



MODEL 71063 P/N 82359000 Rev.A  
For 1 player / Ages 8 and up

## INSTRUCTION MANUAL

### WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR PLAY TV

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Card Night brings the excitement of the casino right into your living room, with a variety of classic and new Solitaire, Poker and Blackjack games!

## SETTING UP PLAY TV CARD NIGHT

### INSTALLING THE BATTERIES

#### Base Unit

Using a screwdriver, loosen the screw in the battery compartment door on the unit. Remove the battery compartment door.

Insert Four (4) AA batteries (we recommend alkaline) into the compartment. Make sure the negative (-) ends are against the springs.

Replace the battery compartment door and tighten the screw.

#### Remote Control

Using a screwdriver, loosen the screw in the battery compartment door on the unit. Remove the battery compartment door.

Insert Two (2) AAA batteries (we recommend alkaline) into the compartment. Make sure the negative (-) ends are against the springs.

Replace the battery compartment door and tighten the screw.

## CONNECTING PLAY TV CARD NIGHT TO YOUR TV OR VCR

### CONNECTING TO YOUR TV

To connect Play TV Card Night directly to a TV, the TV must be equipped with audio and video input jacks. They are commonly found on the front of the TV near the contrast, color and picture adjustment controls; or on the back of the TV near the antennae and cable/satellite jacks.

- Insert the yellow video plug from the unit into the Video-In (yellow) jack on the TV.
- Insert the white audio plug from the unit into the left Audio-In (white) jack on the TV.
- Set your TV to the appropriate video input mode. (See your TV's operating manual for details.)

### CONNECTING TO YOUR VCR

If your TV doesn't have audio and video input jacks, you can connect Play TV Card Night to your VCR.

- Insert the yellow video plug from the unit into the Video-In (yellow) jack on the VCR.
- Insert the white audio plug from the unit into the left Audio-In (white) jack on the VCR.
- Set your TV and VCR to the appropriate video input mode. (See your TV and VCR operating manuals for details.)

### CONNECTING TO TV WITHOUT A/V INPUTS

If your TV does not have audio and video input jacks you need to purchase a RF MODULATOR to convert the A/V output from the game to the Antenna/Cable input on your TV.

This can be purchased at most electronic product retailers for approximately \$25 to \$30.

### ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

## BUTTON FUNCTIONS

**On•Off** - Turns the game on and off. Unit only turns off if the Remote Control is placed onto the Base Unit. If the Remote Control is not returned to the Base after playing, the game will automatically shut off after 15 minutes.

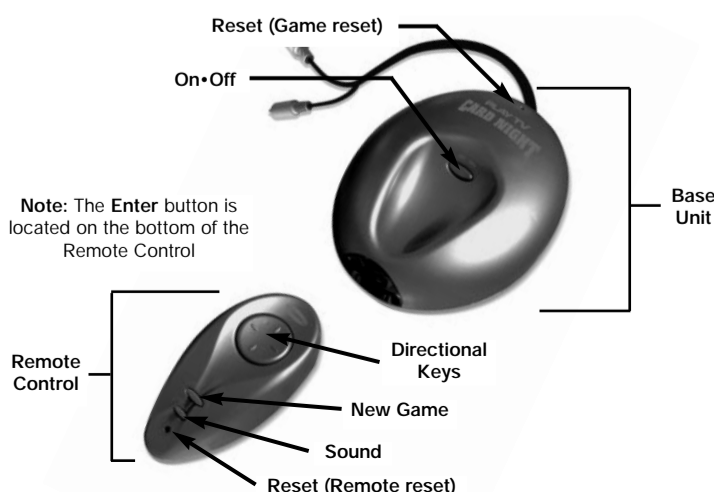
**Enter** - Confirms your game selection.

**New Game** - Allows you to select a new game at any time during game play. [Note: You must press and hold the button for about 2 seconds.]

**Directional Keys** - Use these keys to move the cursor across the screen.

**Sound** - Turns the background sound on and off.

**Reset** - Resets the game during game play. [Note: All game high scores will be erased, reset of Remote Control cannot reset the game, only the reset on Base Unit can reset game during game play.]



## MOVING THE CURSOR

In each game, a white cursor (arrow) will appear on the screen. Using the Directional keys, you can move the cursor up, down, left, right and across the screen.

- To select and move cards, or select game options, place the cursor directly on the card or game option and press the **Enter** button.

## GETTING STARTED

- Remove the Remote Control from the Base to turn on the game. After a brief animation, you'll see the Main Menu. (Press any button to skip the animation)
- If Remote Control is not in the Base, press the **On•Off** button on Base Unit to turn on the game.
- Use the **Directional** keys to place the cursor on one of the game options at the top of the Main Menu: Solitaire, Poker or Blackjack.
- A new game menu will automatically appear on the screen.

## SELECTING A GAME

To select a game, use the **Directional** keys to place the cursor on the game you'd like to play. Then press the **Enter** button.

- In Solitaire mode, you can play Klondike Solitaire, Vegas Solitaire, Poker Solitaire, Pyramid Solitaire, Spiderette and Lockout.
- In Poker mode, you can play Draw Poker, Deuces, Joker Poker or Lo Ball.
- In Blackjack mode, you can play Blackjack 21 or Face Up.

## SELECTING A CARD

To select a card, use the **Directional** keys to place the cursor on the desired card. Press the **Enter** button and the card will become highlighted. (If you change your mind, press the **Enter** button again and the card will not be highlighted.)

## GAME OPTIONS

During game play, you will see several red "tabs" on the left-hand side of the screen. As you move the cursor over each tab, it will appear as a pop-out menu and reveal a game option.

- To select a game option, place the cursor on the option you want and press the **Enter** button. To return to your game, press the **Enter** button again or move the cursor off of the tab and press **Enter**.

## TIMER

Playing with the timer on adds extra pressure to your game and allows you to earn extra bonus points. When the timer is turned on, a timer icon will appear on the screen. (Available on select games)

## SCORE

- **High Score:** Highest score achieved [Note: If unit is reset by pressing the **Reset** button on Base, changing batteries, or unplugging (if using AC option) all high scores will be erased.]
- **Current Score:** Score of the game currently being played or most recently played.
- **Win% & Games Played:** Displays the win percentage based on consecutive games played. This will reset once a different game is selected or when player returns to the Main Menu.

## PAY

Displays the scoring system and/or pay tables

## BACKGROUND

To customize your game, you can change the color or pattern of the playing table.

## CONDENSED

Shows a condensed layout of your cards (half of the number/letter/suit is shown). [Note: Sometimes a condensed layout is forced if a stack of cards is too long for the screen.]

## EXPAND

Shows an expanded layout of your cards (entire number/letter/suit is shown).

## MOVING A CARD

During game play, you may need to move cards from one location to another, to fill an empty space in a tableau of cards, or to place a card on top of another card.

- To move a card, use the **Directional** keys to place the cursor on the card that you want to move. Press the **Enter** button and the card will become highlighted.
- Next, use the **Directional** keys to place the cursor on a second card, or an empty space within a tableau of cards. Press the **Enter** button and the highlighted card will automatically move to the new location.

## KLONDIKE SOLITAIRE

The object of Klondike Solitaire is to use all the cards in the deck to build four suit stacks in order from Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King.

### Row Stacks

You will be dealt twenty-eight cards in seven row stacks. You will build each row stack card face up, in alternating colors, in the order of King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. As the game progresses, you will move these cards to the suit stacks in the upper right-hand corner of the screen.

### Deck

The deck is located in the upper left-hand corner of the screen. When you cannot move any cards in the row stack, you can draw a new card from the deck.

- To draw a card from the deck, place the cursor on the deck and press the **Enter** button. This will turn over three cards (if there are at least three cards left in the deck). The number of passes through the deck is unlimited.

### Suit Stacks

The suit stacks are located in the upper right corner. At the beginning of the game, they are empty. When you draw an Ace, it will automatically move to its suit stack.

### Timer/ Bonus

The number of bonus points you will receive depends upon how quickly you win the game. [Note: Timer can only be turned On or Off at the start of a game, prior to your first card move.]

### Undo

You'll lose 2 points from your score each time you undo your last move.

## BASIC RULES OF KLONDIKE SOLITAIRE

- Row Stacks must be built in descending order of King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2.
- Suit stacks must be built in ascending order of Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King.
- You must play cards in alternating colors. For example, you can play a red card on a black card, or a black card on a red card.
- A card at the top of a row stack can be moved to its corresponding suit stack, as long as the card you are moving is the next card in the sequence. For example, you can move a 3 of hearts from a row and place it on top of a 2 of hearts in a suit stack.
- A sequence of cards can be moved, as a unit, and placed on top of another card. For example, a red 6, black 5 and red 4 can be highlighted and placed on top of a black 7.
- When you turn over an ace, it will automatically move to its suit stack.
- Only a king can be moved to an empty space in the row stacks.

## VEGAS SOLITAIRE

Vegas Solitaire follows the same rules as Klondike Solitaire, but in this game you will begin with 500 points. Points are accumulated between consecutive games.

- Each time you start a new game, you will lose 52 points (one point for each card in the deck).
- You will win 5 points each time you move a card from a row stack or the deck to a suit stack.
- You will lose 5 points each time you move a card from the suit stack back down to a row stack.

- You may only pass through the deck once.
- Deck cards are turned over one (1) at a time

### Timer/ Bonus

The number of bonus points you will receive depends upon how quickly you win the game. [Note: Timer can only be turned On or Off at the start of a game, prior to your first card move.]

### Undo

You'll lose 2 points from your score each time you undo your last move.

## POKER SOLITAIRE

In Poker Solitaire, you will place cards into a grid with 5 horizontal rows and 5 vertical rows to produce poker hands. The higher your poker hands, the higher your score.

- Each row across and each column down forms a poker hand.
- The top card of the stockpile is the first card you will play.
- To move a card, use the **Directional** keys to place the cursor on a space within the grid where you want to place a card. Press the **Enter** button and the card will automatically move to its new location. Once a card is played, it cannot be moved.

Poker Hands	
<b>Royal Flush:</b>	A hand containing an Ace, King, Queen, Jack and 10 of the same suit.
<b>Straight Flush:</b>	All five cards are in sequence, and in the same suit (e.g. 4, 5, 6, 7, 8 of clubs).
<b>Straight:</b>	Five cards in consecutive order, regardless of suit.
<b>Four of a Kind:</b>	Four cards of the same value (e.g. 2H, 2D, 2C, 2S).
<b>Full House:</b>	A pair and 3 of a kind (e.g. 3H, 3D, 9S, 9D, 9C).
<b>Three of a Kind:</b>	Three cards of the same rank.
<b>Flush:</b>	Five cards of the same suit.
<b>Two Pairs:</b>	Two sets of two cards of the same value.
<b>One Pair:</b>	Two cards of the same value.

Pay	
	Royal Flush = 500 pts
	Straight Flush = 300 pts
	Four of a Kind = 160 pts
	Straight = 120 pts
	Full House = 100 pts
	Three of a Kind = 60 pts
	Flush = 50 pts
	Two Pairs = 30 pts
	One Pair = 10 pts

### Undo

You'll lose 10 points from your score each time you undo your last move.

## PYRAMID SOLITAIRE

In Pyramid Solitaire, you will be dealt 28 cards in the shape of a pyramid. The object of the game is to clear all of the cards by selecting single cards or pairs of cards that total 13 (e.g. a queen and an ace, a 9 and a 4, or a single king).

- A card is available for play when it is not covered by another card.

Value System:	
Jacks	have a value of 11
Queens	have a value of 12
Aces	have a value of 1
Kings	have a value of 13 and can be discarded individually
Number cards	have "face value"

## Card Deck

If there are no cards available for play in the pyramid, you should draw a card from the deck at the top left-hand side of the screen. When you select a card from the Deck Pile it will move adjacent to the Discard Pile. A card may still be played when it is in the Discard Pile.

**Note:** If you want to select the card from the deck without moving it to the discard pile, select it after selecting the first card.

### Win Pile

To select a pair of cards, place the cursor on the first card and press the **Enter** button. The card will become highlighted. Place your cursor on the second card and press the **Enter** button. Both cards will automatically be sent to the Win Pile if they total 13.

### Scoring

Thirteen (13) times the number of sets (or individual kings) you have cleared from the pyramid or the deck.

### Timer/ Bonus

The number of bonus points you will receive depends upon how quickly you win the game. [Note: Timer can only be turned On or Off at the start of a game, prior to your first card move.]

### Undo

You'll lose 6 points from your score each time you undo your last move.

## SPIDERETTE

In Spiderette, you will be dealt 28 cards in 7 equal piles. The object of the game is to build the cards in descending order of King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and Ace, regardless of suit, and remove each completed set from the table.

- Single cards and card units can be moved between columns.
- Empty columns can be filled with any single card or a card unit.
- When play comes to a standstill, you can draw new cards from the deck at the bottom left-hand corner of the screen. This will place a new row of cards on top of each stack. Continue to play, if possible.
- When a set is completed, King through Ace with no face down cards, it is automatically removed from the table.

### Scoring

Assembling the cards in the proper order and removing cards from the table accumulates points. (See Pay tab in the game for more detail.)

### Timer/ Bonus

The number of bonus points you will receive depends upon how quickly you win the game. [Note: Timer can only be turned On•Off button at the start of a game, prior to your first card move.]

### Undo

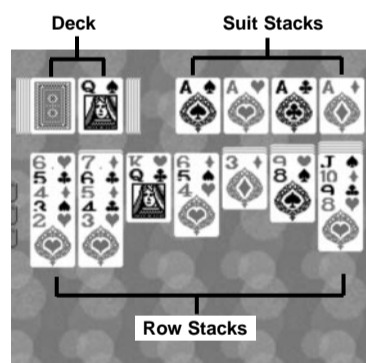
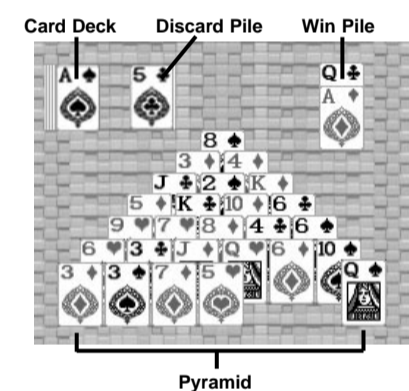
You'll lose 6 points from your score each time you undo your last move.

## LOCKOUT

In Lockout, you will try to fill your scorecard with one of each type of poker hand. You will use a short deck of 24 cards, consisting of a 9, 10, Jack, Queen, King and Ace from each suit.

### Basic Rules

- You will be dealt five cards. Each of the cards can be either held or discarded. If you do not want to hold any of the cards in your hand, you can replace them with new cards from the deck, by pressing **Enter**.
- You may discard and draw new cards twice before you must fill in one of the boxes on your scorecard.
- When you register a hand in the scorecard, you will automatically be dealt a new hand.



## Dealing the cards

To deal the cards, place the cursor over the Deal dial and press the **Enter** button. You may hold or discard and deal new cards twice before you must score the hand.

## Holding a Card

To hold a card, place the cursor on the card you want to hold and press the **Enter** button.

## Discarding a Card

If you do not want to hold any of the cards in your hand, you can draw again to replace them with new cards from the deck.

- If you change your mind and want to discard a card that has been held, place your cursor on the held card and press the **Enter** button.

## Scoring a Hand

When you have created a complete hand, place the cursor on one of the possible hands in the scorecard. Then press the **Enter** button to score it. You can score a hand at any time during the turn but you must score after the 3<sup>rd</sup> spin.

Scorecard
<b>Straight Flush:</b> All five cards are in sequence, and in the same suit (e.g. 4, 5, 6, 7, 8 of clubs).
<b>Four of a Kind:</b> Four cards of the same value.
<b>Flush:</b> Five cards of the same suit.
<b>Straight:</b> Five cards in consecutive order, regardless of suit.
<b>Full House:</b> A pair and 3 of a kind (e.g. 3H, 3D, 9S, 9D, 9C).
<b>Three of a Kind:</b> Three cards of the same rank.
<b>Two Pairs:</b> Two sets of two cards of the same rank.
<b>One Pair:</b> Two cards of the same rank
<b>A's</b> = Total of all Aces in your hand. (Aces = 14)
<b>K's</b> = Total of all Kings in your hand. (Kings = 13)
<b>Q's</b> = Total of all Queens in your hand (Queens = 12).
<b>J's</b> = Total of all Jacks in your hand. (Jacks = 11).
<b>10's</b> = Total of all 10s in your hand.
<b>9's</b> = Total of all 9s in your hand.

## Bonus

If you have at least three (3) 9s, 10s, Jacks, Queens, Kings and Aces, you'll score a 100 point Bonus.

If the total of your Clubs, Spades, Hearts and Diamonds equals more than 80 points, your 100-point Bonus will increase to 200 points.

Pay
<b>Straight Flush = Your Hand x (times) 4</b>
<b>4 of a Kind = Your Hand x (times) 4</b>
<b>Flush = Your Hand x (times) 2.5</b>
<b>Straight = Your Hand x (times) 3</b>
<b>Full House = Your Hand x (times) 2.5</b>
<b>3 of a Kind = Your Hand x (times) 3</b>
<b>2 Pairs = Your Hand x (times) 2</b>
<b>1 Pair = Your Hand x (times) 3</b>

<b>Straight Flush:</b> Five cards, in sequence, in the same suit. The Royal Flush (Ace, King, Queen, Jack, 10) is the highest standard hand and beats all other hands.
<b>Four of a Kind:</b> Any four cards of the same rank. Four of a Kind beats a Full House or any lower hand.
<b>Full House:</b> A Full House is made up of Three of a Kind and One Pair. Full House beats a Flush or any lower hand.
<b>Flush:</b> A hand of five cards, all of the same suit.
<b>Straight:</b> A hand of five cards, in sequence, from different suits. The highest possible Straight is Ace, King, Queen, Jack, 10. The lowest possible Straight is 5, 4, 3, 2, Ace.
<b>Three of a Kind:</b> Three cards of the same rank, such as three 8's. Three Aces are highest; three 2's are lowest. Three of a Kind beats Two Pairs or any lower hand.
<b>Two Pairs:</b> Two cards of the same rank, and two matching cards of any other rank.
<b>One Pair:</b> Any two cards of the same rank.

## Undo

You'll lose 10 points from your score each time you undo your last move.

## BASIC POKER RULES

To start the game, you will place a bet. Once you have placed your bet, place the cursor on the word **"DEAL"** button and press the **Enter** button. You will be dealt a hand of cards.

Next, you must decide to hold or discard your cards. To hold a card, place the cursor on the card itself and press the **Enter** button. The word **"HOLD"** will appear on the card. To clear the Hold, place the cursor on the card and press the **Enter** button again.

Once you are satisfied with the cards you are holding, place the cursor on the word **"DRAW"** and press the **Enter** button. All cards that have not been held will be replaced with new cards.

## Poker Hands

A poker hand is made from the best arrangement of five cards. They are listed in order from highest to lowest value.

## Placing a Bet

You may make a one-time bet before the cards are dealt.

- To place a bet, place the cursor on one of the three chip piles in the bottom right-hand corner of the screen. Press **Enter** button to place your bet. The chip amount you have bet will appear in the bet register.
- If a chip pile is pressed more than once, that amount is added, each time, to the betting amount.
- To see more betting selections, place the cursor on one of the arrows next to the chips and press the **Enter** button. The chips will rotate.
- After your first bet, you may discard some or all of your cards and draw new cards.

## Dealing Poker Cards

To deal your initial hand, place the cursor on the word **"DEAL"** and press the **Enter** button.

## Holding Poker Cards

To hold a card, place the cursor on the desired card and press the **Enter** button. The word **"HOLD"** will appear on the card.

## Drawing Poker Cards

To replace the cards you are not holding with new cards, place the cursor on the word **"DRAW"** and press the **Enter** button.

## Bank Roll

Each of the poker games will display a running total of your bankroll at the top of the screen. Bankroll starts at 10,000 and will reset to 10,000 if all points are lost.

## DRAW POKER

In Draw Poker, you will try to build a poker hand from 5 cards. The higher the hand, the higher your score.

Pay
<b>Royal Flush</b> = 250 x (times) your bet
<b>Straight Flush</b> = 50 x (times) your bet
<b>4 of a Kind</b> = 25 x (times) your bet
<b>Full House</b> = 8 x (times) your bet
<b>Flush</b> = 5 x (times) your bet
<b>Straight</b> = 4 x (times) your bet
<b>3 of a Kind</b> = 3 x (times) your bet
<b>2 Pairs</b> = 2 x (times) your bet
<b>Jacks or Better</b> = 1 x (times) your bet

## DEUCES

In Deuces Poker 2's are wild, which means they can replace a missing card of any suit or value to complete a winning hand. For example, a 2 could complete a straight or replace a missing card in a flush.

Pay
<b>Royal Flush</b> = 300 x (times) your bet
<b>Four 2's</b> = 200 x (times) your bet
<b>Royal Flush W/2's</b> = 20 x (times) your bet
<b>5 of a Kind</b> = 10 x (times) your bet
<b>Straight Flush</b> = 8 x (times) your bet
<b>4 of a Kind</b> = 4 x (times) your bet
<b>Full House</b> = 4 x (times) your bet
<b>Flush</b> = 3 x (times) your bet
<b>Straight</b> = 2 x (times) your bet
<b>3 of a Kind</b> = 1 x (times) your bet

## JOKER POKER

In Joker Poker the jokers are wild, which means they can replace a missing card of any suit or value to complete a winning hand. For example, a joker could complete a straight or replace a missing card in a flush.

Pay
<b>Royal Flush</b> = 500 x (times) your bet
<b>5 of a Kind</b> = 200 x (times) your bet
<b>Royal Flush with Joker</b> = 100 x (times) your bet
<b>Straight Flush</b> = 50 x (times) your bet
<b>4 of a Kind</b> = 15 x (times) your bet
<b>Full House</b> = 7 x (times) your bet
<b>Flush</b> = 5 x (times) your bet
<b>Straight</b> = 3 x (times) your bet
<b>3 of a Kind</b> = 2 x (times) your bet
<b>2 Pairs</b> = 1 x (times) your bet
<b>Jacks or Better</b> = 1 x (times) your bet

## LO BALL POKER

Lo Ball Poker is a variation of poker where the lowest hand wins. It is exactly the opposite of high poker.

## General Lo Ball Rules:

- The lowest possible hand in Lo Ball is the Wheel. The Wheel consists of 5, 4, 3, 2, Ace. It is the best hand and beats every other hand, except another Wheel.
- The second best hand is 6, 4, 3, 2, Ace. Following the 6-4 hand is 6, 5, 3, 2, Ace, then 6, 5, 4, 2, Ace and so forth.
- In Lo Ball, an Ace is always considered a low card, counting as one. For example, a hand of 8, 7, 6, 3 and Ace would be a 9-7 low hand with the Ace counting as one.
- Flushes and straights are disregarded—they do not foul the hand or make it a high hand.
- Any 6 low will beat a 7 low. Any 7 low beats an 8 low, and so forth.

Pay
<b>A, 2, 3, 4, 5 Flush</b> = 500 x (times) your bet
<b>A, 2, 3, 4, 5 Any Suit</b> = 30 x (times) your bet
<b>6, 4+3, 2, A</b> = 25 x (times) your bet
<b>6, 5 + any cards (Ace - 4)</b> = 12 x (times) your bet
<b>7, 4 + 3, 2, A</b> = 8 x (times) your bet
<b>7, 5 + any cards (Ace - 4)</b> = 5 (times) your bet
<b>7, 6 + any cards (Ace - 5)</b> = 3 x (times) your bet
<b>8 + any cards (Ace - 7)</b> = 2 x (times) your bet
<b>2 Pairs</b> = 1 x (times) your bet

## BLACKJACK 21

A Blackjack is a hand consisting of an Ace and a 10-value card (10, Jack, Queen or King) totaling 21. The object of Blackjack is to reach 21 or to have a greater count under 21 than the dealer.

## Placing a Bet

To start, you must place your bet.

- Place the cursor over the amount of chips you'd like to bet and press the **Enter** button. The amount you have bet will be displayed in the bet register.
- To raise your bet, press **Enter** again or move the cursor to a different pile of chips.
- When you have finished betting and are ready to play, place the cursor on the **"DEAL"** icon and press the **Enter** button. The cards will be automatically dealt.



## BASIC BLACKJACK RULES

- You and the dealer will both be dealt two cards. The Dealer's cards are dealt one face up and one face down. Your cards are both dealt face up. Your cards will appear on the bottom of the screen.
- Once you have received your cards, you can decide whether you want to stand or hit.

If you do not have a blackjack, you can ask the dealer to "hit" you. You may draw as many cards as you like, one at a time, but if you go over 21 you will "bust" and lose the hand.

- Kings, Queens, Jacks and 10s are all worth 10.
- Aces are worth 1 or 11.
- All other cards are worth their face value.
- If the dealer's hand is 16 or less, he/she must take a card. If the dealer's hand is 17 or more, he/she must stand.

## Hit

If you want to add another card to your hand, you can ask the dealer to "hit" you.

## Stand

You can choose to stand if you don't want any more cards and want to "stand" with the cards that you have.

## Bust

When you "Bust," you have gone over 21 and have no chance of winning.

## Double Down

If, after receiving your first two cards, you think you can beat the dealer with only one more card, you can choose to double down. This means you will double your original bet, drawing one more card and then standing.

- If you have an opportunity to double down, the **"Double"** button will appear on the right-hand side of the screen. To double down, place the cursor on the **"Double"** button and press the **Enter** button.
- NOTE:** In this game, a Double is only possible on a 10 or an 11.

## Split

If your first two cards are the same value, you may also choose to split your cards so you can play two hands at once. Your original bet will apply to each hand. You can continue to draw cards for each hand independently.

- If you have an opportunity to split, the **"Split"** button will appear on the right-hand side of the screen. To split, place the cursor on the **"Split"** button and press the **Enter** button.
- If you choose to split, you will continue to play the right hand, as normal. The left hand will be shaded to indicate it is not available.
- You can Double Down your split hands if, after 1 hit, either hand totals 10 or 11.

Once you choose to Stand, play will end on the right hand and move to the left hand, or vice versa.

## Surrender

When you think your hand is definitely going to lose, you can choose to surrender. This cuts your losses by folding your hand and forfeiting half of your original bet. You cannot surrender after you have hit.

- If you have an opportunity to surrender, the **"Surrender"** button will appear on the right-hand side of the screen. To surrender, place the cursor on the **"Surrender"** button and press the **Enter** button.

## Insurance

If the dealer's up card is an Ace, you will have the option to buy insurance. This means you will bet half of your original bet that the dealer has blackjack. If the dealer has blackjack, this bet pays 2 to 1. You can only buy insurance when the dealer's face up card is an Ace.

- If you have an opportunity to buy insurance, the **"Insurance"** button will appear on the right-hand side of the screen. To buy insurance, place the cursor on the **"Surrender"** button and press the **Enter** button.

Pay
<b>Double Down Win</b> = 4 x (times) your bet
<b>Blackjack Bonus</b> = 3 x (times) your bet
<b>Blackjack Win</b> = 2.5 x (times) your bet
<b>Winner Hand</b> = 2 x (times) your bet
<b>Insurance</b> = 1.5 x (times) your bet
<b>Push</b> = 1 x (times) your bet
<b>Bonus 6-7-8, 7-7-7 or 6 cards on 21</b>
<b>Dealer stands on 17</b>
<b>Double Down on 10 or 11</b>
<b>Split on any pair</b>

## FACE UP BLACKJACK

Face Up follows the same rules as Blackjack, but offers an additional strategy— all the cards are dealt face up.

Pay
<b>Double Down Win</b> = 4 x (times) your bet
<b>Blackjack Bonus</b> = 3 x (times) your bet
<b>Blackjack Win</b> = 2.5 x (times) your bet
<b>Winner Hand</b> = 2 x (times) your bet
<b>Bonus 6-7-8, 7-7-7 or 6 cards 21</b>
<b>Dealer stands on 16</b>
<b>Double Down on 10 or 11</b>
<b>Split on any pair</b>

## NEW GAME

If you finish a game, or a game comes to a standstill because you cannot play another card, you can start a new game. You can choose to start a new game at any time during game play.

To start a new game, press and hold the **New Game** button for about 2 seconds. You will see a new screen with three options: Continue, Main Menu and New Game.

- Place the cursor on the desired option and press the **Enter** button.
- If you select Continue, you will return to your current game.
- If you select Main Menu, you will quit the current game and automatically go to the Main Menu, where you can select a new game.
- If you select New Game, you will start a new version of the current game.

## TROUBLESHOOTING

- If you don't see the title screen after pressing the **On•Off** button, check to make sure the light on the Base Unit is illuminated. If it is and you still don't see the title screen, check to make sure the video and audio plugs are plugged into the correct locations on your TV or VCR and that fresh batteries are installed in units.
- If your game still malfunctions, insert a blunt object into the **Reset** button to reset your game. (Only the reset on Base Unit can reset the game. The reset on Remote Control can reset Remote Control itself only.)

## REPLACING THE BATTERIES

Using a screwdriver, loosen the screw in the battery compartment door on the units. Remove the battery compartment door. Remove the old batteries and insert four (4) AA batteries (we recommend alkaline) into the Base Unit and two (2) AAA batteries (we recommend alkaline) into the Remote Control unit battery compartment. Make sure the negative (-) ends are against the springs. Replace the battery compartment door and tighten the screw with a screwdriver. Do not over tighten.

Dual Power convenience: You may purchase an AC adapter separately at any electronics store. It should be 6V, 300 Milliamps, with a negative center.

**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 batteries to reset the game, or try new batteries. 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 batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- Do not short-circuit the supply terminals.
- Insert batteries 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.

**IMPORTANT:** Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

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