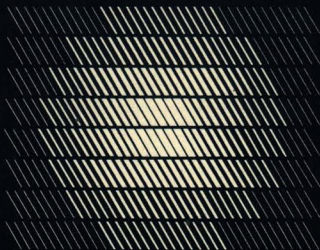


 **VideoBrain**<sup>TM</sup>

Family Computer  
Cartridge Program  
Instructions



For adults and children  
12 and over

Two players play  
'Blackjack' against the  
VideoBrain 'House'

Entertainment

**Blackjack**  
**EN05**

For best results,  
read this brochure before  
using cartridge

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## **Blackjack**

### **Entertainment Cartridge**

- Two players play "Blackjack" against the VideoBrain "House."
- For adults and for children 12 and over.

**FOR BEST RESULTS, READ THIS BROCHURE  
BEFORE USING CARTRIDGE**

## **Blackjack Instructions**

Sit down and try to beat your VideoBrain computer at Blackjack. Bring a friend—your computer can operate “The House” against two players at once. No need to bring money, or even count it—VideoBrain will keep score. The game is strictly for the fun of it.

### **A Brief Review of Blackjack Rules**

Blackjack is a game of chance played against The House or “dealer.” Your goal is to accept two or more cards from the dealer with a total as close to 21 as possible, but not over 21. If you score exactly 21, you can’t be beaten by The House, and you can win. If your cards total more than 21, you “bust” and lose your bet.

In Blackjack, cards 2 through 10 are worth their face value (a 7 of Spades is worth 7 points). Cards ten through King each count 10 points; the Ace counts either 1 or 11 points, whichever is to your advantage in trying to get a more favorable point total.

You (and your friend, if two are playing) start by placing “bets” against The House. Once your bets are placed, the dealer gives you and himself two cards each. In the card game, players’ cards are face down, and the dealer’s second card is face up. If the dealer’s face-up card is an Ace or a card worth 10 points, the dealer looks immediately at his face-down (“hole”) card, to see if he has a Blackjack. If he does, he tells the players, turns both his cards face up, and collects the bets of players without Blackjacks. Players with Blackjack are considered to be in a tie with The House.

If the hand is not decided, as described above, on the initial two-card deal, the player on the left starts to play. If the player has been dealt cards which total ten or eleven, he has an opportunity to double his bet and take one more card.

If the player does not start with a point total of ten or eleven, his original bet remains and he proceeds to play his hand. The player may take any number of "hits" (cards dealt to him face up) to bring his total as close to 21 as possible without going over 21. If his total goes over 21, the player "busts" and loses his bet. After all players have received hits as they ask, the dealer turns up his face-down card and plays his own hand. According to the rules, he must take a hit until his point total exceeds 16; he must accept hits on 16 or a "soft" 17 (a 17 in which an Ace is valued at 11); he must stand on a "hard" 17 (a 17 that does not include an Ace valued at 11).

Once the dealer's rules have been satisfied, his point total is compared with the players'. If the dealer busts or if a player who did not bust has a higher point total, that player wins. If the dealer has not bust and has more points than a player, that player loses. If both dealer and player have the same point total, the game is a tie.

A Blackjack received by a player, when the dealer did not achieve one, wins that player 1½ times his bet, automatically. If both dealer and player get a Blackjack, the game is a tie.



## Inserting The Cartridge

1. Make sure your VideoBrain computer is attached to your TV as described in the Owner's Manual. Check that power is on.
2. Push the cartridge carrier release button above the VideoBrain keyboard in order to swing the cartridge carrier door up.
3. With the label facing up, slide the cartridge all the way into the tracks suspended from the cartridge carrier door.
4. Gently push the cartridge door down into the computer until it locks.
5. Push the *Master Control* button. The title of the cartridge should appear on your TV for two seconds.

## Operating The Program

To get started, all you need do is select the number of players—1 or 2—by depressing the 1 or 2 key on your VideoBrain keyboard. If you're on your own, you'll use just the one joystick plugged into joystick socket #1. Two joysticks for two players should be plugged into sockets 1 and 2. For proper operation, your joystick should be held with the wire coming out *toward* you, the *hit* button on the left side.

The VideoBrain "dealer" will now shuffle the "card deck," by creating a genuinely random order to the

52 "cards" in its memory. You'll see the word SHUFFLE appear on your TV screen as the "deck" is randomly re-ordered. When the thirty-ninth card has been dealt, the program will freeze the screen and shuffle again.

## Betting

After shuffling, the dealer will ask you to PLACE BET on a display like this:

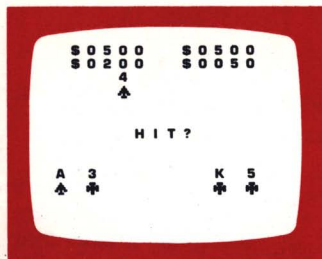


The \$500 figures at the top of the screen are the initial stakes that the players have at the start of the game. The figures below the stakes are controlled by the joysticks to indicate the players' bets for each hand.

You can bet in any \$10 increment from \$10 to \$250. You bet by pushing your joystick forward or pulling it back, until the amount you want to bet appears directly under the \$0500. To register your bet, push the hit button on the side of the joystick. Your companion can place his or her bet simultaneously with yours—your computer will wait for both bets automatically.

## Playing

As soon as the bets are placed, the dealer deals the cards as shown:



Player one's hand appears face up in the lower left hand corner, player two's face-up in the lower right hand corner. The dealer's face-up card appears in the upper half of the screen. The dealer's face-down "hole" card

is decided at this time but is not displayed.

If you get a Blackjack with your first two cards and the dealer doesn't, you win 1½ times your bet and your "bankroll" goes up instantly. If the dealer has Blackjack, and you do not, the House wins and you lose your bet.

If no one receives Blackjack, all can improve their hands. Your turn to ask for cards is indicated when the VideoBrain "flashes" the cards in your hand and displays HIT? If you want a card, just press your joystick forward, away from you, and press the hit button to register your decision. The card will be dealt and displayed on the TV screen next to the two you already have. If your total is still 21 or less, you are invited to take another hit.

To stand with the cards you have, pull back on your joystick, and press your hit button.



If you bust, it's shown on your TV screen. Your bet is deducted instantly from your stake.

Now your companion plays the same way, starting with his or her cards being "flashed" on the TV screen. The game proceeds until the other player decides to stand, or is bust.

## **Doubling**

If your first two cards total either ten or eleven, and you have bet half of your stake or less, the **DOUBLE?** signal will appear on the screen above your cards. If you decide to double, your bet will be doubled and you will receive only one more card from the dealer. If you don't double, the dealer will proceed to offer you a **HIT?** as with any other card count. To double your bet, push the joystick away from you and press the hit button. If you don't wish to double, pull the joystick back and hit the hit button.

## **Settling The Bets**

After you and your companion have either stood or busted, the dealer must show his hole card and play out his hand according to the rules. Remember, the dealer will always take a hit if his count is 16 or less or if he holds a soft 17 (a count of 17 with an Ace in it). He will always stand if he holds 18 or more or a 17 without an Ace. The hand is over when the dealer's cards have all been played. The computer compares all the hands and adds or subtracts each player's bet from his stake according to whether he won or lost. When it's time to play a new hand, the dealer will once again ask you to **PLACE BET**.

## Some Winning Strategies

To give yourself the best chance of winning, here are some tips that have been effective for Blackjack players.

**Stand on 15 or more.** Hit if your point total is under 15. Mathematically, you're more likely to come out ahead against the dealer. If you're interested, you can compute the odds using the point value of the cards as described above.

**Memorize the cards dealt.** It can be done, and if you can keep track of what's already been played, you'll be able to compute the odds of receiving a low card or a high one. Don't forget that the shuffle puts an end to your card count.

**Consult one of the many books on Blackjack.**

Blackjack is one of the most popular card games in the world, and plenty of books have been written on how to win. In a professional game, the chances are that the dealer will soon notice if you're using a "system," and will ask you to leave the game. But your VideoBrain, although it's plenty smart, can't tell if you're using a system to beat it!

Blackjack is just one of many exciting cartridges brought to you by the VideoBrain Computer Company. We suggest that you try these others to entertain you, educate you, or help you around the home:

### **Entertainment**

- EN01 Gladiator
- EN02 Pinball
- EN04 Checkers

### **Education**

- ED01 Music 1
- ED02 Math Tutor 1
- ED03 Wordwise 1
- ED04 Wordwise 2

### **Home Management**

- HM01 Finance 1

### **Limited 90-Day Warranty on Blackjack Cartridge:**

For 90 days from the date of purchase, VideoBrain Computer Company will repair any defect in material or workmanship in this Cartridge free of charge.

To obtain warranty service, return the Cartridge post paid, with sales receipt showing date of purchase, to the VideoBrain Service Center with address shown below.

Under no circumstances will VideoBrain Computer Company be liable for any special, incidental, or consequential damages resulting from use or possession of the VideoBrain or its accessories. However, some states do not allow the exclusion or limitation of incidental or consequential damages, so that the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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