ATARI® 400/800™

COMPUTER PROGRAM CASSETTE

BLACKJACK

CX4105

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Use the following procedure to start your **BLACKJACK Computer Program Cassette**.

1. Insert an **ATARI® BASIC** (Computing Language) **Cartridge** into your **ATARI 400™** or **ATARI 800™** computer console slot.
   (Insert in the **LEFT CARTRIDGE** slot on the **ATARI 800** console.)

2. Make sure the **ATARI 410™ Program Recorder** is properly connected to the computer console, and to a wall or power outlet.
   (See your **Program Recorder** Owner's Manual for further details, if necessary.)

3. Turn your television on.

4. Power up the computer console by pressing the **POWER** switch on the right side of the console to **ON**.
   (When an **ATARI Printer** and/or **Disk Drive** is connected to your system, it is possible to have loading problems, depending on how your computer console and peripherals are interconnected. Your best bet is to connect the **Program Recorder** directly into the computer console. If loading problems persist, consult the appropriate **ATARI** Owner's Manual.)

5. If all equipment is properly connected and powered up, your television screen should be displaying the **READY** prompt, with the white square "cursor" just below.

6. Insert side **1** of the **BLACKJACK** Program Cassette into the **ATARI 410 Program Recorder**. **REWIND** the tape all the way to the beginning if it is not already at that position. When the tape stops, push **STOP (STOP/EJECT)**.

7. Type **CLOAD** on the computer keyboard and hit RETURN. The "beep" sound is a reminder to press **PLAY** on the **Program Recorder.** Hit the RETURN key again on the computer console.

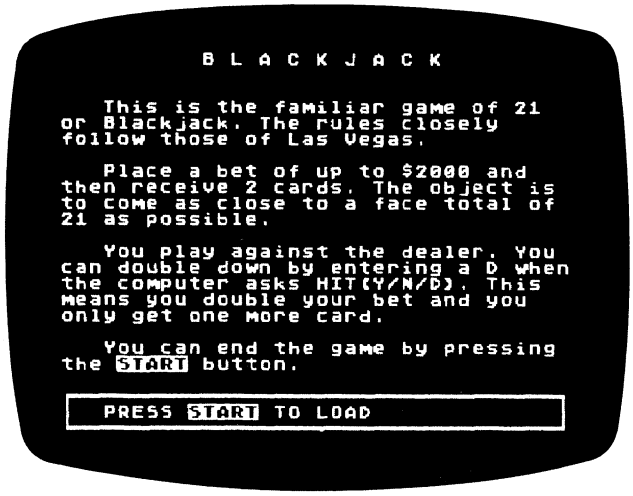
   You will notice through the window of the **Program Recorder** that the tape is turning, which means that the beginning of the program is being loaded into the computer.

8. When the **READY** prompt is again displayed on the screen, type **RUN** on the keyboard and hit RETURN.

9. The screen display will now show an **ATARI** logo along with a **LOADING BLACKJACK** message. An audio track with music will accompany this process and will provide you with some additional information.

10. At the conclusion of this loading process the introductory display for the **ATARI BLACKJACK** program will be shown on the screen. At the bottom of the screen will be the question, **DO YOU WANT INSTRUCTIONS (Y/N)?** ■. If responding yes, type **Y** on the keyboard and hit RETURN. If responding no, type **N** and hit RETURN. (It is a good idea to read the instructions the first time you play, even if you think you know how to play the game.)

11. If you respond no **(N)**, the computer will immediately begin loading the game into memory. After responding yes **(Y)**, however, the screen display will show the following instructions:



12. Press START on the console to load the program into the computer. A **LOADING BLACKJACK** message will appear at the bottom of the screen.

    NOTE: During the course of making entries on the computer keyboard, you may accidentally hit the Reverse (Inverse) Video key, or the Lower Case Key CAPS/LOWR. If this occurs, you will notice

that the characters are either reversed (dark letters on light background), and/or in lower case, and, the computer will not accept your input.

If you are getting reverse video characters on the screen, press the key to return to normal text. To change lower case characters to upper case, press the SHIFT key and the CAPS/LOWR key simultaneously.

13. After the game appears on the screen and the cards are shuffled, your first task is to place a bet. Enter your bet by using the number keys on the keyboard. Your bet may range from $0 to $2000. The computer will reject any bet over $2000. After placing your bet, hit RETURN .

14. The computer now automatically deals the cards. You receive two cards which are dealt face up. The "dealer" receives one face up and one face down. To receive another card or "hit" type **Y** and hit RETURN . You may receive up to five cards. When you are satisfied with your hand, type **N** for no and hit RETURN .

15. Other than instructing the computer to deal you more cards, or NOT to deal you more cards, there is one other option available to you at the beginning of each hand. This option is known as "doubling down". When you double down you receive one more card and your original bet is automatically doubled. To do this type **D** and hit RETURN . You may only double down at the beginning of each hand before you have received any additional cards.

16. After each hand, you place another bet and play another hand. If you want to place the same bet as that of your previous hand, just hit RETURN . If you want to change the bet, use the number keys.

17. You may bet more than the amount contained in your bank. Your bank is called out as **"TALLY"** on the screen. Your credit limit however, is $4000 ($-4000). Whenever you are $4000 or more in the hole, the game will temporarily freeze and you will receive a special message at the bottom of the screen.

    To restart the game simply press START . There are other methods you may use to reset or restart the game at any time. Hit the BREAK key, type **RUN** and press RETURN . You can also press SYSTEM RESET , type **RUN** and hit RETURN . These methods are handy whenever something unexpected or out of the ordinary appears on the screen.

Side 2: The previous instructions apply to side **1** of the cassette tape. Side **2** does not include introductory instructions, only the program itself. To start side **2**:

1, **REWIND** the tape to the beginning of that side, then press **STOP (STOP/EJECT)**.

2. Type **CLOAD** on the keyboard and press RETURN .

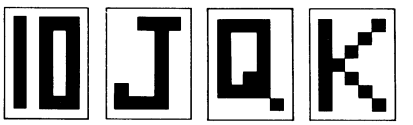
3. After the "beep" sound press **PLAY** on the Program Recorder and hit RETURN again on the computer console.

4. When the **READY** prompt appears, type **RUN** and hit RETURN . The ATARI logo will appear on the screen while the program is automatically loaded into the computer. The **BLACKJACK** program will subsequently appear on your television screen, at which time you're ready to play.

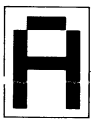
ADDITIONAL INFORMATION ABOUT BLACKJACK

Obviously then, the object of **BLACKJACK** is to score 21 points or as close to 21 points as possbile without "busting" (exceeding 21 points). The point system used for scoring is:

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

The dealer reveals its face down card when all your cards are dealt. If you lose, the computer will still play out its hand, except when you score Blackjack. Whenever you win you receive the amount equal to your bet. You win whenever:

- Your card hand equals 21 points or less and is more points than the dealer's hand.
- The dealer "busts" by exceeding 21 points.
- You score a Blackjack (ace and a face card or an ace and a 10). WHEN YOU SCORE BLACKJACK, YOU WIN 1 1/2 TIMES YOUR BET.

A tie game is known as a **PUSH** and occurs when the dealer's card points equal your card points. In a **PUSH** you do not win or lose your bet. Each time you win or lose a hand, your bet is automatically added or subtracted to your total. You start with a bank (**TALLY**) of $200. You may bet up to $2000 before each hand.

You automatically win the hand (with two exceptions), when you take the maximum number of hits (5) without busting. The computer will give you a **5 CARD CHARLIE**! salute. The exceptions occur when the computer scores 21 or Blackjack, in which case it is a **PUSH**.

The computer will always hit on 16 and stay on 17 or more. You may stay or hit at your own discretion. THERE IS NO INSURANCE OR SPLITTING IN THIS VERSION OF **ATARI BLACKJACK**.

Hard and Soft Hands

A card hand is called soft when the ace is used as 11 points. A card hand is hard when the ace is used as 1 point. For example, a soft 17 would be an ace (11 points) and a 6. A hard 17 could be a 10, a 6, and an ace (1 point).

As mentioned before, the computer plays out its hand even if you bust. This gives you a chance to mentally keep track of the cards that have been dealt. The computer will deal approximately 40 cards and then automatically reshuffle the deck.

Good luck. And don't forget to stay on your toes, the computer's a pretty stiff competitor.

LIMITED 90 DAY WARRANTY

ATARI® PROGRAM CASSSETTES

ATARI, INC. ("ATARI") warrants to the original consumer purchaser that this ATARI Program Cassette (not including computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty is discovered during this 90 day warranty period, and you have timely validated this warranty, ATARI will repair or replace the Cassette, at ATARI's option, provided the cassette and proof of date of purchase is delivered or mailed, postage prepaid, to an authorized ATARI Sevice Center, a list of which accompanies this warranty.

This warranty shall not apply if the Cassette (i) has been misused or shows signs of excessive wear, (ii) has been damaged by playback equipment or while being used with any products not supplied by ATARI, or (iii) if the purchaser causes or permits the Cassette to be serviced or modified by anyone other than an authorized ATARI Service Center. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

NOTICE

All ATARI computer programs are distributed on an "as is" basis without warranty of any kind. The entire risk as to the quality and performance of such programs is with the purchaser. Should the programs prove defective following their purchase, the purchaser and not the manufacturer, distributor, or retailer assumes the entire cost of all necessary servicing or repair.

ATARI shall have no liability or responsibility to a purchaser, customer, or any other person or entity with respect to any liability, loss, or damage caused or alleged to be caused, directly or indirectly, by computer programs sold by ATARI. This includes, but is not limited to, any interruption of service, loss of business or anticipatory profits, or consequential damages resulting from the use or operation of such computer programs.

The provisions of the foregoing warranty are subject to the laws of the state in which the Cassette is purchased. Such laws may broaden the warranty protection available to the purchaser of the Cassette.

PERSONAL COMPUTER SYSTEMS

P.O. Box 427, Sunnyvale, California 94086
Call toll-free 800-538-8547 (In Calif. 800-672-1404) for the name of your nearest Atari retailer.

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