

GENERAL DESCRIPTION

This game watch provides a Blackjack game watch together with time and alarm time function. The object of the game is to get closest to 21 points and bet with the dealer (watch).

This product is for entertainment purposes only. Any use for gambling or wagering is prohibited.

FEATURES

Normal time:-

- Basic watch function with Hour and Minute
- 12HR display format.
- Calendar with month & date.

Alarm Time:-

- Daily alarm with Hour and Minute.
- Melody alarm.

Blackjack Game:-

- Blackjack game.
- Game with or without sound.
- Maximum score.

KEYS

There are total 6 keys in operation which are:-

- MODE/INSURE
- HIT/DEAL
- STAND
- BET/DOUBLE
- SURRENDER
- SPLIT



MODE CHANGE OPERATION

There are total 3 modes in operation which are Normal Time & Calendar mode, Alarm time and Game mode. Press **MODE** key to change the mode in sequence.

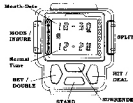
In Game mode, press key **HIT/DEAL** to start the game with sound effect or press key **BET/DOUBLE** to start the game without melody.

Press and hold **MODE** key for 4 seconds while playing the game to exit the game mode and return back to Normal Time mode.

NORMAL TIME & CALENDAR MODE

Normal time is presented at the lower row of the display and the Calendar is presented at the upper row.

Time is presented in 12HR display format. "A" represent AM and "P" represent PM.



Time & Calendar Setting:

In Normal Time & Calendar mode, press **SPLIT** key to change to setting mode. The Hour digits start to flash at 2 Hz rate.

Press **HIT/DEAL** key to advance the setting digits by 1. Press and hold for 4 Hz fast advance.

Press **BET/DOUBLE** key to select next digits for setting. The sequence is shown as follow:



If normal time is being changed, the Second digits will be reset to '00' and the watch stop its counting.

Press **SPLIT** key at the correct time and the watch counts up normally and return back to Normal Time & Calendar mode.

ALARM TIME MODE

Alarm time is presented at the lower row of the display. Time is presented in 12HR display format. "A" represent AM and "P" represent PM.



Alarm Time Setting:

In Alarm Time mode, press and hold **SPLIT** key to change to setting mode. The Hour digits start to flash at 2 Hz rate.

Press **HIT/DEAL** key to advance the setting digits by 1. Press and hold for 4 Hz fast advance.

Press **BET/DOUBLE** key to select next digits for setting.

The sequence is shown as follow:



The alarm mark will be turned on automatically if alarm time is being set.

Press **SPLIT** key at the correct time and the watch counts up normally and return back to Normal Time & Calendar mode.

Alarm function:

If the alarm mark is turned on, the melody alarm will be activated at the alarm time everyday. Press any key while the alarm melody is active to stop the alarm melody.

Arm or Disarm the Alarm Mark:

In Alarm Time mode, press **STAND** key to arm the disarm the alarm mark for alarm time.

GAME MODE

In Normal & Alarm time mode, press **MODE** key enter the game mode. The word "BLACKJACK" will be displayed.

In Game mode, press key **HIT/DEAL** key to start the game with Melody. Press key **BET/DOUBLE** key to start the game without melody.

Object of the Game:

The object of the game of the Blackjack is to accumulate a higher card count than the dealer than the dealer without exceeding 21.

The watch plays Las Vegas style Blackjack with a single deck of 52 cards. The cards are automatically shuffled at the initial or when approaching the end of the deck.

Basic Terms Explanation:

Blackjack

Receiving a card count of 21 with the first 2 cards (A+K, A+Q, A+J, A+10).

Bust

A total card count that is over 21.

Push

Having the same card count as the dealer at the end of the hand, resulting in a tie.

Bonus

A win over the dealer with a 6+7+8, 7+7+7 or six card of 21.

Hard Total

The total of two cards without any Ace.

Soft Total

The total of two cards with an Ace.

Game Rules:

- The dealer must draw on any hand showing 16 points or less, and must stand on all hands totaling 17 to 21 points.
- "HIT" means player deal any additional card.
- "STAND" means player keeps his hand as currently shown without dealing additional cards.
- If the dealer's first card showing is an Ace, player can place an insurance bet (automatic additional bet of half of the original bet) by doing this, player is betting that the dealer has a Blackjack.

Case 1: If the dealer has a Blackjack if player hand is not a Blackjack, player original bet and insurance bet are returned to player. If player has a Blackjack also (push), player win double the amount of the original bet and the insurance bet will also be returned to player.

Case 2: If the dealer does not have a Blackjack, player lose the insurance bet and the display will flash "LOSE" and player then continue to play the hand normally.

- Player can give up his hand (SURRENDER) before the third card is dealt so that he only lose half of the bet.
- Player can double his bet after he is dealt two cards with a total of 10 or 11 points. Player will be dealt one additional card only.
- When player's first two cards are identical, player can split his cards and play hands against the dealer's hand. A split hand cannot be doubled. If player split Aces, each hand will be dealt one card only.
- If player gets a Blackjack (a total of 21 on the first draw), player receives a 3 to 2 payoff.

Game Play:

In Game Standby mode, Press key **HIT/DEAL** or **BET/DOUBLE** key to start the game with or without melody respectively.

The highest score will be retrieved and the game-start melody starts to play.

At the end of the melody, the player can start the Blackjack game with \$500. The card is the digit flash at 2 Hz rate. Press **BET/DOUBLE** key to place the bet from \$10 to \$50 (or players Max score) with \$10 step (e.g. five presses of the **BET** button for \$50). The amount bet is automatically deducted from player's money.

Press **HIT/DEAL** key and dealer start to deal the opening card player can see both his card as well as dealer's exposed "UP" card.

Now player have to press "HIT" or "STAND": If player "STAND", it means he think he is close to 21. If player want to take and additional card to "1", he play over to "21" (but risk going over 21), then he has to press **HIT** button. After taking a card, if player want to take another card, press **HIT** button again.

If player go over 21, he is automatically lose his bet. If player win the hand, then the amount he bet will be returned to him together with his winnings.

After a hand is completed player can place his bet again using the **BET** button. After betting then press **DEAL** button as before to begin a new hand.

If player lose all his money, the game is over. The word "BLACKJACK" will be displayed and the game stop.

Maximum Score:

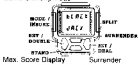
The highest score (money) will be recorded during the game. The highest score will be retrieved and displayed every time when the game start to play.

Return to Time Mode:

Press and hold **MODE** key for 3.4 seconds in Game mode to return to Time & Alarm Time mode.

Display Format for Each Game Mode:

Game Standby Mode



Max. Score Display



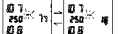
Play Your Bet



Double



Win

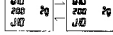
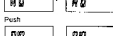
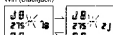


WATCH OWNER'S GUIDE

BLACKJACK GAME WATCH

SM003

Win (Blackjack)



SCORING SCHEME:

The bet will be paid off evenly. For an example, a \$10 bet wins \$10 (points). There are two exceptions:

- If the player gets a Blackjack (a total of 21 on the first draw) the player gets a 3 to 2 payoff, i.e. win \$15 (points) for a \$10 bet.
- The bonus of half the bet money will also be paid if the player gets six cards totaling 21 points or player gets 7+7+7 or 6+7+8 totaling 21 points.

The bet will also be paid off evenly if it has been doubled or split or insured accordingly.

REPLACING YOUR BATTERY

With normal wear, your game watch will run for 1.5 years before it needs a battery replacement. When the watch no longer functions or the LCD becomes dim, replace the battery with Eveready/3055 or equivalent.

SYSTRONIC

WRESTWATCH
GAMES
DATABASE