

# Unisonic 21

## BLACKJACK WITH CALCULATOR

## BLACKJACK

### INTRODUCTION

The Unisonic 21 has been designed to play Las Vegas Style BLACKJACK — the Dealer Unisonic 21 against one Player. The Player begins each series of HANDS with a specified amount of money called a STAKE. Before each HAND is dealt, the Player must specify the amount he desires to BET. The Unisonic 21 records his BET and at the completion of the HAND, his STAKE will be properly adjusted depending on whether the Player won, lost or pushed (tied). Credit

is automatically advanced should the amount lost exceed the Player's current STAKE balance.

### HOW TO BET

Once the BET has been placed, the Unisonic 21 automatically begins to deal: two cards displayed on the left for the Player, while one card is up and one down displayed on the right for the Dealer. Cards will display as follows:

CARD VALUE	DISPLAY VALUE
1 thru 9	Digits 1-9 Respectively
ALLFACE CARDS and 10's	F
Aces may be counted as either 1 or 11.	A

### DEALING

Each HAND is dealt randomly from a 52-card deck. Shuffling will occur when the BLACKJACK

mode is first turned ON and will occur automatically at the completion of the HAND in which the 38th card has been dealt. When this occurs, the display will blink zeroes until shuffle/clear is depressed to terminate shuffling.

While playing a HAND, the Player may, depending on the circumstances take or decline [INSURANCE], [SPLIT] pairs, [DOUBLE] down, take a [HIT], or [STAND]. If the Player is dealt 21 (BLACKJACK) a win is recorded which pays one and one half. Once the HAND has been completed, the Player may review his current STAKE balance by depressing [TOTAL]. The object of the game of course is to beat the Dealer by achieving card values as close to 21 as circumstances warrant. Once the Player goes bust (exceeds 21) the Dealer automatically shows his second card and wins.

To begin the next HAND the Play-

er depresses [PLAY] and the display will blink a zero until the next BET is entered. For error protection, key action is nullified for improper key sequences. The only HAND in which the Player need not respond occurs when the Player is dealt BLACKJACK or when both Player and Dealer are dealt BLACKJACKS. No money will be exchanged in the latter case.

### BLACKJACK KEYS

**BET** This is a dual function key for entering the Player's STAKE (initial bank roll) and for entering the BET for each HAND.

- The STAKE is entered as follows:
1. Set the MODE switch to: GAME
  2. Set the POWER switch to: ON
  3. Depress shuffle/clear to terminate card shuffling
  4. Enter amount of STAKE. If an error is made, depress shuffle/clear and re-enter the Correct value.

5. Depress [BET]. At this point, a single zero displays prompting betting for the first HAND. If a different STAKE was desired, begin again with STEP 1.

The BET for each HAND is entered by simply indexing the amount (depress shuffle/clear to correct errors) and then depressing [BET]. Card dealing now begins. **HIT** This key is depressed when a HIT is desired. Once this key is depressed, the only other GAME key operable during the HAND is [STAND]. The Player may have as many cards as desired until he chooses to STAND or until a BUST occurs. **STAND** This is a dual function key.

The primary function is for ending the Player's HAND which then initiates Dealer action. In this case, once this key is depressed only [TOTAL] and [PLAY] are operable.

If the Player wins the HAND an amount equal to the BET is automatically added to the value of the STAKE.

If the Player loses the HAND, the BET is deducted from the STAKE. A tie results in no exchange of monies.

The Player also uses this key to decline INSURANCE when the Dealer shows an Ace. Normal play resumes if the Dealer did not have BLACKJACK. Otherwise, the HAND is over and the Player has lost.

**INS** This key is only operable when the Dealer shows an Ace. The Player must do one of the following:

**Take INSURANCE** equal to one-half of the BET for the HAND by depressing [INS]. If the Dealer has BLACKJACK, the INSURANCE BET is paid 2 to 1 with the original BET for the HAND re-

sulting in a PUSH (no gain or lose money). If the Dealer does not have BLACKJACK, then the INSURANCE BET is automatically deducted from the STAKE and normal play resumes.

**Decline INSURANCE** by depressing [STAND]. If the Dealer has BLACKJACK, the Player loses the BET. If the Dealer does not have BLACKJACK, then normal play resumes.

**SPLIT** This key is operable only if the first two cards dealt are a pair. Once depressed, the following actions take place:

- An amount equal to the BET for this HAND is secured for the second HAND.
- The card value is retained internally while the first HAND is being played.
- A card is automatically dealt — displaying two cards for the Player.

The Player may take HITS as

usual until [STAND] is depressed to terminate the first HAND. At this point, the original card value displays immediately followed by second card. As with the first HAND, the Player may take HITS as usual until [STAND] is depressed or a BUST occurs. In either case, Dealer action will proceed. The outcome of each HAND is properly accounted for and the STAKE is adjusted as usual.

To simplify GAME rules, once a SPLIT has occurred, the Player may choose either [HIT] or [STAND], no further SPLITTING or DOUBLE DOWN is permitted. Additionally, Aces are automatically SPLIT and dealt one card only followed immediately by Dealer action.

**DOUBLE** The Player has the option to DOUBLE the BET in exchange for a one-card HIT. Once this key is depressed (operable

only after the first two cards are dealt or when the INSURANCE option has resulted in continuing the game) the following actions will take place:

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

If the Player wins, the new BET is added to the STAKE. Likewise, the BET is subtracted from the STAKE if the Dealer wins. Ties always result in a PUSH (no exchange of monies).

**TOTAL** After a HAND (both HANDS in the case of SPLITTING) has been completed, this key may be depressed to review the financial outcome of the previous game (WIN, LOSE or TIE); that is, the current value of the STAKE.

**PLAY** Depress this key to begin the next HAND. A zero will blink to indicate that it is time to place the BET.

**BLACKJACK EXAMPLE TO SET THIS MODE: FIRST SWITCH TO BLACKJACK POSITION THEN TURN POWER ON. DISPLAY FLASHES ZEROES INDICATING CARD SHUFFLE UNTIL SHUFFLE/CLEAR DE-PRESSED ONE FEASIBLE GAME SEQUENCE FOLLOWS**

Content	Key Sequence		Display	
	Enter	Depress	(Player)	(Dealer)
STEP 1	Switch to			
	GAME			
STEP 2	Turn Power			
	ON		(BLINKS)	
			0.0.0.0.0.0.0.0.	
STEP 3	[Shuffler/Clear]		(BLINKS)	0.
ENTER STAKE	600	[BET]		0.
ENTER BET	50	[BET]	67	F
TAKE HIT		[HIT]	87A	F
		[HIT]	67A6	F

STAY		STAND	87A6	6F
WONI			87A6	45F
Review Stake	(Optional)			
Balance	[Total]			550
Play Next Hand	[PLAY]	(BLINKS)		0.
ENTER BET	100	[BET]	99	3
SPLIT	[SPLIT]		92	3
Play First Hand		[HIT]	827	3
		[STAND]	93	3
Play Second Hand			93	3
Player Bust		[HIT]	93F	3
Won First —				
Lost Second			93F	4F3
	(Optional)			
	[Total]			550.
Play Next Hand	[Play]	(BLINKS)		00000000
Shuffle Reset	[Shuffler/Power]	(BLINKS)		0.
	100	[BET]	56	6
DOUBLE	[DOUBLE]		569	F5
Won-Dealer				
Bust			569	8F5
	(Optional)			
	[Total]			750.
	[Play]	(BLINKS)		0.
	200	[BET]	F9	A
INSURANCE	[INS]		F9	A

# Unisonic 21 BLACKJACK WITH CALCULATOR

OFF CALC					
ON	GAME	x	-	+	
7	8	9	÷	=	
4	5	6	INS	HIT	
1	2	3	SPLIT	STAND	
0	•	shuffle clear	DOU	BET	
Unisonic		TOTAL	PLAY		

## BLACKJACK GAME

- 12-Digit Display
- 52-Card Deck Dealt by pseudo random generator
- Display prompting between hands
- Simultaneous display of dealer cards (right-justified) and player cards (left-justified)
- Displays all cards: 1-9, F (10 and Face cards), A (Ace)
- Ace counted as either 1 or 11
- Automatic deck shuffle with display indication (at end of hand once 38th card is dealt)
- HIT key for additional cards
- STAND key for terminating hand or declining insurance option
- Continuous dealer hits until over 16
- Automatic bust over 21
- Initial player stake up to 49,999,999
- BET key for betting amounts per hand
- Automatic accounting of

- monies for Bet, Blackjack, Win, Lose, Tie, Insurance, and Doubling Down
- TOTAL key for reviewing Stake balance
- Player Blackjack pays one and one half bet
- INSURANCE key option when dealer shows an Ace (equal to one-half of bet)
- SPLIT key option when player shows a pair
- Split hands displayed and played independently
- DOUBLE key option for doubling down with single card hit
- PLAY key initiates next hand player
- Key disabling protects player against invalid key sequence

## CALCULATOR INSTRUCTIONS

**POWER SWITCH** In the ON position power is supplied to the Unisonic 21

**MODE SWITCH TO CALC.**

When power is turned on, the mode of operation will be defined in accordance to this switch's position.

In the "GAME" position, the display will flash zeroes to indicate CARD DECK SHUFFLING until shuffle/clear is depressed. Until the CLEAR key is depressed, all keys are inactive. While in this BLACKJACK mode, all calculator keys (+, -, X, ÷, =) are inactive.

In the "CALC" position, registers are cleared and the digit zero displayed. While in this mode, all BLACKJACK keys (INS, HIT, SPLIT, STAND, DOUBLE, BET, TOTAL, PLAY) are inoperable.

Switching between the CALC and GAME mode must precede power on for proper initialization. Switching between modes while power remains ON is ignored.

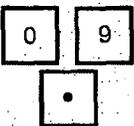
shuffle  
clear

### CLEAR KEY

Depressing the CLEAR key during number entry will clear the entry register and reset the display to zero without affecting any other modes.

Depressing this key at any other time clears any pending operations as well as the constant and resets the display to zero.

This key must be used to clear and unlock an error or overflow condition.



### DATA KEYS

The first of a sequence of numeral keys will clear the entry register before being displayed. Entries beyond eight digits will be ignored.

Use the decimal point key when entering fractional numbers. The decimal point key will only

be accepted the first time it is depressed.

### ARITHMETIC OPERATION KEY

During chaining of operation (such as  $2 + 3 \times 4 =$ ), intermediate results will display (i.e., 6 will display once X is depressed).

In all cases, the last factor entered prior to depressing the Equals key is retained as the constant. Constant operations are accomplished by keying in the entry and depressing the Equals key.

All operations are performed in the floating point mode. Results of operations which exceed the 8 digit capacity display will all decimals and are cleared with the shuffle /clear key. Negative results display with a fixed minus sign to the left for clear identification.

### SECONDARY FEATURES

#### CALCULATOR

- 8-Digit Capacity
- Standard Four Function:  $\div$ ,  $-$ ,  $\times$ ,  $+$
- Algebraic Logic
- Algebraic Constants for all Functions
- Floating Point Operation
- Left-Justified Negative Sign
- Single Clear Entry/Function Key
- Error/Overflow Indication — All Decimal Points
- Leading Zero Suppression

#### CALCULATOR EXAMPLE

To set this mode: First switch to "CALC" position then turn power on.

Comment	Enter	Depress	Display
Step 1	Switch to	"Calc"	
Step 2	Turn	Power	"ON"

Add/Subtract	15.75	[+]	15.75
$(15.75 + 7.86) - 55 =$			
-31.8	7.85	[=]	23.4
	55	[=]	31.8
Multiply/Divide			
$(2 \times 3) \div 4 = 1.5$	2	[x]	2.
	3	[*]	6.
	5	[Shuffle/Clear]	0.
	4	[=]	1.5
Mixed Operation	1	[+]	1.
$\frac{(1 + 2) \times 3}{4} = 2.25$	2	[x]	3.
	3	[*]	9.
	4	[=]	2.25
Constants			
$2 \times 3 = 6$	2	[x]	2.
$4 \times 3 = 12$	3	[*]	6.
	4	[=]	12.
$123 - 45 = 78$	123	[=]	123.
$234 - 45 = 189$	45	[=]	78.
	234	[=]	189.
Overflow			
$4444 \times 55555$	4444	[x]	4444.
	55555	[=]	2,4,6,8,8,8,4,2.
		[Shuffle/Clear]	0.

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## SIMPLIFIED INSTRUCTIONS

### Instructions for Blackjack/Calculator /Game.

1. Make sure that game switch is on *game* before calculator is turned on.
2. Turn calc. On and push shuffle/clear button (You will get a weak zero).
3. Input bankroll by putting in desired amount and pushing the bet button.
4. Display should return to zero. Input the first bet and *push* bet button.
5. Two numbers will appear on the player side of the screen and one number on the dealer side. F stands for the number 10 or any face card (King queen etc.) A stands for ace (Equal to one or eleven.).
6. If an additional card is desired then push the "hit" key.
7. If no more card is desired then push the stand key.
8. The dealer will play out his game after the stand key is pushed.
9. After the dealer has played out his hand push the total key in order to see your new total.
10. Push "Play" to restart game.
11. Input next bet (see 4.)
12. Note: If the dealer gets an ace on the first card the player must accept or decline insurance on the dealers ace. (Equal to half the bet) in order for the game to continue. Accept insurance by pushing "Ins." key. Decline insurance by pressing stand key.

Unisonic **21**

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on your purchase of*

DELUXE

**BLACKJACK**

COMPUTER

WITH

**CALCULATOR**

Unisonic