

Contents



[Rules Of The Game](#)

[Playing The Game](#)

[Options](#)

[Autoplay](#)

Additional Information

[Basic Strategy](#)

[High-Low Counting Strategy](#)

[**View Registration Form**](#)

For Help on Help, Press F1

Rules Of The Game

Despite the common belief that the object of this game is to get as close to 21 as possible without exceeding 21, it is **not**.

The object of this game is to beat the dealer.

The game is played with 1, 2, 4, 6 or 8 standard 52-card deck(s).

Each card has a numerical value assigned to it (suits are not important). 2's through 10's are counted at their point value; all face (picture) cards are valued at 10. The ace can be counted as 1 or 11 at the player's option.

Initially, the player receives two cards. He determines their value by adding the values of the individual cards together. If the hand value is 21 (an ace and either a 10 or a face card), the hand is a *blackjack*, and unless the dealer ties the player with another blackjack, the player wins one and a half of his bet. With a tie, called a *push*, no money is exchanged.

If the player does not have a blackjack, he may choose one of the following actions:

- Hit** Request one more card from the dealer .
- Stand** Indicate that he does not desire any more cards.
- Double-down** Decide to double his original bet. The player is dealt only one card if he double-downs.
- Split** If the first two cards the player receives are of equal value, he may elect to split them and play each as a separate hand. Each of these two hands are subject to the following special rules:
- * If the player splits a pair of aces, he is dealt only one additional card for each hand;
 - * if after an additional card is dealt, a player's hand consists of an ace and either a 10 or a face card, it is not considered a *blackjack* -- he will lose if the dealer has a blackjack.
- Insurance** If the dealer's visible card, called *up-card*, is an ace, the player is permitted to place an additional separate bet, called *insurance*. If the dealer draws a blackjack then the player will be paid the double of his insurance bet. The insurance bet does not affect the player's original bet and how the hand is played.

The dealer draws last. He must continue to draw so long as his hand is 16 or less; he must stand when his hand reaches 17 or more.

If the player draws and his hand total exceeds 21, he "goes busted" -- loses immediately, regardless of the dealer hand value.

The winner is determined by comparing the total value of the player hand with the dealer hand. If the player has more points than the dealer, he wins; otherwise, he loses. No money is exchanged if it is a push (tie).

Playing The Game

To start the game, click **Game** on the menu bar and then select **New** from the pull-down menu or just depress **F2** function key.

Game Control Panel will appear and you will be presented with seven **Bet** buttons -- one for each hand.

Click on the **Bet** Button for each hand you wish to play. The bet size will increment by the amount selected in Bet Unit Size Option, to a maximum bet of \$2,000. If you accidentally bet more than what you intended, you can depress "-" key to adjust your bet. To bet all hands at once, hold down Ctrl and hit the space bar.

Click on **Deal** button from the *Game Control Panel* or press Enter key when ready to play. If you did not bet all seven hands, then the computer will auto-magically place bets on the hands that were indicated to be played by computer in the [Options](#) dialog box.

After initial deal, if the dealer's up-card is an ace, the **Insurance** Bet buttons will appear. Place your insurance bet by clicking on the **Insurance** button for each hand you wish to insure. Press **Deal** button or hit Enter key when finished.

Hand in play is indicated by the inoffensive blinking of the cards.

Play each hand by selecting available actions from the *Game Control Panel* or hitting an appropriate key (**s** -- Stand, **h** -- Hit, **d** -- double, **p** -- Split).

Play will advance to the next hand if your hand total is 21 or after you click on **Double** or **Stand**, or "go busted".

When the last hand on the table is played, the final results will be displayed:

BJ	this hand has a blackjack
Win	this hand is a winner
Push	this hand is a tie
Lost	this hand lost
Buste	this hand total exceeded
d	21

By double-clicking on any hand you will open a Status Window that displays this hand wins/losses and some additional information as well.

Title Bar displays Dealer's winnings/losses.

Place your bet for the next hand.

Options

There are several options that the player can set to govern how the game will be played. To view or modify the options settings, click **Options** on the menu bar. The following dialog box will appear:



Please note, that the picture above presents expanded dialog box that is displayed when the Advanced button is clicked.

To learn more about any of these options, click on the corresponding section of the picture above.

Dealing Speed

Specifies how fast the cards will be dealt.

Show

Specifies what optional information will be displayed:

- Points** Display number of points, so gambler does not need to add.
- Count** Display on the status bar [Running Count](#) and [True Count](#), utilizing the [High-Low Counting Strategy](#).
- Advice** Display on the status bar a suggested action that is based on the blackjack [Basic Strategy](#).

Shoe Size

Specifies the number of decks in the shoe.

Note that only three seats are available, if you chose to play with a single deck.

Hands Played By Computer

Specifies which of the hands will be played by the computer.

Use Counting Strategy

Specifies if the computer uses [High-Low Counting Strategy](#).

Autoplay

For an advanced player only.

This innovative feature will allow you to develop and test new blackjack strategies and will become much more sophisticated in future versions.

Click **Autoplay** on the menu bar, select **Strategy** from the pull-down menu, then pick which player and which strategy table (Hard, Soft, or Split) you would like to view or modify, click on the Setup button to view the [Basic Strategy](#) Table dialog.

Make your changes and click on **Save** button or **Cancel**.

Click on the **Close** button of the previous dialog.

To start an autoplay mode, select **Autoplay on** from the **Autoplay** menu.

To end, select Autoplay from the same menu. Autoplay mode will end when all hands are played.

Bet Unit Size

Specifies the amount by which the bet will be incremented.

OK

Records your changes and closes the dialog box.

Cancel

Discards your changes and closes the dialog box.

Advanced

Expands/contracts the dialog box to show/hide additional options.

Basic Strategy

Basic Strategy is a guide to playing each possible hand.

It was first developed in the early 1960's and further improved over the following years.

It is usually presented in the form of a table where column labels indicate the dealer's up-card (the card you see), and row labels indicate player hands. The intersection shows an action (stand, hit, double, or split) that should be taken by the player.

For more information see [Autoplay](#).

High-Low Counting Strategy

This is the most popular counting strategy.

All cards in the deck are divided into three categories:

1. Low Cards -- 2 through 6 -- are valued as +1.
2. High Cards -- 10, face (picture) cards, and aces -- are valued as -1.
3. Neutral Cards -- 7, 8, 9 -- are valued as 0.

Keep Running Count by subtracting 1 when High Card is dealt, adding 1 when Low Card is dealt, and repeat count (so you won't forget it) when Neutral Card is dealt. True Count is determined by dividing the Running Count by the number of the decks remaining in the shoe, counted in half decks.

Positive True Count indicates that the shoe has more High Cards; that is an advantage to the player.

Using True Count you can:

Determine the bet size by multiplying the original bet unit size by the True Count.

Elect to insure your hand when Insurance is available.

.At some cases you may deviate from the [Basic Strategy](#) chart knowing that the shoe is full of High Cards.

For more information see one of the dozen books on this subject.

Save

Saves options to disk

Announce Shuffle

Specifies if the Shuffle sign will be shown when the shoe is shuffled.

Registration Form

Date: _____

Oleg Goldfayn
2489 East 3rd Street
Brooklyn, NY 11223

Dear Sir:

Please send my personal registration number for the Atlantic City Blackjack Version 1.5.
to the following address:

Name

Company

Address

City, State, Zip

Day Time Phone Number

Evening Time Phone Number

Enclosed please find my check for **\$25 US**.

I obtained a copy of Atlantic City Blackjack through

- Compuserv my ID is _____
- Internet my ID is _____
- America Online my ID is _____
- Prodigy my ID is _____
- Friend
- Other _____

Please specify

Yours truly,

Please sign

