Contents

Main Menu Options

Overview

BlackJack for Windows Version 1.4 is a blackjack simulation providing the following features:

Up to six players in a game
Each player can split hands six times
Table-minimum and starting bankroll selection
Six decks in the shoe
Double Exposure
Surrender
Insurance Bets
Double Down

For instructions on registering this game and the features planned for Version 2.0 with strategy manipulation click the About button on the main menu.

See also:

Version 1.4 Enhancements
Version 2.0 Planned Enhancements
Sales Pitch

Sales Pitch

This is a prototype of our newest BlackJack simulator.   Version 1.4 is distributed as shareware.   Feel free to pass it along to your friends and neighbors, we know you will anyway.   If you enjoy the program and use it, you should register it.   Most people don't, but the thought is nice.   Anyway, here's why you might:

1   It's the right thing to do, you're a good person,   and you can feel good about it.

2   When we're featured in Fortune magazine, you can say "I knew'em back when, couldn't have made it without me."

3   It encourages me and other little people   to continue developing shareware products at fair prices.   Who knows, you might pick up something someday you really need.

Our primary objective is to develop educational software.   We are on the verge of a revolution in education.   You are already hearing how the BIG PHONE companies and BIG CABLE companies are gearing up to shoot 500 channels of nonsense at you, down the information supa-highway.   Sorry, we are not into that.   What we are into is the development of computer based training to replace, supplement, or augment traditional forms of academic education.   Educational requirements are continuously increasing. Tuition costs are going through the roof.   If you have kids or grandkids, you may have a big balloon on the horizon.

Saving for their education is one hurdle.   Helping the little buggers achieve academic success is another. This is where we come in.   We are developing software to help students excel in school, not just pass.   We are planning to market it at reasonable prices.   Our only problem, right now is completing the development, that's where you come in.

If your only interest is the game, you say to yourself "Is this the BlackJack game for me." Well we don't know.   It's good.   All of our Beta Testers liked it.   It's fun to play and it's quick.   It's easy to understand.   We provided plenty of help in this file on all of its options.

So why register this one?   Depending on the number of people who register, we will complete Version 2.0.   When completed, we are going to make Version 2.0 available to registered users.   It may not be distributed as shareware.   So, what's it got that's so great? Version 2.0 will have full strategy simulation.   That sounds nice doesn't it, but what does it mean?   To find out click on Version 2.0 Feautres

For instructions on registering this game and getting access to Version 2.0 with strategy manipulation click the About button on the main-menu.

Version 2.0 Planned Features

In Version 2.0 you designate automatic basic play strategies for any and all players.   You will determine the logic the players use when playing the game.   Do other games have this?   Some have similar capabilities.   However, we don't know of any that have the capabilities of Version 2.0.

Not only will you be able to program the player logic, but you will be able to do it in a manner of minutes.   Once you have used it a few times, we expect that you will be able to perform this amazing feat (for up to six players) in less than ten minutes, store it in a configuration file and retrieve it whenever you want to simulate those circumstances.

Why would you want to do this?   Because it makes the game more interesting and simulates casino conditions better than cute graphics of backgrounds and card tables.   You may have read books on BlackJack strategy that claim to increase your odds.   It could get pretty expensive to try these strategies out at the table.   Why do that, when you can try them out at home.   For instance, let's say that you are considering switching to a different basic play strategy.   You could set up a scenario, where you program another player to use the new strategy while you compete with your own.

Version 2.0 contains other features also.   Other games will tell you when you are violating their basic strategy.   Version 2.0 allow you to request feedback when you are violating **your** basic strategy.

Version 1.4 Enhancements

Version 1.4 is an interim release of the product, before Version 2.0.   It includes several ergonomic features to improve game play.   These features are the result of requests from registered users.   See how important you are.   Many of them are minor items, but building a better mousetrap requires a lot of attention to detail.   And just like it says on the registration form "We're all ears".   Improvements over Version 1.2:

1   Items on the Main Menu are grayed out while a hand is being played.   This keeps new users from getting confused and focuses on the action.

2   The shuffle speed has been slowed down a tad.   For those big 486s and penthouse Pentiums out there.

3   When you switch to another program or minimize then restore BJW, the program redisplays the last hand(s).

4   The cards are now sized based on the size of the window.

5   The minimize and maximize buttons are enabled to allow the game to be suspended and restored.

6   The display option has been renamed Statistics and now invokes a modeless dialog box.   This means the window showing hands won, lost, and bankroll now stays open until you close it.

7.   Various errata eliminated and hand/cursor motions reduced by changes to the Hit dialog box and the Next_Round dialog boxes, and elimination of the Busted OKMessageBox for players.

These changes sound minor, but they greatly improve game play.

We would like to take this opportunity to thank our registered users for the suggestions, you know who you are.

Special credit is due to our longtime friends and real-time Windows Programmers:

- Kim Hastings, Val Priaso, FL

- Rick Palm, San Antonio, TX

for rapid testing this release.

Thanks

Elton

Play

Select the Play option from the main-menu to start the game.   You also select it anytime you have stopped play on the Next Round Dialog Box.

Players

Select the Players Option on the Application Menu.   The drop-down menu will allow you to select up to six players to play at one time.

If you change the number of players in the middle of a game, it resets the game statistics. This is equivalent to stopping the program and starting over, except that all your other options are retained.

See also:

<u>Table</u>
<u>Bankroll</u>

Game

The Game Dialog Box allows you to control table rules.   This option allows you to tailor the game to conditions that you are used to playing under.

Double Down Rules   You set rules for doubling your bet.

Splits First Pair Only

> Pushing on the radio button limits the ability to split a hand to one time.   The default is five times.   You can request split five times and have six open hands.

Dealer Hits Soft 17

> When you push the radio button it forces the dealer to draw when the dealer hand totals 17 counting an Ace as eleven.

Surrender

> Pushing the radio button enables the surrender option on the choice Dialog box. When surrender is enabled, you can throw in your cards at any time and lose 1/2 your bet.

Double Exposure

> Push double exposure and both dealer cards will be dealt face-up.   If you play this game, the house wins all pushes ("ties") and when you hit BlackJack, it only pays even money.   (Not the usual 1 and 1/2 of the original bet.

Insurance

> Insurance is always available, unless you select double exposure.   The insurance option will be enabled on the Choice Dialog Box when the dealer has one card face down and the up-card is an Ace.   Insurance is a side bet that the dealer has a face card or ten in the hole.   If the hole card is an Ace, you win, otherwise you lose.   The insurance bet is always 1/2 of the current bet on your hand.

Double Down Rules

Only on Ten or Eleven

Selecting the radio button will allow you to double your bet only when you have a card count of ten or eleven in the first two cards dealt.

After Splits

Selecting the radio button will allow you to double down on spit hands.   The default is not to allow it.

On 3 or More Cards

This radio button allows you double down when you have three or more cards. (Basically anytime you want to.)

Statistics

The statistics option on the main menu opens the statistics box.   The box remains open until your close it.   It is updated after each hand.   This feature will be expanded to include more statistics in later versions of the program.   Currently it contains hands won, hands lost and remaining bankroll.   Send your requests for new statistics in with the registration form.

Table

The table option on the drop-down menu allows you to pick the table you want to play at.   The tables are listed by minimum bet.   If any player's bankroll drops below the table minimum, they are excused from the game.   If you switch tables in the middle of a game, any player that does not have enough money to play at the new table will be dropped.

Bankroll

The bankroll option let's you select the amount of money to start the game with. Every player will have the same bankroll at the start of the game.   If you reset the bankroll, it resets all game statistics and sets every player's bankroll to the amount selected.

Common Terms

Double-Down

An action initiated by the player that doubles the bet and draws one final card.

Face-Card

Jack, Queen or King.   These three cards have a rank value of 10 points.

Hole-Card

A card dealt face down.

Hard-Hand

The point value of the hand, when an Ace is counted as a one.   The Hard-Hand count will always be equal to or less than the soft-hand count.

Push

A tie.   Usually the bet is returned to player, but not always.   Depends on other game rules and the casino.

Soft-Hand

The point value of a hand when an Ace is counted as 11 points.

Split-Hand

When a hand is dealt, the player initially receives two cards.   If these cards have the same rank value (i.e. two 8's), the player has a split-hand.   The player can elect to split the two cards and receive two more.   This provides the player with two hands in the same game.

Surrender

Some casinos allow the player to elect to surrender their hand and only lose 1/2 their bet.   A player would do this when it is expected that the dealer has a hand that can't be beat.