



MODEL 77002
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
 P/N 823A5200 Rev.A

For 15 years, Radica has consistently produced the best portable electronic Blackjack games. Our superior programming, graphics, lighted screen and protective flip top design have captured the competitive Vegas style play. Fliptop Blackjack delivers the classic challenge to hit 21 and win big!

BUTTONS AND FEATURES:



SOUND – Press this button to turn the sound on or off.

SHUFFLE – Press this button to shuffle the cards anytime between hands.

SURRENDER – Press this button before the round is over to avoid losing more than half of your bet amount.

INSURANCE – Press this button to bet only half of your original bet when you think the dealer has a possible Blackjack.

DOUBLE DOWN – Press this button to double your bet when you think you can beat the dealer after your first two cards equal ten (10) or eleven (11).

STAND – Press this button when you do not want any more cards dealt to you.

SPLIT – Press this button to divide your current hand into two hands, when the first two cards you are dealt are of the same value.

ON-DEAL-HIT – Press this button to wake your game (your game will “go to sleep” after one (1) minute of no activity), to deal the cards or to receive additional cards.

RESET – Using a pointed object, press this button to reset your game.

LIGHT - Slide the button to the left to turn the light on and to the right to turn it off. *Remember to turn off the light after playing to save battery.*

PROTECTIVE LID - Press the bottom button and the Fliptop lid will release and open. Once in the open position, flip or rotate the lid and secure it into

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the back of the unit. To close the lid, press the bottom button and the Fliptop lid will release and open. Rotate the lid in the forward position and close or secure the lid by latching it into the front of the unit.

GETTING STARTED

The object of Blackjack is to have a card combination equal to twenty-one (21), or of greater value than the dealer but less than twenty-one (21).

Kings, Queens, Jacks and 10's are all worth 10 points. Aces are worth 1 or 11 points. All other cards are worth their face value.

PLAYING THE GAME

Press the On-Deal-Hit button to begin your game. You will be dealt two (2) cards, both face-up. The dealer is dealt one (1) card face-up and one (1) card facedown. An automatic bet of fifty (50) points will be made.

INSURANCE

If the dealer's first card is an Ace, you have the option to “buy insurance.” This means that you will lose twenty-five (25) points, instead of losing the entire fifty (50) points, if the dealer has a blackjack. If the dealer has a blackjack, this bet will pay 2 to 1. You can only buy Insurance when the dealer's first card is an Ace. If you have the opportunity to buy Insurance, the word “Insurance” will flash on the screen. To buy Insurance, press the **INSURANCE** button. If the dealer has a Blackjack and your hand is not a Blackjack, your original bet and insurance bet are returned to your score. If you have a Blackjack as well (a push), you win double the amount of your insurance bet and your original bet will also be returned to your score. If the dealer does not have a Blackjack, you will lose your insurance bet, the word “LOSE” will flash on your screen and you will then continue to play your hand.

If you do not have a Blackjack after your first two cards, you can add additional cards by pressing the Hit button. You may draw as many cards as you like, one at a time, but if you go over twenty-one (21) you will “bust” and lose the hand. If you choose to “stand,” press the **STAND** button and no additional cards will be dealt.

If the dealer's hand is 16 or less, the dealer must take a card. If the dealer's hand is 17 or more, the dealer must stand.

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 words **DOUBLE DOWN** will flash on the screen. Press the Double Down button.

NOTE: You may only Double Down on ten (10) or eleven (11).

SPLIT

If your first two cards are the same value, you may 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 the opportunity to Split, the word **SPLIT** will flash on the screen. To Split, press the **SPLIT** button.

If you choose to “Split,” you will continue to play your first hand normally (Split Hand 1 will show at the bottom of the screen) and you can Double Down your Split hand if after one (1) hit, either hand totals 10 or 11.

Once you choose to Stand, play will end on Split Hand 1 and move to Split Hand 2. Once you Stand, play will end and the entire hand will be completed.

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 the opportunity to **SURRENDER**, the word “**SURRENDER**” will flash on the screen. To Surrender, press the Surrender button.

RESETTING YOUR GAME

To reset your game, use a pointed object and press the **RESET** button. This will clear the memory and any scores accumulated.

BATTERY INSTALLATION

- This game is powered by two (2) AAA batteries.
- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

- **As with all small batteries, the batteries used with this device 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 device 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.**
- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

MAINTENANCE:

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- 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 device.
- 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.

RECYCLING - EUROPE

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

The crossed out wheelee-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

90-DAY LIMITED WARRANTY (This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

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.

Distributed by:
RADICA USA Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



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