

NOTES

- 1) Cards are reshuffled after each hand.
- 2) A tie does not affect player's score.
- 3) The two players are competing with the dealer (computer).
- 4) A BLACKJACK (21) on the deal pays 1 1/2 times the bet except on a tie.
- 5) A player going bankrupt ends the game.
- 6) To restart a game, press START at the end of any hand.

PLEASE NOTE

WE AT H.E.L. LABS. DO NOT FEEL THAT YOU SHOULD PAY FOR THROW AWAY FOUR COLOR PRINTING, SO PACKAGING IS SIMPLE. YOU PAY ONLY FOR THE PROGRAMMING, THE FINEST CASSETTE TAPE AND CASSETTE HOUSINGS.

BLACKJACK 1 & 2 PLAYER
(JOYSTICKS REQUIRED)

ATARI
16K



(C) 1981
by MICHAEL BELOFSKY

BLACKJACK

HOW TO LOAD

- A) Power up the computer and hook-up the cassette player.
- B) Put the cassette into the the player, rewind and press the play button.
- C) Type "CLOAD" and press the RETURN button slowly twice.
- D) When the load is complete type "RUN" and press RETURN slowly twice.
- E) At the end of the load, when the program starts to run press the STOP button on the cassette player so as not to damage the tape.

ON AN ERROR

- A) Be sure the tape head is clean.
- B) Rewind the tape and set the counter to 000.
- C) Fast foward to a reading of 002.
- D) Proceed from step A of HOW TO LOAD.
- E) If it still does not load use the recording on the other side of the cassette.

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SETUP

Plug in joysticks, jack 1 for player 1, jack 2 for player 2. When the computer asks enter the players' names (up to 8 letters each) and press RETURN

INSTRUCTIONS

The first player's bet and cards are on the left side of screen, the second player's are on the right. Betting is accomplished by moving the joystick left to scroll the left digit and right for the right digit of the bet. Press the red trigger button to enter the bet (1 to 99 is allowed). If you bet more than you have left the computer will correct it.

TO PLAY

After placing bets the computer will deal two cards each. The player's name and card total will appear on the screen with a request to hit. Press the red button to hit or move the stick to stay. Player one first then player two. After each hand push either joystick to reset for the next hand.