
one2six
THE FLEXIBLE SHUFFLER

a product of



USER MANUAL



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one2six is a unique shuffling device, which combines the needs of stud poker tables (single deck operation) as well as single deck black jack with the opportunity to handle multi deck games like black jack from 4 to 6 decks.

1. CHOOSE FRONT PART

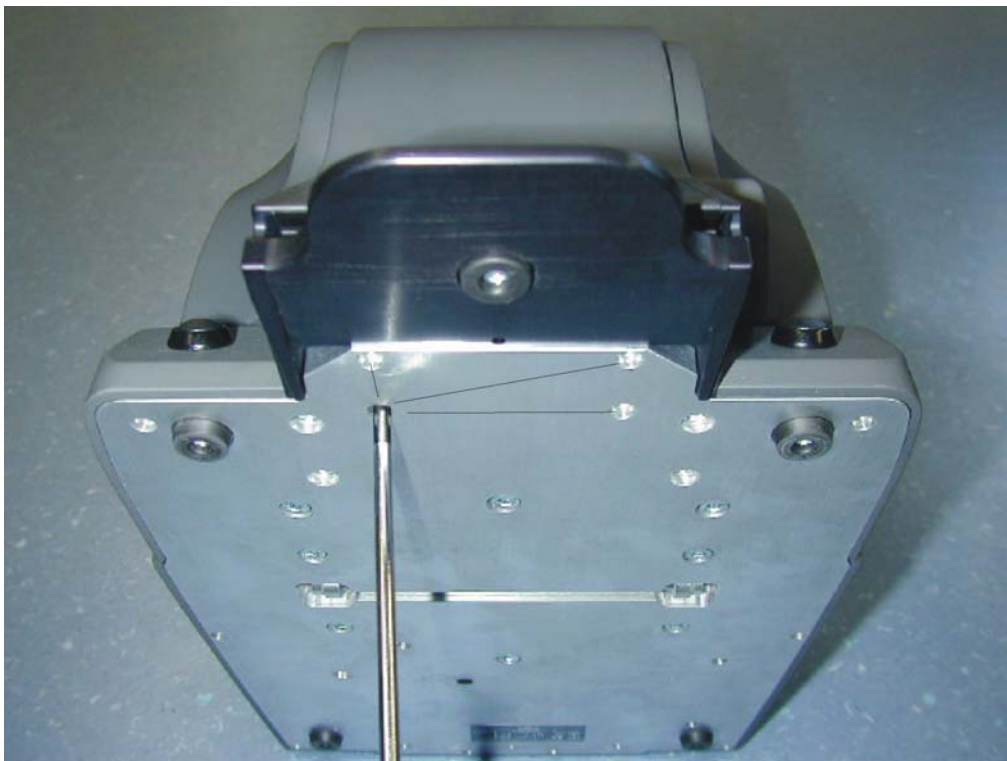
To change front part, power must be disconnected.



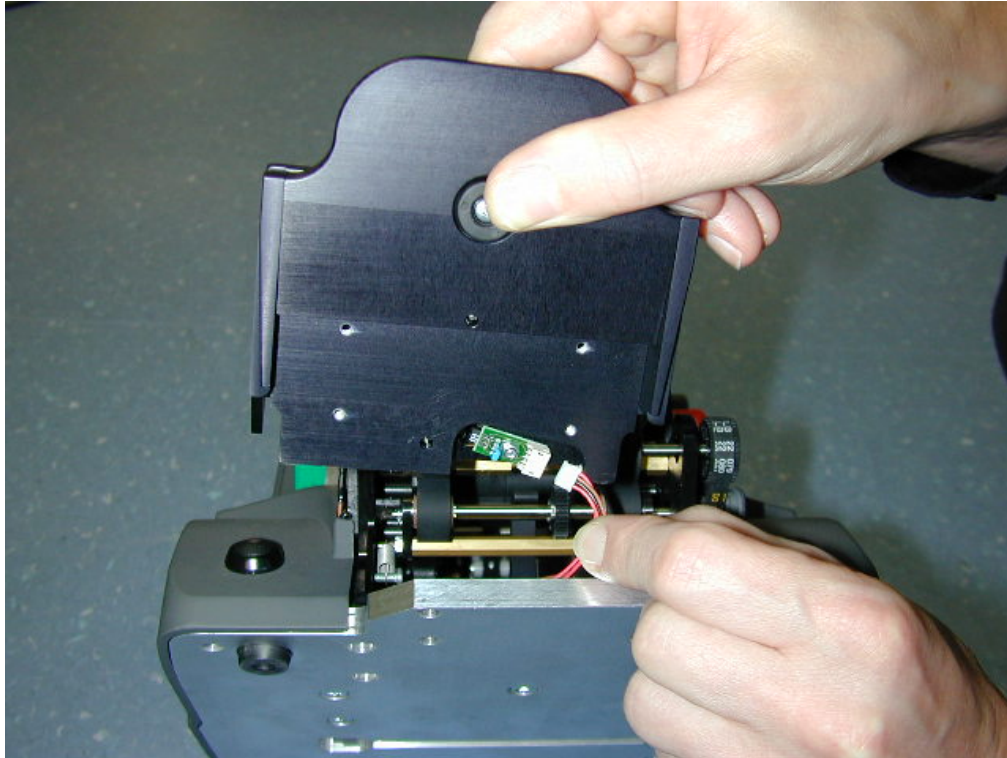
Front Part for single deck operation



Front Part for multi deck operation



To change between Single Deck-/ Multi Deck Front Part, unscrew the respective Front Part as shown above.



Unplug sensor (see above).
Change Front Part, plug in sensor and tighten all 4 screws.

2. SWITCH ON

Connect the supplied power cord. The power switch is situated under the removable cover.

3. OPEN COVER

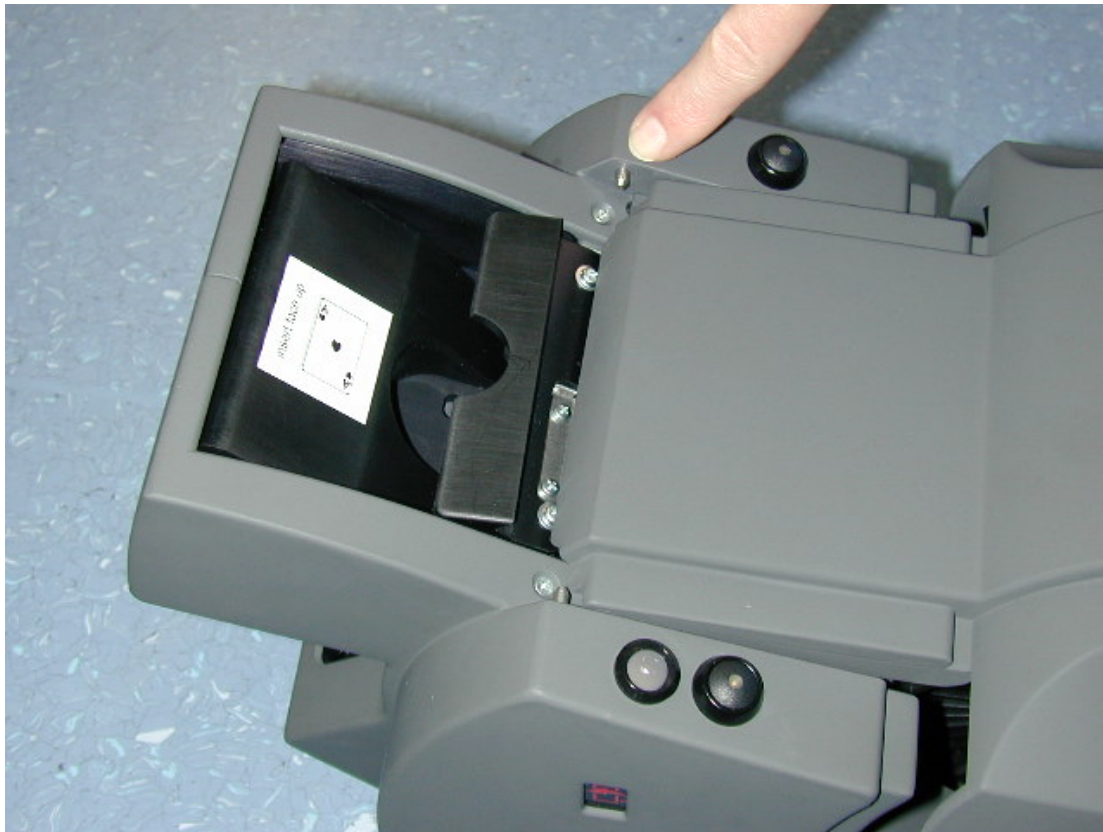


First lift cover on the front side. **DO NOT EXTENSIVELY MOVE UPWARDS.**



Unlock cover by pulling it forward.

4. CLOSE COVER



First move cover backwards to fit with locking bolts (shown above).

Then press down at the front.

5. SELECT GAME

Before initial card fill, the intended game must be selected.

NOTE: Once cards are filled in, the game selection menu can for game integrity reasons not be entered any more.



Enter the selection menu:

- Press the two buttons on the rear display once simultaneously. (Display shows SELECT GAME)
- Press both buttons again once simultaneously.
- Display shows the actually selected game. To alter game, scroll by tapping one of the buttons.
- Having chosen the intended game, press the two buttons again once simultaneously. Orange top light shows the initialisation of one2six for the selected game.

After a few seconds top light changes to green, one2six is ready for operation. Display shows INSERT CARDS.

6. OPERATING SINGLE DECK GAMES



Insert the first deck as one pack, faces upwards.

Wait until the first deck has been completely filled in (wedge of feeder moves backwards/ display shows INSERT CARDS).

Insert the second deck. The first hand of the first deck will be delivered to front shelf automatically (number of cards according to game selected).

If no second deck is inserted, but cards are supposed to be drawn, press one of the two front keys.

Deal the game. If less than 7 boxes are played, press one of the two front keys after having dealt the dealer's hand.

After each game, collect all cards and insert the entire deck again. The second deck used will be delivered as described above.

7. WRONG NUMBER OF CARDS (SINGLE DECK GAMES)

one2six detects, if the total number of loaded cards corresponds with the required amount for the selected game.

- If too less cards have been detected, red flashing top light occurs and display shows xx CARDS MISSING/ PRESS FRONT KEY. Follow display instructions.
- If too many cards have been detected, red flashing top light occurs and display shows TOO MANY CARDS/ PRESS FRONT KEY. Follow display instructions.

8. OPERATING MULTI DECK GAMES



Insert cards as one pack, faces upwards.

- Load 4, 5 or 6 decks according to the selected game.
- Insert one after the other. As soon as the required number of cards has been pulled in, cards are loaded to the front shoe and one2six is ready for the game.

TIP! *In order to obtain optimal statistical card distribution we strongly suggest to insert discard cards immediately after every hand and to perform other tasks related to the game thereafter.*

9. LOADING WRONG NUMBER OF CARDS (MULTI DECK GAMES)

one2six detects, if the total number of loaded cards corresponds with the required amount for the selected game.

- If the correct number of cards is supposed to be inside, but no cards have been delivered to the front shoe, press one of the two front keys. Display shows the number of missing cards.
- If too many cards have been detected, red flashing top light occurs and display shows **TOO MANY CARDS/ PRESS FRONT KEY**.

Press one of the two front keys, then one2six will unload cards to the front shoe and the cards must be drawn to empty one2six.

To speed up the process, open cover and manually take out all cards from the black wheel. Close cover.

Follow display instructions.

10. UNLOAD DEVICE (END OF MULTI DECK GAMES)

Open cover and manually take out all cards from the black wheel.
Switch off power.

Close cover.

11. CARD JAM

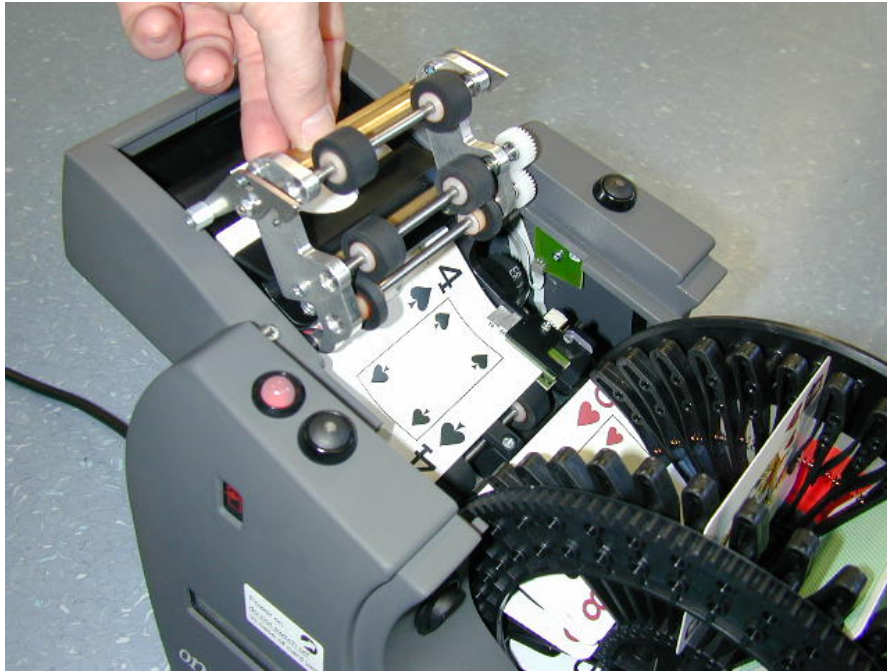
A card jam is indicated by red flashing top light, display shows OPEN COVER/CLEAR JAM/CLOSE COVER.

Open cover according to point 3).

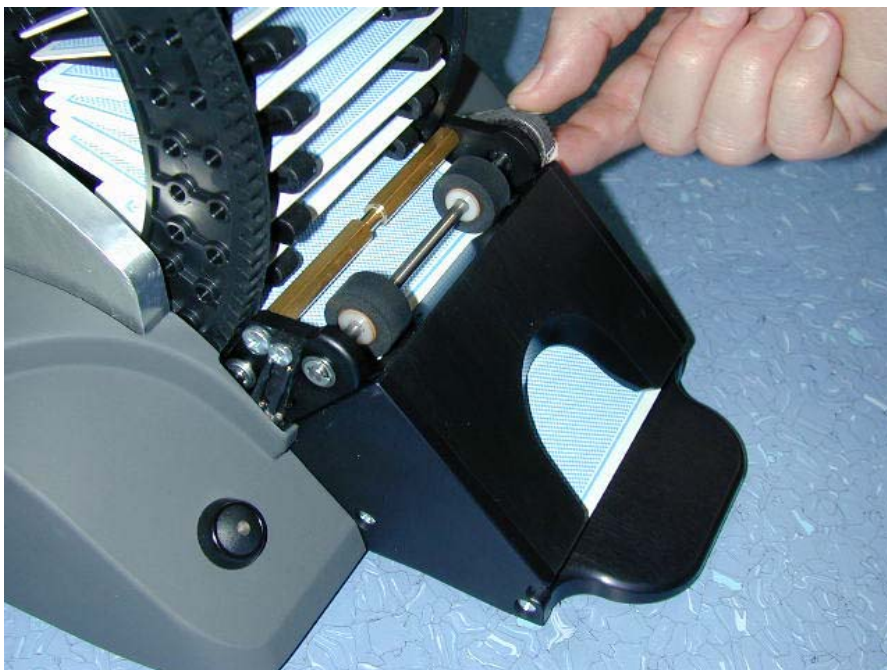


If a card got stuck on its way to the black wheel:

- Pull back bow-type handle (pictured above)



- Swing up roller part (pictured).
- Loosen jam by moving card by hand backwards to the rest of the cards.
- Close roller part by pressing down (a “clack” must be heard/ if not, lift up and press down again).
- Close cover, according to point 4).



If a card got stuck on its way out of the wheel:

- Loosen jam by moving cards forward into the shoe, use handle as shown above.
- Close cover, according to point 4).

12. INVENTORY (MULTI DECK GAMES)

To release an inventory of all playing cards that are actually in use on a table, enter menu:

- Press the two buttons on the rear display once simultaneously.
(Display shows SELECT GAME)
- By tapping one of the buttons, scroll until display shows INVENTORY.
- Press both buttons again once simultaneously.

Top light changes to flashing orange and display shows REMOVE CARDS FROM FRONT SHOE/ INSERT ALL CARDS.

Follow display instruction; reinsert all discard cards as well.

NOTE: If there has been any card jam some time ago, one2six will deliver cards to the front shoe until all remaining compartments of the wheel are emptied once. Thus one2six ensures that inventory is certain.

TIP! *In case you have chosen inventory during game operation between two hands and you notice that inventory will take too much time:*

- *Open cover.*
- *Switch power off; wait until indication lights are off.*
- *Switch power on, close cover.*

Inventory will be cancelled; one2six continues to work in normal operation mode.

As soon as all cards are drawn and entirely loaded back into the machine, one2six displays the result:

- Green flashing light indicates the correct amount of cards, corresponding to the required amount of the selected game.
Display shows QUANTITY xxx CARDS/ PRESS FRONT KEY.
Press one of the two front keys in order to continue the game.
- Orange flashing light indicates that there are still cards missing, display shows the amount of missing cards.
- Red flashing light indicates that too many cards have been detected. Follow display instructions.

To speed up the process, open the cover and manually take out all cards from the black wheel.

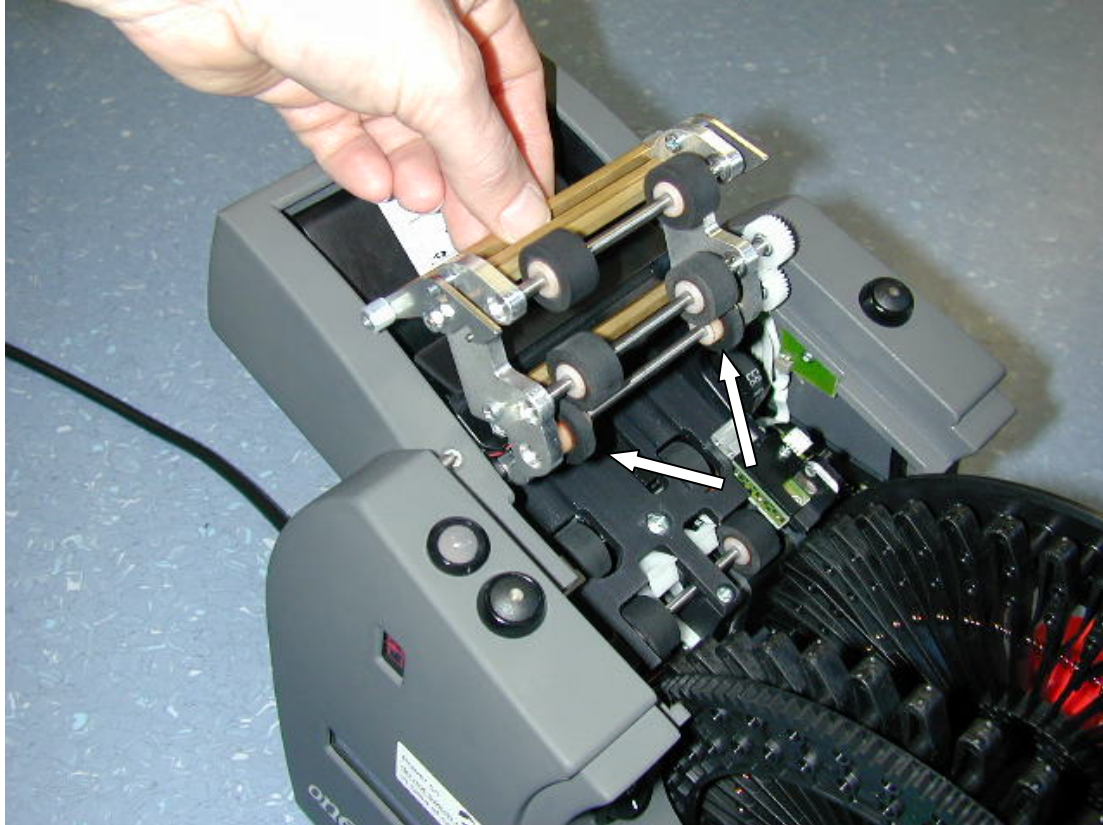
Close cover.

Follow display instructions.

13. DAILY CLEANING

Depending on type of pick up rollers choose appropriate cleaning method as described below:

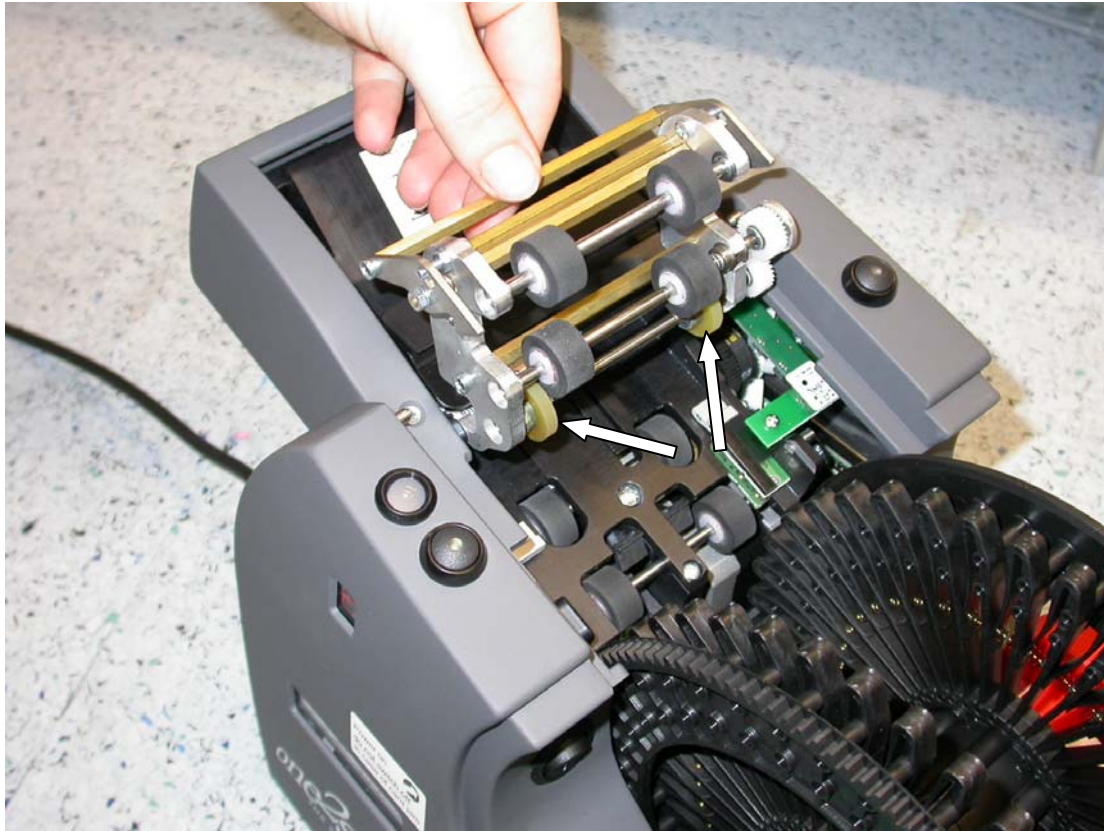
GREY TYPE OF PICK UP ROLLERS:



- Open cover and swing up roller part.
- Clean pick up rollers (the thinner ones) by rubbing off the layer.
Do it with your dry thumb, or use a dry non-fuzzy cloth.

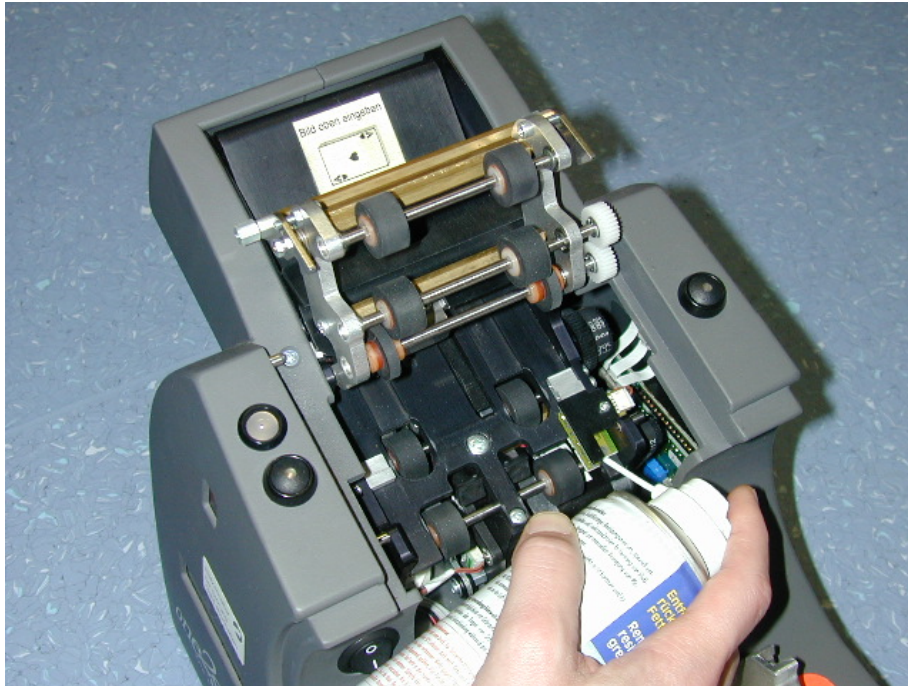
DO NOT USE DETERGENTS OR SOLVENTS.

YELLOW TYPE OF PICK UP ROLLERS:



- Open cover and swing up roller part.
- Clean pick up rollers (the thinner ones) by rubbing off the layer. Do it with a clean cloth, moisten it with pure alcohol.

DO NOT USE METHYL-ALCOHOL or any other detergents or solvents.



Blow out dust from the sensor area with compressed air (see above) or with your mouth.

14. NUMBER OF SHUFFLED CARDS

The number of cards inserted is recorded in a log.

Press one of the buttons on the rear display:

- Display shows TOTAL COUNTER and the total number of cards shuffled since first use.

Press one of the buttons again:

- Display shows COUNTER and the number of cards shuffled since the last counter-reset.
- To reset counter, keep both buttons pressed simultaneously until the display shows COUNTER 0.

15. SEAL COVER (MULTI DECK GAMES)



In case you leave playing cards inside after game operation, lock cover of one2six with a seal (see above).

TIP! *In order to prevent unauthorized access to the playing cards inside, we recommend sealing the 4 fixing screws of front part (see on page 3) once with lacquer.*