



## **Black Jack Help Contents**

The Contents lists Help topics available for BlackJ. Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1 or choose Using Help from the Help menu

### **Introduction**

Both the dealer and the player are initially dealt with two cards each. One of the dealer's card is faced open while the other is down. The player will make a judgement whether or not to receive (or known as "Hit") more cards. After the player has finished receiving cards, the dealer may get additional cards depending on the set rules for the dealer. The objective of this game for the player is to have his or her hand total less than or equal to 21 and yet still higher than the dealer's hand. Each time the player wins, his or her total score will increase by the amount of the bet. Of course the reverse would hold true for the opposite case. In the case of a tie, there will be no win or loss.

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## General Rules

1. Bet needs to be placed before each play. The default bet amount is 10.
2. The values of the cards are: Ace, 1 or 11, as the player wishes; King, Queen, or Jack, 10 each; any other card, its own face value. For example, a hand consists of six, four, and an Ace would count as 21. On the other hand, a combination of seven, four, and Ace would only count as 12 because counting the Ace as 11 would put the player over 21.
3. An initial dealt consisting of an Ace and a value of "10" card is called a Black Jack. If the player has this hand but the dealer does not, the player automatically wins one and one-half times the original bet. If the dealer has a Black Jack and the player does not, the player loses the bet regardless. It is a tie if both the dealer and player have Black Jacks.
4. If the dealer's face card is an Ace, the player may buy "insurance" to bet the dealer's hand is a Black Jack. The cost is an additional one half of the original bet. If the dealer's hand is indeed a Black Jack, the player loses nothing if the player's hand is anything but a Black jack; and wins the original bet amount if Black Jack. For the dealer's hand not a Black Jack, the player loses the insurance bet and the game continues normally.
5. If the player's hand goes over 21 (or known as busted), the dealer wins the game regardless what the dealer's hand is.
6. After the initial deal, the player may split the hand into two if the two cards are a pair. After the split, each hand now becomes a separate hand and each is worth the original bet. Player is allowed only two cards for each hand on splitting a pair of Aces.
7. After the initial deal, the player may double the bet if the player's hand is between 9 and 11, but the player may draw only one more card.



## **Dealer's Restrictions**

1. After the player has finished receiving cards, dealer must "hit" if the dealer's hand is less than 17. The dealer must also hit if the hand is a soft 17; ie, one of the dealer's cards is an Ace and is used as an 11.
2. On the other hand, the dealer cannot get more card(s) if the dealer's hand is 17 or more and it is not a soft 17.



## How to Play

### Using Keys:

On the Black Jack window, commands are supplied to player through the use of buttons. Each button has a command associated with it and each command has one of its letter underlined. To evoke that particular command, you can simply hit the key indicated by the underlined character. For example, you can enter the "h" key on the keyboard to evoke the hit command.

### Using Mouse:

There are two ways to use the mouse:

1. Simply click on the command button.
2. Second way to use the mouse:

To Hit:	Click on your own cards
To Stay:	Click on dealer's cards
To Split:	Hold down the mouse button and move the second card of your hand. When you release the button, the hand will be splitted.
Insurance:	Click on the "insurance" icon.
To Double:	Click on the "2x" icon.
To Deal:	Double click on any of the dealer's cards

