. Simply press any button to return to where you left off.)
2. Press the **SELECT** button to choose a game. Game 1 is one player (you against the computer dealer). Game 2 is two players (you and a friend against the computer dealer).
3. Press the **START** button to begin playing.

The directions below are for a one-player game, but they also apply to a two-player game. Simply watch the screen for prompts that indicate Player 1 and Player 2.

At the start of your turn, do the following:

1. Press **BET/MAX BET** to place your bet.
2. Press **HIT** to deal two cards to you and two cards to the computer dealer.
3. Press one or more of the following buttons, as explained later in the instructions: **HIT, STAND, SPLIT, DOUBLE DOWN, INSURANCE.**

Each of the above steps is explained in detail as follows:

### 1. **Placing Your Bet**

You start a game with 200 points. Before any cards are dealt, the screen will prompt you to "PLACE BET." The minimum bet is 10 points (per hand) and the maximum is 50 points.

- Press **BET/MAX BET** repeatedly to increase your bet from 10 to 50, in increments of 10. If you continue pressing the button, it returns to 10.
- Press and hold **BET/MAX BET** for one second to select a 50 point maximum bet.

As you place your bet, you will see your total point score go down. If you drop below zero points, you'll see a negative sign in front of your score.

### 2. **Deal the First Two Cards**

Press **HIT** to automatically deal two cards to you and two cards to the computer dealer. Your two cards will appear face up. Only one of the computer dealer's two cards will appear face up. The computer dealer's other card will remain face down until you (as well as the other player in a 2-player game) have completed your hand(s). A running total of your hand (as well as the computer dealer's face-up hand) will show on the screen.

Note: Occasionally, the computer dealer will win automatically if it gets Black Jack with the first two cards.

### 3. Press Additional Buttons

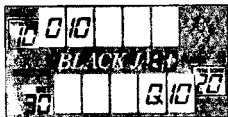
Press one or more of the following buttons as applicable:

#### HIT

If you are not satisfied with the total of the two cards you were dealt, press **HIT** to get another card.

#### STAND

If you are satisfied with the total of the two cards you were dealt (and don't want any more), press **STAND**.

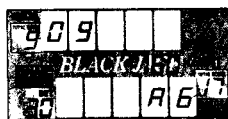


Example: If you are dealt two cards with a total value of 20, your best option is to "stand."

After pressing **STAND**, control moves to the other player (in a two-player game), or to the computer dealer.

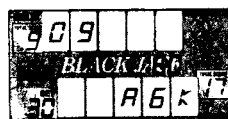
#### HARD HAND VS. SOFT HAND

A hand with an Ace valued at 11 is considered "soft."



Example: A hand with an Ace and a 6 is a "soft 17."

A hand with an Ace valued at 1 is considered "hard."



Example: A hand with an Ace, 6 and a King is a "hard 17."

The computer dealer must always press **HIT** again to draw a new card if it holds a "soft 17." It's your choice whether or not to press **HIT** again if you have a "soft 17."

## SPLIT

If you are dealt two cards with the same number (ignore the suit), you will see the word "SPLIT" flashing on the screen ("SPLIT 1" for asking player 1; "SPLIT 2" for asking player 2). You may want to consider "splitting your hand" into two separate hands, and play them independently.

- If you decide not to split your hand, simply press **HIT** or **STAND** as usual.



Example: If you are dealt two 10's, your best choice is NOT to split, but to **STAND**.

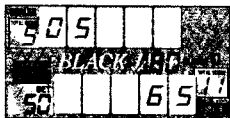
- If you decide to split your hand, press **SPLIT**. A matching bet amount will be applied to your second hand. That amount will be deducted automatically from your total point score. The screen will then direct you to complete one hand at a time.

## SPLITTING ACES

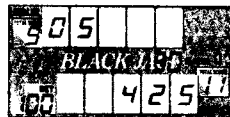
If you decide to split two Aces and get a card with a value of 10 with either split hand, the hand is not considered a Black Jack, but is treated as normal 21. Therefore, you do not collect 3 to 2 on your bet.

## DOUBLE DOWN

After getting your first two cards, you may double your bet by pressing **DOUBLE DOWN**. Once you do so, however, you may only **HIT** for one additional card.



Example 1: If you are holding a 6 and a 5 (total of 11) against the dealer's face-up 5, you have a good chance of winning the hand by drawing one additional card. Therefore, you decide to double your bet.



Example 2: If you placed a maximum bet of 50, and then bet "double down," you would be betting 100 points on one hand.

You may also "double down" on your bet after splitting your hand. After the computer dealer adds a card to your first new hand, and adds a card to your second new hand, press **DOUBLE DOWN**. The computer dealer will then add a card to your first hand, and you may begin making play decisions on it.



## INSURANCE

If the computer dealer's face-up card is an Ace, it has a fair chance of getting Black Jack. If you think that the computer dealer has Black Jack, you can purchase insurance against the dealer's Black Jack. When this happens, "INSURANCE" flashes on the screen. To purchase insurance protection, press **INSURANCE**.

- If the dealer does have Black Jack, the insurance pays you 2 to 1 odds on your insurance bet.
- If the dealer does not have Black Jack, you lose half of your original bet. Your original bet is then settled as usual by comparing your cards with the computer dealer's cards. If you and the computer dealer both have Black Jack, the game results in a "push." As stated earlier, this means that no one wins, but you receive your bet back.

## FINISHES

When you have completed building your hand, the computer dealer then turns over its other card, and continues to draw cards until its total is greater than 16. The computer dealer must also draw another card if it has a "soft 17." (See Hard Hand vs. Soft Hand section of the instructions.)

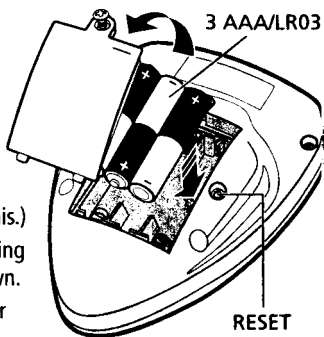
- If the total value of your cards is closer to 21 than the computer dealer, you win as much as you bet.
- If the total value of your first two cards is exactly 21 (and the computer dealer's is not), you win Black Jack with a 3 to 2 pay off on your bet.
- If the total value of the computer dealer's cards goes over 21, you win.

Your game unit will shut off automatically after three minutes of non-use. However, it will "remember" where you left off in the game. Press any button for play to resume. All of the icons will remain in the last playing location and your score will be retained.

### 3 "AAA/LR03" BATTERIES REQUIRED (INCLUDED).

To replace the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment on the back of the unit and open the door.
2. Carefully remove the old batteries. (Do NOT use a metallic object to do this.)
3. Insert 3 "AAA/LR03" BATTERIES, making sure to align the "+" and "-" as shown.
4. Replace the battery compartment door and tighten the screw.
5. In case the game malfunctions or "locks up", press RESET button to initialize the unit.



### **IMPORTANT: BATTERY INFORMATION**

Please retain this information for future reference. Batteries should be replaced by an adult.



### **CAUTION:**

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.

4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.
9. Do not dispose of batteries in fire. Battery may explode or leak.
10. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the US doctor phone (202) 625-3333 collect.
11. Make sure the batteries are inserted correctly and follow the toy and battery manufacturer's instructions.

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the computer, or push in the **RESET** button.



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

If Casino Game is damaged or something has been left out, **DO NOT RETURN IT TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.  
PO Box 200, Pawtucket, RI 02862

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

## 90-Day Warranty

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S.\$4.99. Payments must be by check or money order payable to Hasbro Inc.

**The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.**

All product returned must be shipped prepaid and insured for loss or damage to:

Hasbro Inc.  
Consumer Returns A-847  
1027 Newport Ave.  
Pawtucket, RI 02862

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

**THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HASBRO IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary, from state to state.

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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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