BlackJack Academy™

MICRO-VICE SERIES



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Rules to Blackjack

Object: Defeating the dealer by having a better hand.

Winning: When the player's total hand does not exceed 21 and is greater than the dealer's total hand, the player is a winner. If the dealer busts (total hand exceeding 21), player also wins.

Losing: When the player's total hand exceeds 21 or when the dealer's total hand is greater than the player's total hand, the player loses. When the player busts it is an automatic loss even if the dealer also busts.

Draw/ Push When a player and the dealer have the same total hand without busting, that is known as a draw or push. The player does not win or lose and keeps his/her original bet.

Card Values:

Totals are determined by adding the face value of the cards in a player's hand. Twos through tens are counted at face value, with jacks, queens and kings valued at ten and aces valued at either one or eleven. If an ace is dealt, it is the player's option to use it as a one or an eleven, this is known as a soft total. Face cards and tens are collectively known as ten count cards.

BlackJack:

If the first two cards dealt to the player are an ace and any of the ten count cards, that is called a blackjack and is an automatic winner. The only exception is if the dealer also has a blackjack in which case the hand is a draw/push. Blackjack hands are turned face up immediately.

Bets:

The player places his/her bet before the cards are dealt. If the dealer wins, he/she collects the bet. If the player wins, the dealer pays off an amount equal to the original bet. If the player has a blackjack the dealer pays off $3 for each $2 of the original bet.

The Deal:

After the bets are placed, two cards are dealt to the player and to the dealer with one of the dealer's cards always face up. The player's cards may be dealt face up or face down depending on table rules.

The Play:

Once the dealer has dealt to all players (play starts at dealer's left) each player needs to determine how to complete his/her hand. Each player will be requested in turn to do one of the following: Hit, Stand, Split, Double Down, Surrender, or Insurance. Casino rules differ, so some options may not be available.

Hit: Hitting is the term for drawing another card. If a player requests a hit, the dealer will deal another card. The player then must determine the new hand total and select his/her next play option.

Stand: When a player is satisfied with the total in the hand, he/she signals that he/she does not want any additional cards and is standing.

Doubling Down: This option allows the player to double the amount of his/her original bet. When this option is chosen, the player places his/her cards face up and then places the second bet (equal to the first bet) next to the first bet. The dealer then deals ONE additional card to the hand. The player may look at the card if he/she wishes, however, no additional hits are permitted. The play of that hand ends when double down is selected. Some casinos limit doubling down to hands totaling 10 or 11.

Split A Pair: When the first two cards dealt in a hand are of the same value, i.e. 4-4, 9-9, 10-K, Q-K, etc., the player may choose to split the pair and make two hands. When this option is chosen, the player places the two cards face up and places a second bet equal to the original bet next to it. The dealer then deals one card to each hand making two separate hands which are played separately. If aces are split, the player will receive only ONE card per ace and must stand after that deal. If a split hand also contains two cards of identical value, they too may be split. This is called resplitting. Resplitting of aces is not allowed. Check casino rules for doubling down on split hands.

Insurance: If the dealer's up card is an ace, he/she will ask if players want to place an insurance bet. This, in fact, has nothing to do with insurance, it is merely a side bet on whether the dealer has blackjack. If the player makes an insurance bet he/she is betting that the dealer does have blackjack. To place the bet, the player places any size bet up to ½ the original bet in front of the bet box. The dealer then looks to see if he/she has blackjack. If the dealer has blackjack the player wins the insurance bet. Insurance bets pay 2 to 1. Because the dealer has blackjack only about ⅓ of the time, insurance is usually an unwise bet.

Surrender: This option is offered by only a few casinos. If the player chooses to surrender, play of the hand ceases and the dealer collects only ½ of the bet.

Dealer Rules: After the dealer has dealt and all players have played out their hands, the dealer plays his/her hand and has strict rules to follow. If the dealer has a hard total of 17 or more he must stand. If the dealer's total is 16 or less he must hit. Some casinos require the dealer to hit a soft 17, others require him/her to stand.

Settling The Bets: Insurance bets are settled before the hands are played. When a player gets blackjack, he/she turns his/her cards up immediately and the dealer pays him/her immediately. Similarly, if the player busts, the cards are turned up and the dealer collects them and the bet immediately. Once the dealer finishes playing out his/her hand, he/she settles the bets with each player still in the game.

Play Instructions

1. Insert the Blackjack Academy disk in the drive and turn the machine on. To begin play type: LOAD "*",8,1 then press return.

2. The main screen is a representation of a casino blackjack table. There are five possible player locations. When the program first begins, only the center location is occupied. This can be altered under "PLAYER SETUP."

3. The program options are selected by the use of pull-down menus.

Use the cursor keys and i, m, j, k keys or the joystick (in port 0) to elect the desired menu option. To select an item, press either the return key or the fire button on the joystick.

4. The play of the game is controlled by using the PLAY menu. All of the options on this menu can also be selected by a single keyboard character. Additionally, the OPTIMAL PLAY option of the strategy menu also has a key code. These key codes are displayed in parentheses on the menu windows. To start play, after the player setup options have been made, select the PLACE BET (B) option on the PLAY menu. The dealer will then ask each player to place their desired bet. When all bets have been placed, the dealer will deal the cards starting at seat number one. After the cards have been dealt, each player's cards are viewed and played in turn starting at position one. After all players have played out their hands, the dealer settles the bets and the bets are placed for the next hand.

5. By using the pull down menus at the top of the screen (or keyboard equivalents), the player can select the system options and game play options.

5A. PLAY:

a. HIT (SPC): Select this option to draw another card.
b. STAND (S): Select this option to stand.
c. PLACE BET (B): This option starts play of the hand.
d. SPLIT PAIR (P): Select the split option. Pull down the help screen using the arrow keys for help.
e. DOUBLE DOWN (D): This option will draw a single card while doubling the bet.
f. SURRENDER (Q): Select this option to surrender.

5B. STRATEGY:

a. OPTIMAL PLAY (O): Gives you the best play for the current hand.
b. PLAY STRATEGY: Basic guidelines for successful game play.
c. BETTING STRATEGY: Basic guidelines for betting.
d. CURRENT RULES
e. CURRENT CARD COUNT: When the card count toggle is off, use this option to find the current card count.

5C. HELP:

a. GAME SUMMARY: Synopsis
b. INSURANCE HELP
c. DOUBLE DOWN HELP
d. SPLIT HELP
e. SURRENDER HELP
f. HIT/STAND HELP
g. HARD/SOFT HELP
h. RULE VARIATIONS
i. CARD COUNTING
j. MONEY MANAGEMENT

5D. SETUP:

a. PLAYER SETUP: This option allows you to change the player information. The player information consists of

three columns, the first contains the player's names, the second, number of chips, and third, whether the card totals are to be displayed. Use the cursor keys or joystick to highlight the item you wish to change. Press the return key or fire button to change the highlighted field, the show total column will toggle between yes and no when it is selected to change. To exit this window, press "Q".

b. NUMBER OF DECKS: Select one, two, four, or six decks. Decks can be changed when you are using any of the table rules, as many casinos offer single as well as multiple decks.
c. MINIMUM BET: Select $2, $5, $25, $100 as the minimum permitted. Minimum bet can be altered during any table rules, as many casinos offer several minimum wager amounts.
d. MAXIMUM BET: Select $100, $300, $1000, or $3000 as the maximum bet permitted. Maximum bet can be altered during any table rules, as many casinos offer several maximum betting limits.
e. LAS VEGAS RULES
f. DOWNTOWN VEGAS RULES
g. RENO RULES
h. ATLANTIC CITY RULES
i. LIBERAL RULES
j. CUSTOM RULES
k. DISPLAY CURRENT RULES

5E. OPTIONS:

a. SYSTEM SPEED SLOW
b. SYSTEM SPEED NORMAL
c. SYSTEM SPEED FAST
d. SYSTEM SPEED VERY FAST
e. SOUND: This selection is a toggle. When the check mark is there, sound is on.
f. SHOW COUNT: This selection will show the card count for a favorable or unfavorable deck.

5F. DISK:

a. LOAD: Load is a saved game.
b. SAVE: Save the current game.
c. DELETE: Delete any of the saved games.
d. ABOUT: Credits.
e. QUIT: Ends the session.

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