

RADICA[®]

MODEL 3662CS5BA

GIN RUMMY

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The High-Spirited Electronic Card Game ...That Fits in Your Pocket!

TO PLAY:

1. Press **ON-SORT** to wake the computer.
2. Press and hold **NEW GAME** to start a new game and deal the cards. Your cards are automatically arranged by face value (Ace through King).
3. Press **ON-SORT** to sort your cards by suit if you wish.
4. Use the **SCROLL ARROWS** and the **DISCARD** button to select a card to discard. Each card you select must first be positioned in the center of your card display.
5. After the computer's turn, draw a card from either the deck or the pile with the **DECK** or **PILE** buttons. Discard again, etc.
6. If you have a GIN, discard in the normal manner and the win will be recognized by the computer. If you have unmelded cards with a face value of 10 or less, the computer will give you five seconds to **KNOCK** after you discard.
7. Press **ON-SORT** to deal a new hand.

OBJECT OF THE GAME

The 1st player to reach 100 points wins the game. You win hands by Gin, Knock, or Undercut.

GIN The goal in Gin Rummy is to be the 1st meld all 10 of your cards (called "GIN"). A "meld" is achieved by (a) grouping 3 or 4 cards of the same rank, or (b) making a sequence of 3 or more cards of the same suit. (Note: Aces are only considered low; 1 point) The points gained from a GIN are the total of the unmelded cards in the opponent's hand plus 25 points.

KNOCK If at any time during a round you have unmelded cards whose face value totals 10 points or less, you will have 5 seconds to "KNOCK" should you decide to do so. When knocking, your resulting points would be the difference between the computer's unmelded points and your unmelded points.

UNDERCUT If you KNOCK and the computer has fewer points (from its unmelded cards) in its hand than you have in yours, the computer receives the difference between its points and yours, plus 25 points. The same thing occurs if the computer KNOCKs and you have fewer points.

BATTERY INSTALLATION: To open the battery compartment on the back of the game, insert a coin into the slot, press down with the coin, and slide the lid out. Insert the battery with the negative (-) end against the spring. The game uses one "AAA" battery.



BUTTON FUNCTIONS:

SOUND Turns the sound on and off.

DECK When it's the player's turn to draw a card, this button selects a card from the deck.

KNOCK When "KNOCK" is flashing, you have 5 seconds to press this button if you choose to do so (See "Object of the Game").

PILE When it's the player's turn to draw a card, this button selects a card from the pile.

HANDS When a hand is over, press this button to view the computer's hand.

SCROLL BUTTONS These buttons scroll the cards left and right so you can view your entire hand.

DISCARD Use this button to select a card (the card currently shown in the middle of your card display) to pass when "SELECT DISCARD" is flashing.

NEW GAME Press and hold down to start a new game.

ON-NEW HAND-SORT 1) Wakes the computer. The computer goes to sleep after sitting idle for 1 minute. 2) Shuffles and deals the cards. 3) Sorts the cards by suit and again by face value.

MADE IN CHINA
FABRIQUE EN CHINE

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P/N 50809505 Rev. B