

For 1 to 7 players / Adult

JACK DIAMOND™

THE TALKING ELECTRONIC BLACKJACK DEALER



OBJECT

Be the player with the highest hand without going over 21.



CAUTION:

In order to avoid serious eye injury do not look into the card chute when the game is ON and cards are loaded.

CONTENTS

- Electronic Talking Jack Diamond Card Dealer
- Chip Tray
- 108 (2 decks) Specially-coded Playing Cards
- 90 Casino Chips (3 denominations: 5-chip, 10-chip, 25-chip)

GETTING TO KNOW JACK

Jack Diamond has been designed for recreational and entertainment purposes only. It is not to be used as gaming equipment.

HIT/YES BUTTON

Press to draw more cards or to answer yes.

ON/OFF BUTTON

Press to turn game unit On and Off.

CARD CHUTE OPENING

The cards are dealt from here.

REPEAT BUTTON

Press to hear Jack's last phrase. Press and hold to adjust volume.

STAY/NO BUTTON

Press if you don't want to draw a card or to answer no.

DEALER BUTTON

Press to begin the game, choose your game, tell Jack where you're sitting, and hear Jack's "book" strategy hints.

CHIP TRAY AND CARD DECK HOLDER

RESET BUTTON

If the game does not respond properly, insert a small household tool into the hole to press the reset button.

BATTERIES

Insert batteries: Using the thumb slots, carefully pop off the two side-panels from the Jack Diamond game unit. Insert 4 C-size batteries, 2 into each compartment (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Then replace the side panels.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions;
2. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

SETUP

- Place Jack Diamond in the center of the table.
- Separate the casino chips by denomination and place them into two stacks in the center compartment of the chip tray.
- Each player begins with the following casino chips: four 5-chips (white), two 10-chips (green), and one 25-chip (maroon).
- **IMPORTANT:** If you have never played Blackjack with Jack Diamond, read **SETTING THE TABLE** first. Then press Jack's On/Off button. He will begin by circling the table. Then he'll prompt you and help set up your game.

If you have played Blackjack with Jack Diamond before and are familiar with Setting the Table, just press the On/Off button and follow his prompts and this quick check list:

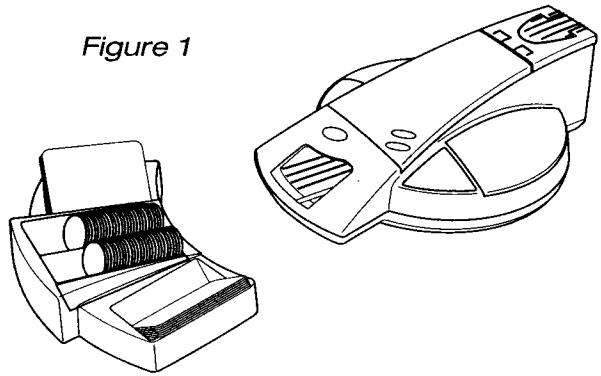
- ✓ **CHOOSE YOUR GAME**
- ✓ **SET UP JACK**
- ✓ **SHUFFLE AND LOAD THE CARDS**
- ✓ **TAKE YOUR SEATS**
- ✓ **PLACE YOUR BETS**
- ✓ **LET'S PLAY BLACKJACK**

SETTING THE TABLE

If you want to speed up Jack's table setup, press the Dealer button at the end of each step. Each time you do this, you will advance to the next step in the setup.

- 1 CHOOSE YOUR GAME:** Jack will tell you a little about each game. See **THE GAMES**, on page 6. Press the Dealer button when you hear the game you want to play.
- 2 CHIP TRAY READY:** When Jack tells you to, place the chip tray about 1 foot in front of the opening in Jack's card chute. See Figure 1. If Jack is telling you to place his tray in a location that you don't want, pick up Jack and rotate him so the opening in his card chute is facing the location you want him to deal his cards to. Then place the chip tray in front of the chute opening.

Figure 1



- 3 SHUFFLE:** Remove the 4 jokers from the card decks (2 from each deck) and shuffle the two decks together. The first time you use these cards you will want to shuffle them about four times to break them in. Now, holding the cards facedown, return one of the jokers to the deck approximately 8 cards from the bottom. Jack deals from the top of the deck so when he reaches the joker, he will prompt you to reload the cards.

- 4 LOAD THE CARDS:** Lift the transparent door on the top of the game unit, up and over as shown in Figure 2A. This will open up the card chute compartment. Holding the cards facedown in your hand, angle them slightly so the top card is lower than the bottom card. See Figure 2B. Now pull the chute lever all the way toward the back of the game unit away from the card chute, (see Figure 2C), and while holding it, insert the cards facedown into the chute as shown in Figure 2D. Tap the cards down to make sure all sit flush in the compartment. Then lift the transparent door, move it over and down, and snap into place on the game unit.

Figure 2A

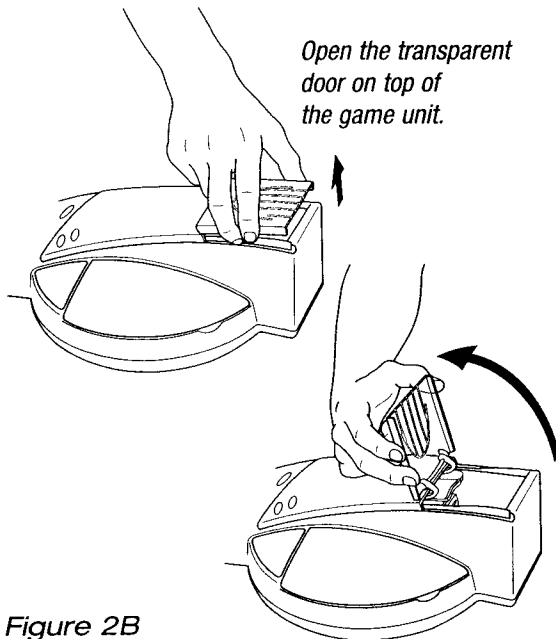


Figure 2B

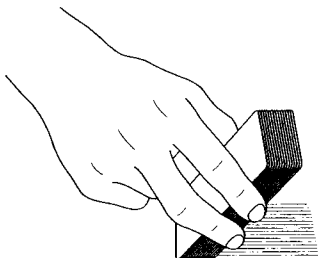


Figure 2C

Pull the card chute lever back...

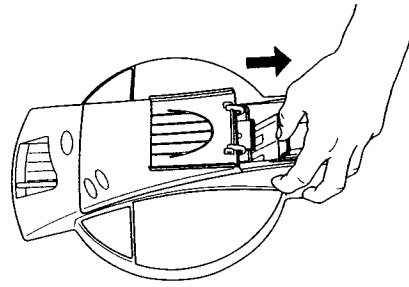
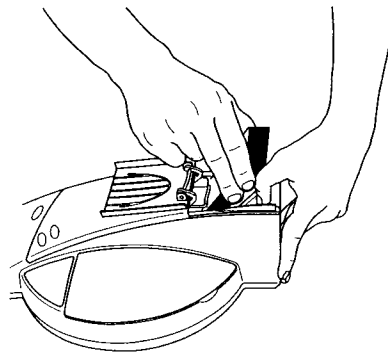


Figure 2D

...and insert the cards facedown into the card chute.



LOADING TIP: IT IS BEST TO LOAD JACK FROM THE SIDE.

5

TAKE YOUR SEATS: Press the Dealer button to start assigning seats. Jack will begin to turn. When he stops in front of where you are sitting, press the Dealer button again. This is where Jack will deal your cards. If Jack stops at an empty seat, just wait. He will move on soon. If you don't want to wait, you can press the red Stay/No button and he will move on quicker.

6

PLACE YOUR BETS: The minimum bet in all games is a 5-chip. You can bet as much as you'd like, but if you "go broke" (run out of chips) you're out of the game. If you've won a hand of play, you can either return your bet and winnings to your chip pile or you can leave it on the table as the bet on your next hand. Place your bet directly in front of you. *Once everyone's bets are placed, press the Dealer button to start the game!*

THE BANKER:

The player to the right of the chip tray acts as banker. The banker helps Jack play his hand, collect cards and settle bets. The banker must keep his/her cards and chips separate from Jack's cards and the chip tray.

WHAT'S IT CALLED?

If you haven't played Blackjack before, here are a few of the phrases you'll need to know:

Blackjack: A hand consisting of two cards: a face card (or 10) and an Ace.

Push: A hand that has the same total value as the dealer's. It's a tie.

Bust: A hand that has a total value greater than 21.

Hit: Draw another card. You may hit as many times as you choose or until you bust.

Stay: Do not draw additional cards.

Split: If you are dealt 2 like cards (such as two 3s), you can play them as two separate hands. Make a second bet exactly equal to the amount of your original bet to cover your second hand.

Double Down: Double your bet based on your first 2 cards. You'll be dealt only 1 more card.

Soft Hand: A hand (totaling 21 or less) containing an Ace that is valued as 11.

WHAT'S IT WORTH?

The value of each hand is determined by adding the values of the cards.

- Face cards (Jacks, Queens, and Kings) count as 10.
- All other cards count as their face value.
- An Ace counts as 11 unless that would make your hand total greater than 21, in which case it counts as 1.

THE GAMES

Jack Diamond plays three variations of Blackjack. The object of Blackjack is to get the highest hand without going over 21 (busting). In two of Jack's games, you're trying to beat the dealer. In the third game you're playing against each other as well.

STRAIGHT-UP BLACKJACK:

An exciting version of the Casino game but with tips and comments from the dealer.

1. All players must place their bets at the beginning of the round. That's right, before you see your first card.
 2. Jack deals two cards (one at a time) faceup to each player. Cards are dealt clockwise beginning with the player to the left of the chip tray. The second card Jack deals to himself is dealt facedown.
 3. Following the initial deal of two cards, each player, in turn, can either Hit or Stay. When Jack asks, press the green Hit/Yes button to hit or the red Stay/No button to stay.
 - If you're not sure what to do, just wait. Jack will help you out. He will offer recommendations as well as explanations of the best "book" strategies. Press the Dealer button to get a tip faster or to get an explanation.
 4. After all players have completed their turn, it's Jack's turn. The banker turns over Jack's facedown card. Jack can then either hit or stay.
- HINT:** When the dealer's hand totals 17 or more, he cannot draw any more cards and must stay. When his hand is 16 or lower, he must hit.
5. Once Jack completes his turn, the hand closes. Jack announces the outcome of each player's hand: Blackjack, win, lose, bust or push, and the payoff amount.
 - If you have a Blackjack, you win! Jack pays you 2:1. (That's a 10-chip for your 5-chip bet.)
 - If there is no Blackjack and you have a higher hand total than Jack, you win! Jack pays you 1:1. (That's a 5-chip for your 5-chip bet.)
 - If Jack busts and you don't, you win (no matter what your hand total) Jack pays you 1:1.
 - If you bust or Jack has a higher hand total, you lose! You lose your bet.
 - If you tie with Jack, it's a push! Keep your bet.
 6. The banker puts the losing bets back into the center compartment of the chip tray, and puts the discarded cards into the slots on the sides of the chip tray.

CASINO BLACKJACK:

True Casino-style Blackjack with no help from the dealer.

This game plays the same as straight-up Blackjack with one exception... Jack won't be there to help you. That's right, no hints in this game. It's true Casino style. And you're on your own!

JACK DIAMOND'S BLACKJACK:

Blackjack with a twist.

Although similar to straight-up Blackjack, this game has a little twist. Here you're playing against the other players as well as the dealer.

1. All players place their bets.
 2. Jack will then deal each player and himself one card **facedown**. Cards are dealt clockwise, beginning with the player to the left of the chip tray. Players look at their card but don't show the other players, and can then raise their bets if they so choose.
 3. Once all additional bets are made, Jack will deal each player and himself a second card, faceup.
 4. Play now continues with players, in turn, choosing to hit or stay. Jack will announce the total of the cards each player has showing. After all players have completed their turns, Jack plays out his hand. Leaving the card facedown, Jack has the option to hit or stay. Once Jack completes his turn, the hand closes. Jack will tell you where your hand stands.
 - If you are the only player to have Blackjack, you win! Jack pays you 2:1, and you collect all of the bets from the losing players. Wait until everyone's hands have been revealed to collect your winnings, just to make sure you are the only winner.
- If there is no Blackjack and you have the highest hand total, you win. Jack pays you 1:1, and you collect all of the bets from the losing players.
 - If you and Jack tie with the highest hand total or Blackjack, Jack won't pay you, but you still get to collect all of the bets from the losing players.
 - If you bust or don't have the highest hand total, you lose. Pay your bet to the player with the highest hand total.
 - If you and one or more players tie with the highest hand total, all players with the highest hand total win. Jack will pay all of you 1:1, and you split the bets from the losing players.
 - If you and one or more players push with Jack, Jack won't pay out, but you and the other tied players split the bets from the losing players.
5. If Jack wins, the banker puts the losing bets back into the center compartment of the chip tray, and puts the discarded cards into the slots on the sides of the chip tray.

NOTE: If you can't evenly divide the lost bets among the winning players, split as much as possible and put the remaining chips back in the chip tray.

SPECIAL OPTIONS

Throughout the game, Jack may offer you the option to do special things on your turn. These options are only available in the Straight-up Blackjack and Casino Blackjack games, and are not available in Jack Diamond's Blackjack version.

Split

If you are dealt two like cards (such as two 3s) – in succession – you could choose to split them, meaning you could play the cards as two separate hands. In order to split the hand, you must first place another bet equal to the one you've already placed, to cover the second hand. Each hand will now be played separately. Press the green Hit/Yes button to choose this option. Note: If you split a pair of aces, you will be dealt only 1 additional card for each hand.

Double Down

Jack may ask you if you want to Double Down. This would allow you to double your bet based on your first two cards. Hold on! There's a catch. If you choose to Double Down, you only get one more card. Doubling Down may be to your advantage if your hand totals 10 or 11. **IMPORTANT:** You must have enough chips to cover your bet if you choose to Double Down. No I.O.U.'s allowed. Press the green Hit/Yes button when Jack asks to choose this option.

VOLUME

To adjust the volume, press and hold the Repeat button. Then scroll through the volume options by pressing either the Hit or Stay button. Jack will say "Blackjack" in the 3 volume options. Stop when you get to the volume that's right for you.

SLEEP

Jack will go to sleep after approximately 90 seconds, if unused. Press any button to wake Jack up.

TROUBLESHOOTING

Check the Troubleshooting Guide. This comprehensive list will walk you through the details of checking your game. Some of the troubleshooting options are simple and will not interfere with your game in process. Others will cause your game in process to be forfeited.

STORING YOUR GAME

Remove the cards from Jack's card chute. Then return all contents to the box and close for easy storage.

FCC Statement

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.
- Consult the dealer or an experienced radio/TV technician for help.

REPLACEMENT CARDS

To order specially-coded replacement playing cards, send a check for \$2.50 per deck made out to "HPD" to Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. This cost includes postage and handling. Please allow 6 to 8 weeks for delivery.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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