


RADIO SHACK LIMITED WARRANTY

This equipment is warranted against defects for 90 days from date of purchase. Within this period, we will repair it without charge for parts and labor. Simply bring your sales slip as proof of purchase date to any Radio Shack store. Warranty does not cover transportation costs. Nor does it cover equipment subjected to misuse or accidental damage.

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

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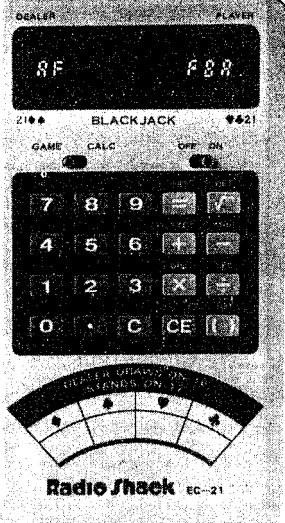
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BLACKJACK - CALCULATOR



Radio Shack EC-21


BLACKJACK

21

OWNER'S MANUAL

Radio Shack [®]

CAT. NO. 65-3511

CUSTOM MANUFACTURED FOR
RADIO SHACK  A DIVISION OF TANDY CORPORATION

This unit is designed to function either as a 10-digit Calculator or a BLACKJACK game. Select the mode you want with the GAME CALCulator switch. In the GAME mode, all Blackjack functions indicated above operation keys will be active.

PREPARING FOR OPERATION

Your Radio Shack BLACKJACK 21 can operate either from internal batteries, or from AC power using an optional AC Adapter (not supplied). Three type "AAA" penlight cells are required for battery operation. Press and slide off the battery compartment cover (back of calculator). Snap batteries into the battery holder-TAKE CARE TO OBSERVE CORRECT BATTERY POLARITY. Press the cover back in place.

We recommend that you use Radio Shack's 23-584 or 23-554. Battery replacement will be required when the display gets dim. For AC operation, merely plug the AC Adapter (use ONLY Radio Shack's 65-735) into the jack located in the front of the unit and the other end into a source of 120 volts, 60Hz AC power.

NOTE: If you are not going to use the Calculator for more than a month, remove the batteries. Weak or dead batteries can leak damaging chemicals—thus, it is always best to remove batteries when not in use over a period of time.

CALCULATOR OPERATION

Set mode switch to CALC. The full capacity in calculator mode is 10 digits. If a calculation result exceeds 10 digits or you divide by zero, an "E" will be shown at the left side of the display. Follow the samples below.

NOTE: Always press before performing any calculations.

BASIC CALCULATIONS

12.3+753=	<input type="button" value="C"/> 12.3 <input type="button" value="+"/> 753 <input type="button" value="="/>	765.3
4.56-789=	<input type="button" value="C"/> 4.56 <input type="button" value="-"/> 789 <input type="button" value="="/>	- 784.44
12.3×4.56=	<input type="button" value="C"/> 12.3 <input type="button" value="×"/> 4.56 <input type="button" value="="/>	56.088
96.3÷8.52=	<input type="button" value="C"/> 96.3 <input type="button" value="÷"/> 8.52 <input type="button" value="="/>	11.3028169
(12+3-6)×89÷7=	<input type="button" value="C"/> 12 <input type="button" value="+"/> 3 <input type="button" value="-"/> 6 <input type="button" value="×"/> 89 <input type="button" value="÷"/> 7 <input type="button" value="="/>	114.4285714

NOTE: In the last example, brackets do not need to be used (you can if you want to—the result will be the same).

CONSTANT CALCULATION

4+8=	<input type="button" value="C"/> 4 <input type="button" value="+"/> 8 <input type="button" value="="/>	12.
7+8=	<input type="button" value="C"/> 7 <input type="button" value="+"/> <input type="button" value="8"/> <input type="button" value="="/>	15.

NOTE: The **second** number becomes the constant.

13-8=	$\boxed{C} 13 \boxed{-} 8 \boxed{=}$	5.
5-8=	$5 \boxed{-}$	-3.

NOTE: The **second** number becomes the constant.

12÷6=	$\boxed{C} 12 \boxed{\div} 6 \boxed{=}$	2.
36÷6=	$36 \boxed{\div}$	6.

NOTE: The **second** number becomes the constant.

4×3=	$\boxed{C} 4 \boxed{\times} 3 \boxed{=}$	12.
4×6=	$6 \boxed{=}$	24.

NOTE: The **first** number becomes the constant.

POWER CALCULATION

1.7 ² =	$\boxed{C} 1.7 \boxed{\times} \boxed{=}$	2.89
1.7 ³ =	$\boxed{=}$	4.913
1.7 ⁴ =	$\boxed{=}$	8.3521

SQUARE ROOT

3+√0.5	$\boxed{C} 3 \boxed{+} .5 \boxed{\sqrt{\quad}} \boxed{=}$	3.707106781
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NOTE: The Calculator will "figure" the square root of a negative number—which of course is an invalid operation. (Actually it determines the square root of the positive number of that number and displays it with a negative sign.)

CALCULATION WITH BRACKETS

.123×(3+2)=	$\boxed{C} 123 \boxed{\times} (\boxed{C}) 3 \boxed{+} 2 \boxed{)} \boxed{=}$	615.
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CORRECTING MISTAKES/CLEARING

Pressing \boxed{CE} key will clear the overflow indicator "E" (except after attempting division by zero). Also, use \boxed{CE} key to clear incorrect number entries. If you press the wrong function key, just press the correct one and continue your calculation. Press \boxed{C} to clear all pending calculations and display.

5+9=14	$\boxed{C} 5 \boxed{+} 6 \boxed{CE} 9 \boxed{=}$	14.
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BLACKJACK OPERATION

Set mode switch to GAME. Then turn the power "ON". The display will flash 0 (zero) until a BET is entered. Once a BET has been placed, the unit automatically begins to deal Two cards displayed on the right for the player, while one up and one down displayed on the left for the Dealer. Cards will be displayed as follows:

CARD VALUE	DISPLAY VALUE
2 thru 9	Digits 2-9 respectively
All face cards and 10's	F
Aces	A

Aces may be counted either as 1 or 11.

Each Hand is dealt randomly from a 52-card deck. After power is turned on, or the 38th card has been dealt, shuffling will occur automatically upon entering BET. When this occurs, the display will blink ten zeros.

When playing a Hand, you may (depending on the circumstances) take or decline INSURANCE, SPLIT pairs, DOUBLE, take a HIT or STAND. If you are dealt 21 (BLACKJACK) a win is recorded, and you are paid one and one half of the bet. Once the Hand has been completed, you can review your current Stake balance by pressing [TOT]. The object of the game of course is to beat the Dealer by achieving card values less than or equal to 21 as circumstances warrant. When you go Bust (exceed 21), the Dealer automatically shows his second card and wins. When you STAND, the Dealer automatically shows the second card and will continually take HITS until he exceeds 16 or BUSTS. To begin the next Hand, you enter the BET and the cards will be dealt.

NOTE: If you need detailed rules of how Blackjack is played, we recommend you check a book out of your local public library which covers card games (or Blackjack specifically).

[BET] — BET KEY:

The BET for each Hand is entered by simply entering the amount and then pressing [BET] key. Card dealing now begins.

NOTE: (1) If an amount is not entered, the absolute integer value of the displayed number will be treated as a BET, after you Press the [BET] key.

(2) The BET for each Hand should be less than 10 digits.

[HIT] — HIT KEY:

Press this key when you want a HIT (you want another card). You may ask for as many cards as you want until you choose to STAND or you Bust.

[STD] — STAND KEY:

Press this key to end your Hand, show your card value and initiate Dealer action. Then the Dealer will draw cards until his card value exceeds 16. At the end of each Hand, the Dealer card value is displayed, and then the amount you won or lost will be displayed. If you win the Hand an amount equal to the BET is automatically added to the value of your Stake. If you lose the Hand, the BET is deducted from the Stake. A push results in no change in Stake (it's a tie).

INS — INSURANCE KEY:

If the Dealer's first card is an ACE, you can take INSURANCE by pressing **INS** key. The INSURANCE is equal to one-half of the BET. When Dealer's hand is Blackjack, you need not pay, but if not Backjack, dealer takes half your bet.

SPL — SPLIT KEY:

If your first two cards dealt are a pair, you can split the two cards into two independent Hands. However, if the two cards dealt are Aces, you can HIT one card only in each Hand after splitting the Hand.

DBL — DOUBLE KEY:

You have the option to double the BET in exchange for a one-card-HIT. When you press this key, the following action will take place:

- An amount equal to twice the BET is secured as the new BET.
- You are automatically dealt one card.
- Dealer action proceeds as usual.

TOT — TOTAL KEY:

After a Hand has been completed, you can press this key to review the financial outcome of the previous games (that is, the current value of your Stake).

NOTE: If the total amount of your Stake exceeds 9 digits (either won or lost), the displayed amount won or lost in the Hand will blink. In this case, the Game will be locked until you press the **C** key.

EXAMPLES OF BLACKJACK GAME

Set Mode switch to GAME.

KEY	DISPLAY	COMMENT
Power ON	0	Blinks
500	500	Enter
BET	000000000000	Blinks (automatic shuffling)
	F	The first card of dealer
	F 7	The first card of player
	F 67	The second card of player
HIT	F A67	The third card of player
HIT	F 6A67	The fourth card of player
STD	F5 20	The second card of dealer, and the total card value of player
	F54 20	The third card of dealer
	19 20	Blinks (card values of dealer and player)
	500	Amount won by player Stop
BET		Enter 500 (entire Stake as bet) Start
	9	
	9 F	
	9 6F	
HIT	9 F6F	Player goes Bust
	93 26	Flashing, (card value of player and dealer's cards)

		- 500	Amount lost by player Stop
5		5	
[BET]			Enter 5 as bet
	A		
	A	2	
	A	32	
[INS]	A	32	Player take Insurance (half of bet)
[HIT]	A	232	
[HIT]	A	4232	
[HIT]	A	44232	
[HIT]	A	544232	
[STD]	A6	20	
	17	20	Blinks
		2.5	Amount won by player (half of bet) Stop
[BET]			Enter the integer part of 2.5 (ie. 2) as bet. Start
	F		
	F	9	
	F	99	
[SPL]	F	9	The first Split
	F	69	
[HIT]	F	869	
	F	23	Blinks (dealer won) (Player goes Bust)

	F	9	The second Split
	F	F9	
[STD]	F5	23 19	23: Value of player's first Split 19: Value of player's second Split
	F5F	23 19	Dealer goes bust
		0	Amount won by player (lost in 1st Split and won in 2nd Split)
[TOT]		2.5	The balance of Stake of player. Stop.
500		500	
[BET]	7		Enter 500 bet, and start
	7	A	
	7	AA	
[SPL]	7	A FA	Split Aces
	7	8A FA	
	7F	19 21	
	17	19 21	Blinks for values of both dealer and player
		1000	Amount won by player, Stop
[BET]	2		
	2	5	
	2	65	

DBL	2	465	Player doubles the bet
	23	15	Card values of player and dealer's second card
	23F	15	
	23F5	15	
	20	15	Blinks
		-2000	Amount lost by player
			Stop
999999999	999999999		
BET	00000000000		Blinks, (shuffling will occur automatically at the completion of the hand in which the 38th card has been dealt)
	8		
	8	F	
	8	6F	
STD	8F	16	
	18	16	Blinks
		--999999999	Blinks, (total overflow)
TOT	-1000000996.5		Once the integer part of Total exceeds 9 digits, overflow occurs.
C		0	Clears overflow (blinks zero... start of new game)

NOTE