


BLACKJACK

GAME PROGRAM™

INSTRUCTIONS



 A Warner Communications Company

ATARI, INC., Consumer Division
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Use your Standard Paddle Controllers with this game program. Be sure to plug the Controller cables firmly into the Video Computer System™ jacks. See your Video Computer Owner's Manual for details. You will need another set of paddle Controllers for three players to play Black Jack. During one or two-player games, plug your Standard Controllers into the left side of the Console.



Note: To prolong the life of your Atari Video Computer System and protect the electronic components, the Console unit should be OFF when inserting or removing a game program.

HOW TO PLAY BLACK JACK

Place your bets, casino gamblers! And you're ready to play Black Jack. One, 2 or 3 players compete against the computer dealer. The computer deals each player two cards face-up. The computer also deals two card to itself--one face-up and the other face-down. After that, Lady Luck and your sharp skill determines the winner.

Each card is worth points:



Number Cards =
Face Value (i.e. 5 = 5 points)



**10, Jack (J), Queen (Q),
and King (K) = 10
points**



Ace (A) = 1 or 11 points

A card hand is called “soft” when the Ace is used as 11 points. A card hand is “hard” when any combination of cards is used except an Ace worth 11 points. For example, a soft 17 is an Ace (11 points) and a 6. A hard 17 could be a 10, 6 and an Ace (1 point).

The object of the game is to get 21 points, or as close to 21 points without “busting” (exceeding 21 points). You automatically score a Black Jack when your first two cards equal 21 points.

If you are satisfied with the points of your first two cards, stay on that hand. If you want to add more points to your hand, request a hit, and the dealer will give you another card. You may continue to hit until you are satisfied with your hand (stay)--or until you exceed 21 points and lose the game (bust).

When all players have played their hands, the dealer reveals the face-down card. Like the players, the dealer will hit or stay to get as close to 21 points without busting.

You win the game when:

- Your card hand is equal to more points than the dealer's hand without exceeding 21 points.
- The dealer busts and exceeds 21 points.
- You score a Black Jack (An Ace and a face card or a 10).

NOTE: A tie game (push) occurs when the dealer's card points equal your card points.

BETTING

Each player starts play with a total of 200 chips. Bet from 1 - 25 chips on each game. Your bet is added or subtracted from your total score depending on whether you win or lose. When you score a Black Jack, you win 1½ times your bet. For example, you score Black Jack on a bet of 10 chips and win 15 chips! A player is automatically removed from the game when he has 1000 chips or no chips remain in his score.

NOTE: You may double your bet BEFORE the first hit. After you double the bet, you must take one hit. No other hits are allowed.

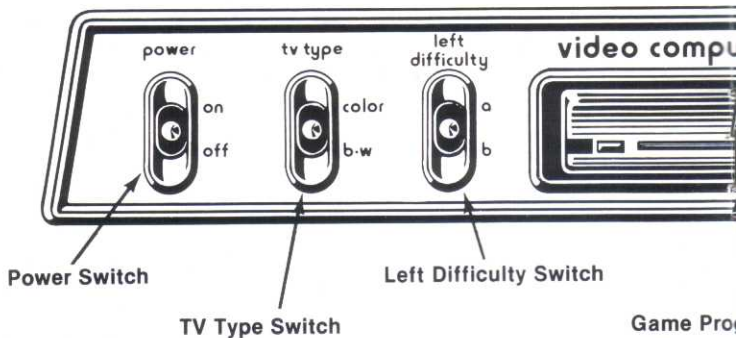
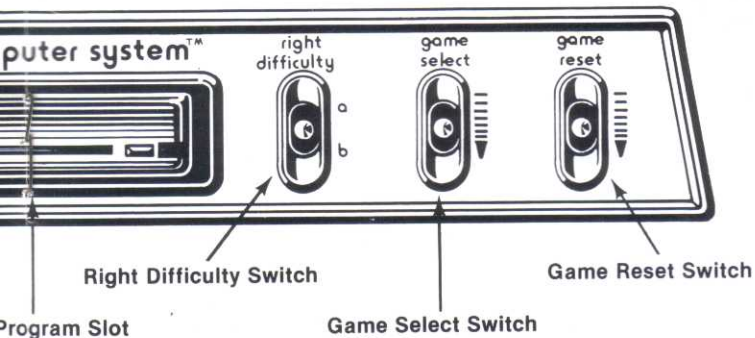


FIG. 1 - VIDEO

GAME SELECT SWITCH: Use this switch for the following:

- **CONTROL THE NUMBER OF PLAYERS** - Press the Game Select Switch to cycle through all the positions of game set-ups for one, two or three players. Release the switch when the number of set-ups you want appears on the screen.
- **LEAVING THE GAME** - A player can leave the game at any time. To stop play action, push the Game Select Switch until your set-up disappears. (Other players' set-up will remain.)
- **RETURNING TO THE GAME:** Stop the game action by pressing the Game Select until you set-up reappears on the screen along with any other set-ups of players who had been playing.
- **GOING BROKE** - When you Go Broke (lose all your chips), you can still play by asking the bank for another set-up. Stop the play action and push the Game Select Switch to cycle through all the set-ups. When your new set-up appears along with the other players' previous set-ups, release the switch. Now place your bets and continue play.
- **BREAKING THE BANK** - When you have 1000 chips, you Break the Bank! Now you must start play again with 200 chips. To produce another set-up, follow the directions for Going Broke. Your 1000 chip score will remain on the screen until you press the Game Select Switch.



VIDEO CONTROLS

GAME RESET - Slide this switch back and forth to reset your score to 200. You will also hear the computer shuffle the cards.

LEFT DIFFICULTY SWITCH - Slide the left Skill Switch to "B" position and the computer automatically shuffles the cards after every hand. Slide the switch to "A" and the computer automatically shuffles the cards after dealing 2/3rds (34 cards) of the deck.

RIGHT DIFFICULTY SWITCH - Move this switch to "A" or "B" position and the rules of the game change:

A POSITION = CASINO BLACK JACK RULES

- Computer dealer must hit a soft 17 or less.
- Computer dealer must stay on a hard 17. (Aces = 1 point)
- Your score is not affected by tie games between the dealer and you.
- If your hand equals 10 or 11 points, you may double your bet BEFORE the first hit. You must take one hit, and only one hit is allowed.
- A player is allowed four hits.

B POSITION = PRIVATE BLACK JACK RULES

- Computer dealer must stay on 17 or more points.
- All tie games are won by the computer dealer.
- You may double your bet on any combination of cards BEFORE the first hit. You must take one hit, and only one hit is allowed.
- A player automatically wins the game when he hits four times without busting.

CONTROLLER ACTION TO PLAY BLACK JACK

Use the knob and red button on your hand-held Controller:

- Determine and make your bet
- Determine and tell the dealer whether you want to stay, double or hit your hand.

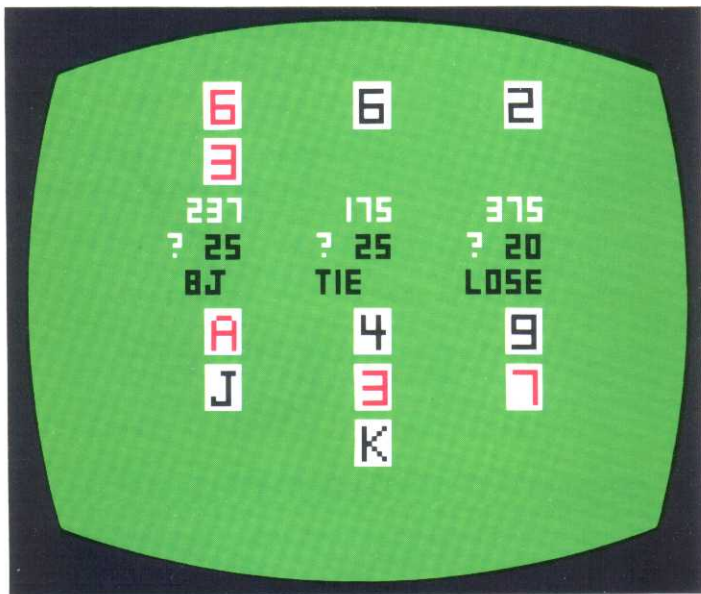


FIG. 2 - GAME PLAYFIELD

A question mark appears below your total number of chips. This is the time to place your bet for the next game.

- Turn the Controller knob and numbers from 1 to 25 appear under the total score. Stop turning the knob at the number of chips you wish to bet.
- Press the red Controller button to make your bet with the dealer.

If there is more than one player, the last player to make his bet and press the Controller button erases the previous game's card hands on the screen.

After the computer deals two cards, each player must decide to hit, stay or double his bet.

- Turn the Controller knob and the words HIT or STAY appear above your cards. Turn the knob to the action you want to take.
- If you turn the knob to HIT, press the red Controller button and another card will appear on the playfield. Continue to HIT until you are satisfied with your hand.
- When you are satisfied with your hand, turn the knob to STAY. Then press the red Controller button.

NOTE: If game rules allow, double your bet BEFORE the first hit. (After you double the bet, you must take one hit. Only one hit is allowed.) Just turn the Controller knob to DBLE. Then press the red Controller button for the hit that could win the game for you!



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