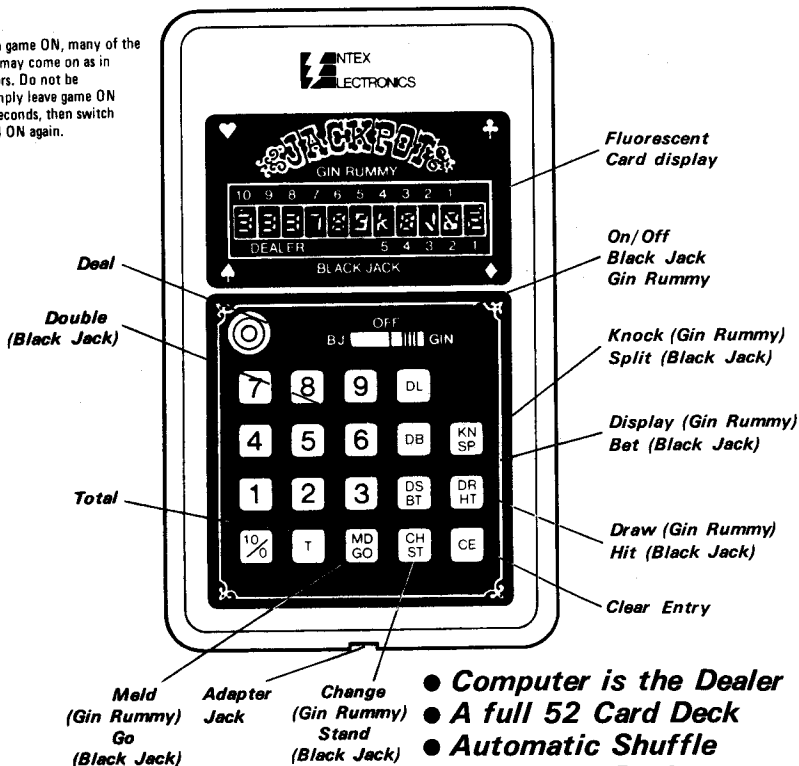




ELECTRONIC JACKPOT
GIN RUMMY & BLACK JACK
HAND-HELD GAME

NOTE:

When you turn game ON, many of the LED's (lights) may come on as in some calculators. Do not be concerned. Simply leave game ON for about 15 seconds, then switch game OFF and ON again.



- Computer is the Dealer
- A full 52 Card Deck
- Automatic Shuffle
- Automatic Deal
- Computer-Controlled Fluorescent Displays
- Electronic Sound Effects

JACKPOT

1

Insert Batteries

Turn game upside down. Press down where shown and slide cover off. Insert 4 "AA" batteries (alkaline type batteries will last longer). Battery positions are indicated inside the battery box. Slide cover back into place.

2

Cards

Each game contains a full 52 card deck. The suits are indicated above and below the card as follows:

HEART	♥	☰	♣	CLUB
SPADE	♠	☷	♦	DIAMOND

Cards 1-9 are shown as digits 1-9. The rest of the cards are as follows:

☐-10, ♠-JACK, ♠-QUEEN, ♠-KING, ♠-ACE, ☐-BACK OF CARD.

3

Control Buttons

Some buttons have two designations such as

KN
SP

. The upper ones are for Gin Rummy and the lower for Black Jack.

GIN RUMMY

1

Object of Game

Dealer and player are dealt ten cards each. The rest of the pack is called the stock. The top stock card is turned face up to form the first "upcard" (referred to as the 0 card in this game). The

player may pick up the upcard or draw a new card off the stock pile. At the end of his turn the player then discards a card to form the new upcard. This continues in turn until each one has had 15 turns.

The object is to form the hand into "matched sets", three or more cards in sequence in the same suit or three or four cards of the same value. Cards that do not form part of a matched set are called "unmatched cards"

After drawing, the dealer or player may "knock" if his unmatched cards (minus one discard) have a total value of 10 or less. The face cards count 10, an ace counts 1 and all other cards have a value of their index number. The dealer or player lays down (melds) his matched cards, discards one discard then lays down his unmatched cards. If the player or dealer knocks and all ten cards are matched then he is said to "Go Gin".

The computer also automatically "lays off" any of the opponent of the knocker's unmatched cards that fit upon the knocker's matched sets.

Sample hand:

Card numbers

10	9	8	7	6	5	4	3	2	1	
5♣	6♣	7♣	8♣	3♠	3♥	♥3	A♣	♥2	2♠	J♣
MATCHED SET				MATCHED SET			UNMATCHED CARDS			
										↑ UPCARD OR TOP OF STOCK (0 CARD)

2

Control Buttons

DL DEAL: Initiates each hand. Shuffles cards and deals 10 cards to player and 10 to the dealer face down, then turns up the top card of the stock pile to start the discard pile.

DS DISPLAY: Turns player's cards face up. Each time player finishes his turn the dealer takes his turn while the cards are flashing. When they stop press DS to turn cards face up.

CH CHANGE: — Has three uses:

- 1) To arrange player's hand. To switch the position of two cards press the numbers above the cards (**1-10**) that represents their position. When the two cards are flashing press **CH** and they switch position. This can be done repeatedly. (**0** card cannot be moved).
- 2) To discard from your hand press the number above the card you want to discard then press **CH**. On your next turn the card you picked up (Up card or top card from stock) will have taken its place.
- 3) **CH** pressed when no card number is pressed automatically discards the card drawn at the beginning of player's turn (up card or top card from stock).

DR DRAW: If you don't want the up card press **DR** to draw a card off the stock. The **0** card will change from the up card to the card drawn from the stock.

KN — KNOCK: When the total value of unmatched cards in your hand is 10 or less (excluding one discard) you can knock. Press **KN** then meld the matched cards in your hand.

MD — MELD: To lay down (meld) matched cards, **MD** is pressed. First press **KN**, then the numbers above the matched cards. When all the cards in one set are flashing press **MD**. You can only meld one set of matched cards at a time. **KN** only has to be pushed once at the beginning.

CE — CLEAR ENTRY: If you make a mistake while arranging cards, melding or discarding push **CE** before **MD** or **CH** and start over again.

T — TOTAL: Press **T** before dealing to show games won and points awarded to dealer and player. The display shows, starting at left side, dealer's games won, points, player's games won and points.

3

Electronic Sound/Lights

- A. Digital display — Shows all cards **A-2-3-4-5-6-7-8-9-0-J-Q-K** plus suit indicators. Also shows cards face down.
- Hand totals — At end of each hand points are shown on right (dealer) or left (player) side of display.
- Game Totals — Number of games won and points for dealer (right) and player (left). At end of game total points is shown then point difference, a few seconds later.
- B. Electronic Sound Effects — Indicates cards dealt, arranging hand, discarding, melding, knocking, hand over and game over.

4

Scoring

At the end of each hand the computer calculates the score and displays it. Each game is played to 100 points. So if on a particular hand the player or dealer goes over 100 points the final score is displayed, including game bonuses, then the difference in score is displayed.

Individual hand scores — The hand with the lowest total card value remaining wins after either player knocks and all sets have been melded. The score will be the total value in the losing hand minus the total value in the winning hand. For example, dealer knocks and has **A-A** (2 points) left in hand, player has **K-J-3-2** (25 points). So dealer gets $25-2=23$ points. There are also bonuses for certain situations as described below.

Bonus Hands

Upon knocking, if all cards are matched, Gin results and the score in addition to the index value of the opponents unmatched cards is increased by a bonus of 25 points. Opponent of the knocker may lay off any of his unmatched cards upon the knocker's sets, thereby reducing his count. If the knocker has the lower count unmatched, he wins the difference. Should his opponent remain with an equal or lesser count, he has undercut the knocker and receives the difference (if any) plus a bonus of 25 points, but the knocker cannot be undercut if he has gone gin. When either player reaches 100 points the game is over. The final scores are calculated as follows. The player who goes over 100 gets a 100 point bonus plus the number of games he won multiplied by 25. The other player gets his score plus the number of games he won times 25. For example if the score was (dealer) 5-70 (player) 6-120. Then the dealer's score would be $70+(5 \times 25)=195$ points. The player's score would be $120+100+(6 \times 25)=370$ points. This score is displayed then the difference in scores is displayed. In the case of the example it would be $370-195=175$ so at the end the display would show 0-175.

If the dealer or player get 100 or more points while the other gets no points it's a **SHUTOUT** or **SCHNEIDER** and the winner receives a 100 point bonus.

5

How to Play

- A. **BJ/OFF/GIN** to **GIN**. Blinking zero will appear on display.
- B. Press the **DL (DEAL)** button, cards are shuffled and dealt to dealer and player face down. The stock card is turned face up (right hand card) and from this point on will be the upcard. Press **DS (DISPLAY)** to turn player's cards face up.
- C. Arrange cards in your hand by pressing the numbers above two cards then **CH (CHANGE)**. They will then switch positions. This can be done repeatedly during any turn.

- D. If you want the upcard (right hand card on display) press the number above the card you want to discard then **CH**. If you don't want the upcard press **DR (DRAW)** and the right hand card will be replaced with the top card in the stock. If you want this card press the number above the card you want to discard then **CH**. Press **CH** alone and the card you picked up upcard or stockcard will be discarded automatically.
- E. After you end your turn (press **CH**) a number is shown between turns. This number is how many turns the player and dealer have had. If it reaches 15 the hand is considered a tie and no points are awarded to player or dealer.
- F. When the player's hand has a total unmatched card value of 10 or less (excluding one discard) or has all cards matched (**Gin**), excluding one discard, the player can knock and lay down (meld) his matched cards.

For example:

10	9	8	7	6	5	4	3	2	1	
2♠	3♠	4♠	5♦	5♠	♥3	9♦	♥5	♠2	A♦	♥A
Press KN-10/0-9-8-MD (Meld 2,3 and 4)										
10	9	8	7	6	5	4	3	2	1	
			5♦	♠5	♥3	9♦	♥5	♠2	A♦	♥A
Press 7-6-3-MD (Meld three 5s)										
10	9	8	7	6	5	4	3	2	1	
						♥3	9♦	♠2	A♦	♥A
Press 3-CH (Discard the 9)										
10	9	8	7	6	5	4	3	2	1	
							♥3	♠2	A♦	♥A

The 9 is discarded and the total unmatched value = 3+2+1+1=7. So then the dealer melds and lays off his cards. If the value was still greater than ten then it would be the dealers turn and you would have to continue trying until the value of cards fell below ten. When the value was below ten press KN then meld a set or discard then press CH.

Note – When melding the 0 card it will not flash when you push 10/0 so be sure you have pushed it before pressing MD.

For a GIN hand:

10	9	8	7	6	5	4	3	2	1	0
2 [♠]	3 [♠]	4 [♠]	5 [♠]	6 [♠]	8 [♠]	8 [♠]	♥8	8 [♣]	J [♣]	7 [♠]

Note: Press KN-10/0-9-8-7-6-10/0-MD (Meld 2-3-4-5-6-7 of clubs). The first time 10/0 is pressed it is read, as 10. The second time as 0.

10	9	8	7	6	5	4	3	2	1	0
						8 [♠]	8 [♠]	♥8	8 [♣]	J [♣]

Press 4-3-2-1-MD (Meld four 8s)

10	9	8	7	6	5	4	3	2	1	0
										J [♣]

Press 10/0 CH To discard the Jack.

Since the 10/0 button is used for both the number 10 card and the 0 card (upcard or stock card) you must be careful when melding to be sure tell the computer what you want to do.

There are two situations which may be slightly confusing:

10	9	8	7	6	5	4	3	2	1	0
2 [♠]	2 [♠]	♥2	4 [♠]	6 [♠]	7 [♠]	8 [♠]	5 [♠]	J [♠]	A [♠]	2 [♣]

1) To meld the four 2s push KN-10/0-9-8-10/0-MD. The first time you press 10/0 it is read as 10 the second time as 0.

10	9	8	7	6	5	4	3	2	1	0
♥5	♥6	♥7	♥8	♥9	A [♠]	5 [♠]	♥3	3 [♠]	3 [♠]	3 [♣]

2) In this case the 10 card and 0 card are not in the same matched set. So pushing 10/0 twice will not work. In this case you must meld the set with the number 10 card FIRST then meld the set with the 0 card. As long as there is a card in position number 10 pushing 10/0 will be read as 10. So if you press KN-10/0-9-8-7-6-MD the hand will look like this.

10	9	8	7	6	5	4	3	2	1	0
					♠ A	♠ 5	♥ 3	♠ 3	♠ 3	♠ 3

When no card is in the number 10 position pushing 10/0 is read as 0. So to meld press 3-2-1-10/0 MD. The hand then looks like this

10	9	8	7	6	5	4	3	2	1	0
									♠ A	♠ 5

Press 10/0-CH to discard the 5.

Once CH is pressed the dealer automatically melds any cards he can and Lays off any cards onto your matched sets. The score is then shown on the display. Left side (dealer) or right side (player).

- G. If the dealer knocks first or gets gin then when you push CH his cards (including discard in position 0) will be displayed face up accompanied by a beeping sound. Press DS to see your hand (since you don't pick up there is no card at position 0). Now you try to meld as many sets of matched cards as possible. (No need to press KN first). When you've melded as many cards as possible press CH. Any cards you have left that can be layed-off onto the dealer's hand will disappear from your hand. Then the score is computed and displayed.
- H. Push T to check the score status.
- I. You are ready to deal a new hand.

6

Things You Should Remember

- (1) If dealer knocks first you do not have a discard after you meld any cards. If you try to discard your score will be adversely affect.
- (2) When melding the 0 card it does not flash.
- (3) Make sure you are familiar with the use of the 10/0 button when knocking.

BLACKJACK



Object of Game

Play Blackjack (21) against the dealer (computer). Cards are dealt face down. Place your bet, then your cards are turned face up and the dealer's second card is revealed. You can then draw up to three cards to try to reach 21 without going over. When you are finished drawing cards it's the dealers turn. The dealer draws on 16 and under and stands on 17. You can also split and double down. The computer keeps track of your winnings/losses.

The maximum bet per hand is **999** but to make the game more enjoyable and realistic it is best to set a bet limit before starting to play.

Value of Cards:

The cards have no rank, but have numerical values as follows: A **10** or face card counts **10**, cards **2-9** count their numerical value and an ace counts **1** or **11**. The ace is counted as **11** if it does not bring your hand over 21. Once your hand goes over 21 (counting ace as 11) it then has value 1. This is done automatically by the computer.



Control Buttons

DL DEAL : Initiates each hand. Shuffles cards (all lights flickering) and deals 2 cards each to player and dealer face down.

BT BET : Press BT then enter bet amount (Max. **999**)

GO : After entering bet, press GO to see cards.

HT HIT : This button is pushed to draw cards after betting. (3 Max.) Each time the button is pushed one card is drawn.

ST STAND : After player is finished drawing cards, pushing ST turns the action over to the dealer.

DB DOUBLE : If your first two cards have a numerical value of 11 pushing this button, before you draw any cards, allows you to "double down". Your bet is automatically doubled. The dealer then gives you one more card and then action goes to the dealer. Since there are 16 cards in a deck with a value of 10 you have a good chance of hitting 21 on the one card you draw.

SP SPLIT : If your first two cards are the same (7-7, J-J, etc) pressing this button allows you to "Split a Pair" and play each one in two separate hands. Your bet will be the same for both hands as your original bet.

T TOTAL : When pressed before a new hand is dealt, the players winnings/losses are displayed. A minus sign (–) indicates losses.

3

Betting

When you (or dealer) wins a hand the amount you bet will be added (subtracted) from your total. However, for certain hands a bonus of 2 or 3 times the bet amount will be awarded. This occurs on the following hands:

- 1) (21) Ace plus 10, J, Q or K – 2 times bet.
- 2) (21) – Three sevens – 3 times bet.
- 3) (21) – 6,7 and 8 – 2 times bet.
- 4) (21) – Any five cards – 2 times bet.
- 5) Any five cards under 21-2 times bet.

If player or dealer gets 21 on the first two cards the hand is over at that point. If the player gets bonus hand #2,3,4 or 5 the hand is over at that point.

4

Electronic Sound/Lights

- A. Digital Display – Shows all cards 2-3-4-5-6-7-8-9-0-J-Q-K-A plus suit indicators. Also shows cards face down. Player's card are on the right side, dealer's on the left.

Bet amounts and winning/losses are shown to the right, when appropriate buttons are pressed. Losses are shown with a minus (–) sign.

- B. **Electronic Sound Effects** – Indicate cards being dealt, card drawn, dealer or player winning, and bet placed.

5

How to Play

- A. Turn game on. Slide **BJ/OFF/GIN** to **BJ**.
- B. Press **DL (DEAL)** – Cards are shuffled (flickering display) and two cards are dealt face down to the dealer and player.
- C. **Betting** – Push the **BT (BET)** button. Now a minimum bet of 1 and maximum of **999** can be placed. Use digits for placing bet (**10/0=0**). If you make a mistake push **CE (CLEAR ENTRY)** and start over by pushing **BT**. After the bet is placed push **GO** to reveal your cards and the dealer's second card. If the dealer or player has 21 at this point the hand is over.
- D. **Drawing Cards** – If you want additional cards press **HT (HIT)** and the dealer will give you another card face up. You can draw up to 3 additional cards (5 in total). If you go over 21 the hand is over at that point.
- E. **Standing** – When you are satisfied with your hand and don't want any more cards press **ST (STAND)** and it's the dealer's turn. If you reach 21 exactly you don't have to push **ST**. The dealer turns up his first card and stands or hits (draws cards). If the dealer's hand totals 16 or less he must take another card. If it's 17 or over he must stand. Once the dealer stands or goes over 21 the computer calculates the winning hand and it will flash and beep. If it's a tie (equal score) neither hand will flash, nor will any sound be heard.
- F. **Double Down** – If the player's first two cards have numerical value of 11 e.g. **7-4, 9-2, 8-3** etc., then the player, if he wishes, can double down. Press **DB (DOUBLE)**. The dealer then gives the

player one more card and it's the dealers turn. When **DB** is pressed the bet is automatically doubled.

- G. Splitting a Pair — If the first two cards dealt to the player are the same, i.e. as two sixes, or two queens, etc., he may place the same bet on each card that he placed originally on his single hand, and then play them as two different hands. Press **SP (SPLIT)** before pressing **HT (HIT)**. One card disappears and a new card is dealt. Stand or draw additional cards. When you stand, reach 21 or go over 21 the other card is displayed and another card is dealt. Stand or draw cards. Once both hands are played the dealer stands or draw cards. Totals for all 3 hands are displayed as follows. Dealer's hand — Player's first hand — Player's second hand. If dealer or player wins both hands or wins one and ties one then their score flashes. If dealer wins one and loses one no flashing or sound occurs.
- H. Press **T (TOTAL)** before hand is dealt to see winnings/losses. A minus (–) sign indicates a loss.
- I. To start a new hand press **DL**. After **38** cards have been dealt the deck is reshuffled. (flickering display). The accumulated score remains in the computer for the next hand.



Things You Should Remember.

1. After the hand in which the 38th card has been dealt the display will flicker. This indicates a reshuffling of the card deck.

2. When the dealer and player have equal value hands it is a draw. There is no sound or flashing. Press **DL** to start a new hand. Also if you split-a-pair and win one hand and lose one the display will not flash or beep. Press **DL** to start a new hand.
3. If you draw and hit 21 you do not have to push **ST (STAND)** to turn action to dealer. It is done automatically.
4. Your total accumulated winnings/losses cannot exceed 100,000. If they exceed this a flashing 0 appears. It is best to turn game off then back on when the total approaches (\pm) 100,000.



Care Of Your Game

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
- F. Do not unscrew back. There are no user-servicable parts.

8

Note On Batteries

BATTERY LIFE : Be sure to turn your game off whenever it is not in use. We have done all we can to make your game economical, but micro-computers get hungry.

If L.E.D. lights or scoring device become erratic, replace the batteries with fresh ones.

IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game off when not in use to save batteries.

LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 303 West Artesia Blvd, Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$15.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
**Entex Industries Repair Center
303 West Artesia Blvd
Compton, CA 90220**
3. Apply correct postage stamps and insure the unit; then mail.