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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 8 standard 52 cards decks.

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.

When the player receives his initial two cards, he determines their value by adding the values of the individual cards together. If the hand value is 21 (an ace and 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 from the dealer one more card.
- Stand** Indicate that he does not desire any more cards.
- Double-down** Decide to double his original bet. The player gets one and only 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. If the player splits a pair of aces, then he is only permitted to draw one additional card for each ace. Even if the player's split hand consists of an ace and a ten or face card, that is not a blackjack and he still may 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 original player's bet and how the hand is played.

The dealer draws last and must hit 16 or less and stand on 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 tie.

Playing The Game

To start the game, click on **Game** and then click on **New** 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.

Click on **Deal** button from the *Game Control Panel* when ready to play.

If you did not bet all seven hands, then the computer will auto-magically place bets on the remaining hands, so you always play at a full table.

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 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*.

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
Bust e	this hand total exceeded 21

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

Title Bar displays Dealer's winnings/losses.

Place your bet for the next hand.

Options

To select option click **Options** from the menu bar.

Bet Unit Size

Select the amount by which the bet will be incremented.

Dealing Speed

Select the speed at which the cards will be dealt.

Show

Select the additional information you wish displayed:

- Points** Display number of points, so gambler does not need to add.
- Count** Display in the status bar cell *Running count* and *True count*, utilizing the High-Low counting strategy.
- Advice** Display in the status bar cell a suggested action that is based on the blackjack *Basic 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 on **Autoplay** and then on **Strategy**.

Pick which player and which strategy table (Hard, Soft, or Split) you would like to view or modify, then click on the Setup button.

You will be presented with a 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 off from the same menu. Autoplay mode will end when all hands are played.

