



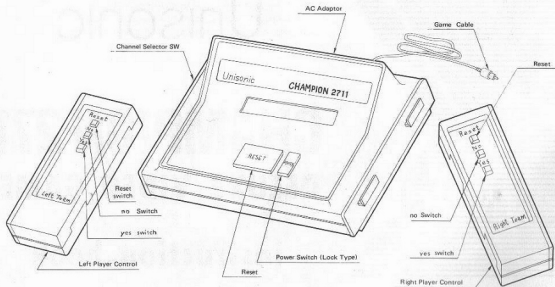
Unisonic<sup>®</sup>

**CHAMPION 2711**  
**DELUXE VIDEO GAMES**

**instruction book**



# 1. GAME SET SWITCH LAYOUT



## 2. SWITCH DESCRIPTION (fig-1)

1. **Power Switch**  
Power ON-OFF
2. **Reset**  
Push Reset . . . . . Reset of system all.
3. **Yes**  
Push Yes: Selection switch for games and number players . . . . etc.  
(See description for each game.)
4. **No**  
Push No: Selection switch for games and number players . . . . etc.  
(See description for each game.)
5. **Channel Selector**  
The channel switch is located on the back side of bottom case, and is used to select either channel 3 or 4 for operation of your TV game set. This switch is normally set at the factory to the channel 3 in your area, move the switch to the channel 4 position. For feature reference, indicate here the channel being used for TV game set.
6. **AC Adaptor**  
The AC Adaptor is plug in to the AC Adaptor socket located on the bottom back side of the TV game set.
7. **Game Cable**  
This is video-output from game and to be connected to the game input of the switch box.

### 3. INSTALLATION (Note: this game only works on AC adaptor)

#### The External Power Jack (AC Adaptor)

Optional attachment, 15 volt external power supply adaptor can be plugged into adaptor jack of the unit.

The channel switch is located on the back side of bottom case, and is used to select either Channel 3 or 4 for operation of your CHAMPION 2711. This switch is normally set at the factory to the Channel 3 position. If a television station is operating on Channel 3 in your area, move the switch to the Channel 4 position.

#### Game Cord

The Game Cord on your CHAMPION 2711 should now be plugged into the Antenna-Game Switch (Switch Box) socket marked Game. Always grasp the Game Cord by the plug and not the cord.

#### Antenna . . . Game Switch

The antenna game switch is provided as a convenience to allow you to select either CHAMPION 2711 or regular TV viewing, without having to disturb your antenna connections.

After its initial installation, you merely move the slide switch to either game position for CHAMPION 2711 or to the TV position for television viewing.

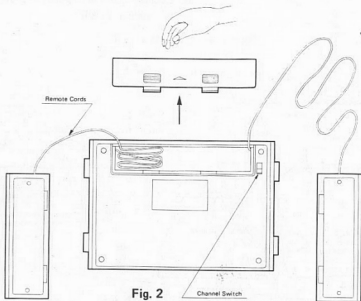
#### Connecting Switch Box

The Switch Box allows you to either watch regular TV programs or play the TV Game with just a flick of the TV/Game Switch. To attach Switch Box to your TV, be sure game is turned OFF. Plug Game Cable into socket labeled Game on Switch Box. Then attach short Twin-Lead Wire to (Refer to the diagram which matches the back of your TV.) (See Fig. 4.) VHF screws, do not remove UHF wire. CHAMPION 2711 is played on VHF only. Then hook up Switch Box as indicated. Connect your antenna to either the "75 ohm" or "300 ohm" connectors on the Switch Box, as illustrated.

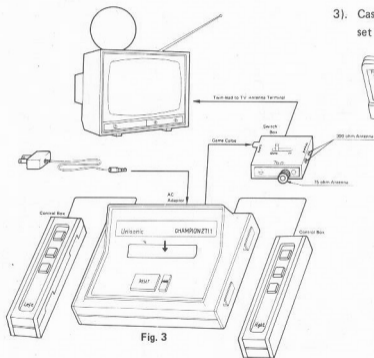
### 3.1 Remote Control Cords

Each cord is stored in the control wire box on the bottom case.

1. Open the cover of control wire box (see fig-2).
  2. Take out and stretch it to the desired length.
- Each cord is stored.

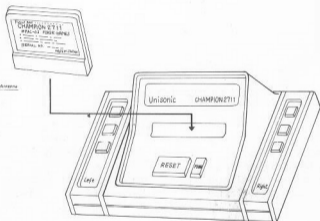


### 3.2 CONNECTION DIAGRAM



### 4. How to insert the cassette

- 1). Please make sure side of the cassette with label facing to you.
- 2). Please insert cassette in to the slit.
- 3). Cassette should be pressed just enough so that cassette will set neatly in the slit.



## 5. CONECTING ANTENNA AND SWITCH BOX

IF THE BACK OF YOUR TV AND THE SWITCH BOX IN YOUR TV GAME RESEMBLES THIS, THEN FOLLOWING THESE INSTRUCTIONS:  
(IF NOT, SEE NEXT PAGE)

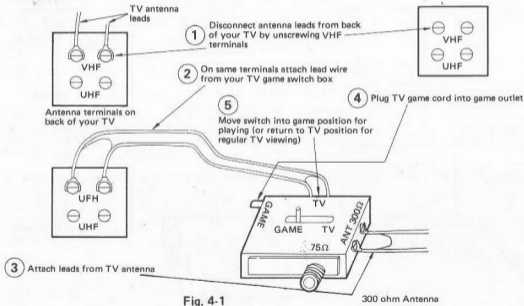


Fig. 4-1

300 ohm Antenna

**IF THE BACK OF YOUR TV AND THE SWITCH BOX IN YOUR TV GAME RESEMBLES THIS, AND YOUR TV ANTENNA IS SINGLE CABLE TYPE (75Ω) THEN FOLLOW THESE INSTRUCTIONS:**

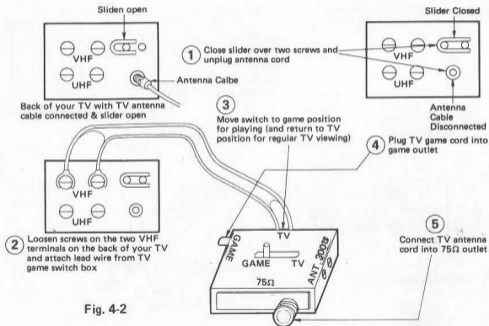


Fig. 4-2



## 6. HOW TO PLAY

### To Play The Game

- (1) Depress "Power Switch" (Push Lock)
- (2) Please make sure Reset button is displays after turning on the Power Switch
- (3) Be sure Switch on Switch Box is in the "GAME" position.
- (4) Turn on your TV SET.
- (5) Use either Channel 3 or 4 on TV SET.
- (6) Without insertion of the optional cassette, only Black jack or Baccarat game appears on the screen.
- (7) Additional game will appear on the screen according to the cassette selected.
- (8) Adjust the "BRIGHT" "CONTRAST" and "FINETUNING" knobs properly so that you can get the right picture. (automatic color adjustment circuit employed.)
- (9) If the picture is being ghosted, center the picture by adjusting the "VERTICAL" and "HORIZONTAL" hold knobs.

## BLACKJACK-BACCARAT

This module contains four games—

- Blackjack—one player
- Blackjack—two players
- Baccarat—one player
- Baccarat—two players

In all these versions, the computer plays an additional hand and acts as the dealer. No additional equipment is needed to play these games.

### GAME SELECTION

Abbreviations "BJ" for Blackjack, "BC" for Baccarat will appear on the screen. A question mark (?) will alternate between the two abbreviations. When the question mark is positioned adjacent to the desired game a player hits the YES button on his remote control-select box. Next the messages, 1 PLAYER, and 2 PLAYER will alternately flash on the screen. When the desired version is displayed, YES button is again depressed.

The same basic display layout is used for all four games. The name of the game being played is shown in the upper-left portion of the screen. The playing control area for each player, which displays the current bankroll value, the current bet value and the hit control message, is displayed down the left of the screen. Each player is dealt cards on his card area, adjacent to his playing control area. The numerical hand value for the current deal, is to the right of the displayed cards. The dealer's (computer's) hand, is the bottommost hand displayed on the screen.

### BANKROLL SELECTION

The players select the amount of their respective bankrolls. These bankrolls are only chosen once, and when it is depleted, the game is effectively ended for the busting player. Initial bankroll may be \$100, \$50, \$20, or \$10.

The four possible bankroll values will be sequentially flashed beside the choosing player's BR, in descending order. When the desired amount is displayed, the selecting player depresses his YES button. Player 1 selects first and when he is finished player 2 chooses in a two player game.

### BET SELECTION

At the start of each hand, and before any cards are dealt, the players select the amounts they wish to bet on that hand.

The possible bets are \$10, \$5, \$2, or \$1. These values will be sequentially displayed in descending order beside the selecting players BT. When the desired amount is displayed, the player depresses his "YES" button. The bet, once entered, is not subject to modification. The bets are chosen, in turn, by the players.

## **DOUBLING (Blackjack only)**

After the initial deal, each player decides whether to double or not. When doubling, a player automatically doubles his bet, and takes one more card from the deck. No future hits are allowed. To double, a player hits his "YES" button when the message DBL? is displayed next to his cards. (If no doubling is desired, he depresses his "NO" button.)

## **INSURANCE BETS (Blackjack only)**

If the dealer's face card is an ace, the players can bet that the dealer has twenty-one. The amount of the insurance bet is equal to the initial bet entered. To enter an insurance bet the player depresses his "YES" button when the message IN? appears on the screen next to his cards. Hitting his "NO" button means no insurance bet is desired. If an insurance bet is placed by any player and the dealer does have twenty-one, the dealer's down card is displayed and the bets awarded. If the dealer doesn't have twenty-one all insurance bets are lost and play continues.

## **HITS**

When a player wishes to draw to his hand from the deck in an effort to improve it, it is called taking a hit. Hits are optional. In other words, a player can choose to stand on the two cards originally dealt. To take a hit a player hits his "YES" button when the question mark is displayed beside his HT. Up to three hits are allowed. Depressing his "NO" button will terminate hitting.

As hits are made, the numerical hand value will be altered to its new value.

## **END OF HAND**

After each player has finished playing to his hand (betting, doubling, hitting, etc.) the dealer will play to his hand. (See rules.) When the dealer's play is finished the hand is ended. The appropriate win and lose messages will be displayed, the players bankrolls updated, and after a brief period of time the card portion of the screen will be cleared in preparation of the next hand. Play now continues.

## **END OF GAME**

There are two ways to end any of the four games. It happens when:

1. A player depresses the game reset button.
2. A player "busts" by depleting his bankroll. When this occurs the message "BUST" will be displayed to signal the end of game.

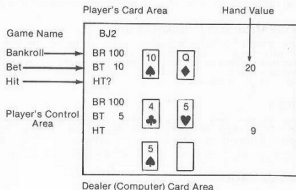
When a game is ended, the game selection mode is reentered.

## **GENERAL RULES**

The standard 52 card deck is used in all four games. Shuffling is done approximately every 3-5 hands in two player games, and every 5-7 hands in one player games.

## BLACKJACK

### PLAYING AREA



*Value of Cards*—The cards have the following values:

1. Aces count either 1 or 11 at the discretion of the player-holder. However, the dealer must value the ace as set down by the game rules (see The Dealer's Turn at Play).
2. Kings, queens, and jacks each have a count of 10.
3. All other cards are counted at their face value: such as ten (10), nine (9), eight (8), etc.

*Object of the Game*—A player tries to obtain a higher total card count than the dealer by reaching 21, or as close to 21 as possible without exceeding that count. If the player's total count exceeds 21, he has busted. He has lost his bet. The player, at his proper turn of play and at his own discretion, may stand or draw one to three cards in an attempt to better his count.

*Betting*—Before the deal begins each player must place his bet in the betting space.

*The Deal*—After all players' bets are down, the dealer, starting with player one, begins dealing clockwise, giving one card face up to each player and one face up to himself. He next deals each player one card face up and one face down card to himself.

## BLACKJACK Continued

*Insurance Betting*—When the dealer's face-up card is an ace, players may make an insurance bet against losing to the banker's possible blackjack. The dealer inquires if any player wants insurance. A player who desires insurance places an amount equal to his present wager on his own hand. When this bet is made, the dealer looks at his down card. If it is a 10-count, he turns it face up and announces a natural. The insurance bet is paid off at the rate of 2 to 1 for every unit wagered. If the dealer's down card is not a 10-count card, the player loses his insurance bet.

*Doubling*—After looking at his two face up cards, the player may elect to double his bet and draw one additional card only. A player must place an amount equal to his original bet on the betting space. The player is then dealt a third and final face up card on the two face up cards.

*The Play*—If the player's two cards total less than 21 he may elect:

1. To stay. Either he is satisfied with his count or he fears that a third card may make his count go above 21.
2. To draw a card or cards. When the player is not satisfied with his count, the dealer then deals another card off the top of the deck face up before the player, next to his original two cards. Although the cards are dealt one at a time, the player may continue to draw up to three cards. When he believes that his count is the best he can get, he stays. If he draws a card that puts his count above 21, he busts. The play moves to player two.

*Dealer's Turn at Play*—If any active player or players are left, the dealer plays his hand. He turns up his hole card so that all his cards are exposed. If his count is 17, 18, 19, or 20, the dealer must stay. If his count is 16 or less, he must draw a card and continue to draw until his count reaches 17 or more—at which point he must stay. If the dealer holds a soft 17, that is, a 17-count that includes an ace, he must also stay. This also applies to a soft 18, 19, or 20.

*Final Settlement*—At the end of his play, the dealer starts with the first active player, paying off players who have a higher count than his with an amount equal to the bet they placed, and collecting the bets placed by players showing a lesser count. If player and dealer have the same count, it is a push, and no one collects or loses. If the dealer busts, he pays off each surviving active player with an amount equal to his bet.

### **...And now, here are tips for winning Blackjack from the Wizard of Odds—Jimmy the Greek. Jimmy the Greek says...**

Blackjack is my favorite casino game, mostly because you can improve the odds in your favor while the game is in action—provided you follow some basic strategies.

Mostly, these strategies are defensive, and are designed to strengthen a bad hand, which is generally called a "stiff."

\*A strong or "hard" hand generally plays itself if the two-card total is 17 or more. Then you stand (decline more cards) regardless of what dealer shows.

## Jimmy the Greek's Tips Continued...

\* A two-card hand that is more than 11 and less than 17 is a problem. It is a stiff. If the dealer shows a strong card (Seven through Ace) you hit your hand once.

\* If you have a stiff hand, and dealer shows a weak (Two through Six) card, you stand—unless your cards total 12 and the Dealer shows a Two or Three, in which case you hit your hand once.

• Strategy can be offensive, too. That's when you employ Splitting or Doubling-Down.

• If your two-card total is 11, always double down. If your total is 10, always double except when Dealer shows Ten or Ace.

• If your total is 9, double unless the Dealer shows strongly, Seven through Ace.

\* The best doubling-down situation is when Dealer shows a Six, and your card total is 11.

• Splitting your hand is another good offensive strategy—when it's done with skill and good management of cards.

\* Always split a pair of Aces, since they can count as 1 or 11 each.

\* Don't split a pair of Face cards, as a rule. You already have a total of 20, almost as good as you can get. Your odds of building-up two Tens are not good.

\* A total of 16 on your two cards is the worst kind of stiff hand. If you got there with two Eights, always split them.

\* Don't split Nines, Sevens, Sixes if the Dealer shows strongly.

\* Never split Fives; the count of 10 is a strong building block in a hand.

Some more general tips:

\* If you have a "soft 18" (one of your cards is an Ace) hit only if the Dealer show a Nine or Ten.

\* Be cautious about "Insurance" bets (dealer showing an Ace). True, the pay off is 2-to-1. The odds against the Dealer having a Blackjack (21) hand are similar to the payoff odds—with a slight edge to the house.

\* Never take an "Insurance" bet if you are holding a Blackjack (21) hand.

You can't lose: the worst that happens is a push (tie with Dealer) and break-even.




Above all—Quit while you're ahead!

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## BACCARAT

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### PLAYING AREA

	BC2	PUSH
BR 108	6	2
BT 10		
HT		YOU LOSE
BR 95	J	J 2
BT 5		 
HT		
		

**Value of Cards.** The ace is the lowest ranking card and has a point value of 1. Kings, queens, and jacks have a value of 10 each. All other cards have their numerical face value, tens have a point count of 10, nines 9, eights 8, etc.

**Object of Game.** To win by holding a combination of two or three cards totaling 9 or as close as possible to 9, or to a two-digit number ending in 9. When the total of the cards is a two-digit number, only the latter digit has any value. Examples: A count of 19 has a value of 9, a count of 23 has a value of 3, and so forth.

**Betting.** Before any cards are dealt, the players make their bets.

**The Deal.** Starting with player one, the computer deals two cards face-up to each player including its own hand. The dealer's second card is face-down.

*The Play.* At his turn each player may:

*Stay*—If he feels he cannot improve his count by drawing a third card.

*Take a Hit*—If he feels he can improve his count by taking a third card.

In any event, only one more card can be drawn by a player to his hand.

*Dealer's Turn of Play.* After the players have made their play, the dealer turns over his down card, and either draws or stays according to the following rules:

1. The dealer will always stay on a count of five or greater.
2. The dealer will always draw a card on a count of four or less.
3. If after the third card the dealer holds a zero count, he will continue to draw up to three more cards or until he holds a non zero count.

*End of Hand.* At the end of the dealer's play, starting with player one, all players' bets are settled. The dealer will pay off bets to the players holding a higher count than the dealer's hand, and collect bets from those holding a lower count. A player holding a count equal to the dealer's has pushed and keeps his bankroll at its present value.



## 9. TROUBLE SHOOTING

SYMPTOM	CAUSE AND REMEDY
No playfield image on screen or whitish-gray screen.	<ul style="list-style-type: none"> <li>*Switch Box set at "TV". Change to "GAME".</li> <li>*Game Cord not properly plugged into Switch Box.</li> <li>*Twin-Lead Wire not properly attached to the rear of TV SET.</li> <li>*AC Adaptor unit not plugged into the wall and/or power On/Off Switch not Pushed LOCK.</li> </ul>
No regular TV programs	<ul style="list-style-type: none"> <li>*Switch Box set at "GAME". Change to "TV"</li> <li>*Antenna wire not properly attached to 3000 ohm screws (or 75 ohm Cable) on Switch Box.</li> <li>*Twin-Lead Wire not properly attached to the rear of TV SET.</li> </ul>
Playfield fuzzy-like weak TV station signal/play-field un-sharp-unsteady.	<ul style="list-style-type: none"> <li>*Poor connections at Antenna Terminals of TV set of Switch Box.</li> <li>*TV set not fine-turned for best picture.</li> <li>*Use fine-tuning knob on TV set and adjust.</li> </ul>
Top and bottom borders of playfield are not at the equal distances from top and bottom edge of TV picture tube.	<ul style="list-style-type: none"> <li>*Adjust vertical height control on TV set.</li> </ul>
Left and Right Borders of Playfield are not at the equal distances from left and right edge of TV picture tube.	<ul style="list-style-type: none"> <li>*Adjust horizontal control on TV set.</li> </ul>
Color does not appear, or not clear on screen.	<ul style="list-style-type: none"> <li>*Use manual color-tuning knob on TV set and adjust. (or use auto-fine tuning)</li> </ul>