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Overview

The object of the game is to get a hand with a point count as close to 21 as possible without going over. Face cards are worth 10 points each, number cards their face value and aces either one or eleven. After a bet is made, players are dealt two cards and may request additional cards by asking for a "Hit". Getting a 21 in two cards, e.g. an ace and a face card is called **Black Jack**. If the player goes over 21 the hand is "Bust" and he/she loses. Each hand is played out in succession, until the player busts or "Stands", meaning no more cards are wanted.

Placing Bets

Bets are made by adding or taking away "chips". You must place your bet before the cards are dealt and with the exception of Doubling Down or Splitting Pairs, it may not be changed while playing a hand. Your bets are even money bets meaning you win a dollar for every dollar bet. The exceptions are insurance, and **Black Jack** which normally pays 1.5 for one, however, **Black Jack** after a split pays even money.

Playing BlackJack

After starting **BlackJack**:

- Place your bet. Use your mouse to click on the ^ chips to add the amount shown below the button. Alternatively, use your tab and arrow keys to move to the key desired and press the space bar. The v marked buttons subtract the indicated amount from the bet.

- Deal. Click the **Deal Button**. (Or, tab to it and press the space bar, or, click the **Deal** item in the menu, or, press Alt+D.)

- Split, Double Down, Hit or Stand. Just select the appropriate button, **BlackJack** does the rest.

Dialog Boxes will occasionally appear with special messages such as Insurance. Simply make your choice and continue.

There is a status bar at the top of the window which will display game status and provide you direction.

Doubling Down

After receiving the first two cards a player may choose to double the bet on a hand with the understanding that one and only one more card will be added to the hand. The player then automatically Stands on the three cards (assuming the third card did not cause the hand to Bust). A player may not **Double Down** after splitting aces (see Splitting Pairs).

Splitting a Pair

If a player is dealt a pair, he/she may want to **Split the Pair** and play two separate hands. A bet is placed on the second hand equal to the original bet and two additional cards are dealt, one to each hand. The hands are then played out normally with two exceptions, you can not split the same hand more than once, and you may not Double Down after splitting aces.

Hitting a "Soft" 17

The dealer will continue to draw cards until his hand reaches at least 17 and then must Stand. There is an alternate set of rules regarding the case of a **Soft 17**. A "soft" hand, is one where the value is based on an ace being considered as having the value of eleven. For example, an ace and 6 is a **Soft 17**. Some casinos allow their dealers to draw on a **Soft 17** if it is advantageous to the house. The Setup Box allows you to set the option of your choice.

Insurance

If the dealer is dealt an ace face up, he offers you "**Insurance**" against his having **Black Jack**. Insurance costs one half the original bet and pays off two for one. If the dealer has a ten or face card in the "Hole", i.e. face down, you get paid an amount equal to your original bet, if not, you lose half the original bet. This wager is made directly against your bank.

Setup

Casinos will most often use more than one deck when dealing **Black Jack**. The game defaults to one deck, the dealer required to stand on a soft 17, the bank set at \$1000 and the deal is fast. To change or reset any of these options simply choose **Setup** from the menu.

Help

Choosing **Help** from the menu bar creates a pop-up menu which allows for several choices:

- Help on Help** provides basic information on using Help.
- Choosing **Overview** gives general information about playing **BlackJack**.
- Index** provides a list of topics for which Help is available.
- About BJ...** provides some information about this program.

Exiting

To exit the program simply select **Quit!** from the **BlackJack** menu bar or activate the System Menu and choose **Close**.

Hit

Getting a card is called a **Hit**. When another card is desired, you request a **Hit** by pressing the **Hit** button.

Bust

*When a hand exceeds 21 it is said to go **Bust**. A hand that has **Busted** loses immediately.*

Stand

When you no longer want to draw additional cards for a given hand you are said to **Stand** on the current hand value, i.e. **Stand** on the hand.

Deal

Doling out fresh cards at the beginning of a new hand. In Black Jack this consists of two cards given, or dealt ,to each player including the dealer. This is not to be confused with a Hit which is a request for additional cards after the deal.

Hole

The Hole Card is the card which is face down in the dealers hand.