Sears TELE-GAMES®

VIDEO ARCADE™ BLACKJACK

GAME INSTRUCTIONS



FOR 1, 2 OR 3 PLAYERS

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing a Tele-Games® Cartridge. This will protect the electronic components and prolong the life of your Sears Video Arcade™.

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TABLE OF CONTENTS

1. INTRODUCTION 1

2. GAME PLAY 2

3. USING THE CONTROLLERS 5

4. CONSOLE CONTROLS 7

1. INTRODUCTION



What do you bet the computer will deal you a Blackjack or a winning hand? If you're clever and have an "in" with Lady Luck, you might even BREAK THE BANK. On the other hand, if you're out of chips, don't worry. The computer-dealer will gladly stake you so you can get back into the game. Win or lose, you'll have as much fun with TELE-GAMES® BLACKJACK as you would in Las Vegas...maybe more. So, ladies and gentlemen, place your bets and get into the game!

2. GAME PLAY

One, two, or three people can play BLACKJACK. The object of the game is simple: Beat the computer-dealer and win as many chips as possible. If you win 1000 chips, you BREAK THE BANK!

You win when...

- The computer deals you **Blackjack** (Ace plus Jack, Queen, King, or 10).
- Your hand has more points than the computer's hand but not more than 21 points total.
- The computer "busts" its hand by exceeding 21 points.

The computer wins when...

- It deals itself a **Blackjack**.
- Its hand has more points than yours, but not more than 21 points.
- You "bust" your hand.

GETTING STARTED

There are two sets of BLACKJACK rules: Home Rules and Las Vegas Rules. Decide which set to use and set your **RIGHT SKILL** switch accordingly *(see Section 4,* **CONSOLE CONTROLS***)*.

HOME RULES

- The computer-dealer must stay on 17 points.
- All tie games are won by the computer-dealer.
- Players can double (DBLE) on any number of points.
- A player automatically wins when he takes four HITs without busting.

LAS VEGAS RULES:

- The computer-dealer must stay on 18 points or a hard 17 (Ace = 1).
- The computer-dealer does not win a TIE game.
- Players can only double (DBLE) on 10 or 11 points.
- Players are allowed four hits maximum.

Connect your Paddle Controllers as instructed in *Section 3*. Then use your **GAME SELECT** switch to select the number of card set-ups you need. *Follow the directions in Section 4,* **CONSOLE CONTROLS.**

When you're ready to start the game, press down the **RESET** switch. The computer-dealer will shuffle and cut the cards and wait for you to enter your bet after the ? on your television screen. Use your Paddle Controller dial to select your bet, and press the red controller button to place it *(see Section 3 for details).*

BETTING

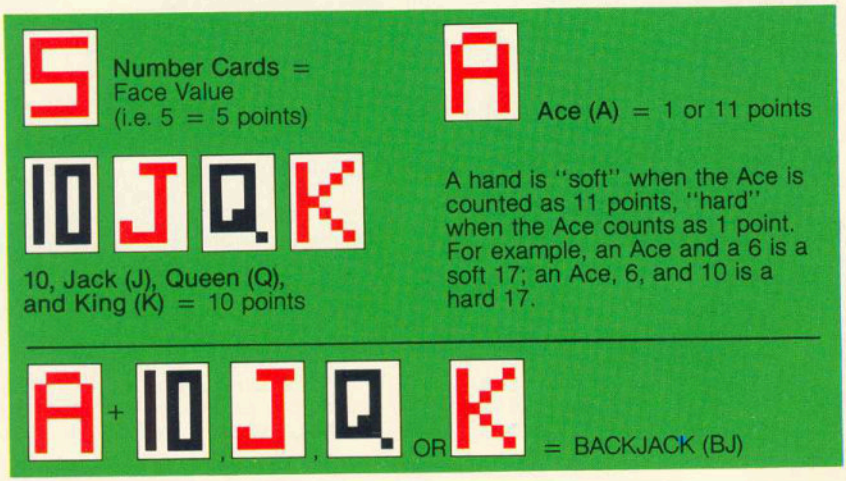
Your initial stake is 200 chips, and you can bet up to 25 chips per hand. When you win, the computer-dealer adds your bet to your stake; when you lose, it subtracts your bet from your stake. You bet only once, before the deal. There is no betting after the cards are dealt.

THE DEAL

When all bets are down, the computer deals each player two cards face-up, then deals itself one card face-up and another face-down. Count the points in your hand as shown in **Figure 1**, and decide whether to stay, take a "hit", or double down (*see* **STAY, HIT, DOUBLE**).

BLACKJACK (BJ)

If you have a Blackjack, there's nothing to decide. You automatically win one-and-a-half times your bet. For example, if you bet 10 chips you win 15 chips. If the computer-dealer deals itself a Blackjack, all players lose instantly. Place a bet to start a new hand.



STAY, HIT, DOUBLE

If you don't need any more points in your hand and are standing "pat", dial up **STAY** with your Paddle Controller and press the red controller button *(see Secton 3 for details)*. Accepted BLACKJACK strategy is to STAY on 18, 19, or 20 points.

Dial up **HIT** if you need more points. The computer-dealer will hit you with a card, face-up, each time you press the red controller button. You can have as many as four hits, but watch out! If you take too many hits and exceed 21 points, you will "bust" your hand.

NOTE: Under Home Rules, any player who takes four hits without busting automatically wins.

When you've taken enough hits, dial up **STAY**. The computer-dealer will then move on to the next player or play its hand.

Dial up **DBLE** if you want to double your bet. The computer-dealer will hit you with one card (only one) and move on to the next player or play its hand. With Home Rules you can double on any number of points. In Las Vegas BLACKJACK, you can only double on a 10 or 11. When you double your bet you stand to win or lose twice the amount of your bet, so be careful. Make sure you can risk the hit and have enough points showing to stay on only one hit.

BUST

You **BUST** and lose when you take too many hits and exceed 21 points. Wait until the hand is over, than place a bet to try again.

WIN, LOSE, TIE

When each player has played his hand, the computer-dealer turns over its face-down card and either stays on its hand or takes one or more hits. Las Vegas Rules require the computer to stay on 18 or a hard 17 (Ace, 6 and 10). Home Rules require the computer to stay on 17.

If your hand has more points than the computer's, or the computer exceeds 21 points and "busts", you **WIN**. If the computer's hand has more points than your hand, you **LOSE**. Under Home Rules, you also LOSE when a tie occurs. With Las Vegas rules, a **TIE** game is the same as a "push"; neither the computer-dealer nor the player wins. **Figure 2** shows the outcome of a three-handed game with Las Vegas rules.

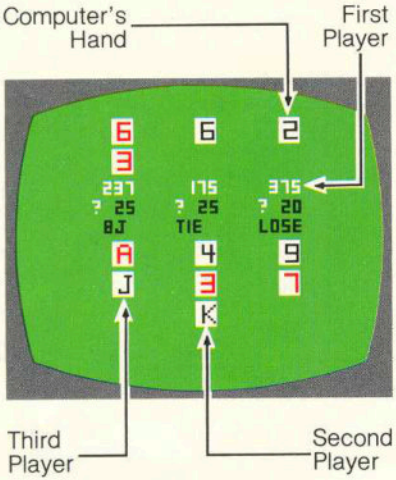


Figure 2

BREAKING THE BANK

If you win 1000 chips and break the bank, the computer will drop you out of the game. To get back in, you must start all over again with a stake of 200 chips. *See Section 4,* CONSOLE CONTROLS, *for directions on getting back into the game.*

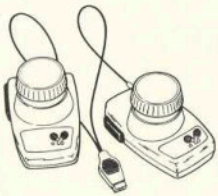
GOING BROKE

When you're out of chips, the computer-dealer drops you out of the game. But the dealer is merciful. If you want to get back into the game, it will stake you another 200 chips. *See Section 4 for directions.*

LEAVING THE GAME TEMPORARILY

In two and three-player games, you can leave and return any time before the bets are down and the computer deals. You will not forfeit your stake. *See Section 4 for details.*

3. USING THE CONTROLLERS



Use your Paddle Controllers with this Tele-Games® Cartridge. Be sure the Paddle Controller cables are firmly plugged into the CONTROLLER jacks at the back of your Video Arcade™. For one and two-player games, plug the controllers into the LEFT CONTROLLER jack.

Use the left controller in one-player games. For three-player games, plug another set of Paddle Controllers into the RIGHT CONTROLLER jack, and use the right controller. Hold the Paddle Controller with the red button to your upper left. *See your Owner's Manual for further details.*

CARD SET-UPS

In two and three-player games, the position of your card set-up on the television screen depends upon the Paddle Controller you are using and the controller jack it is plugged into (*see* Figure 3).

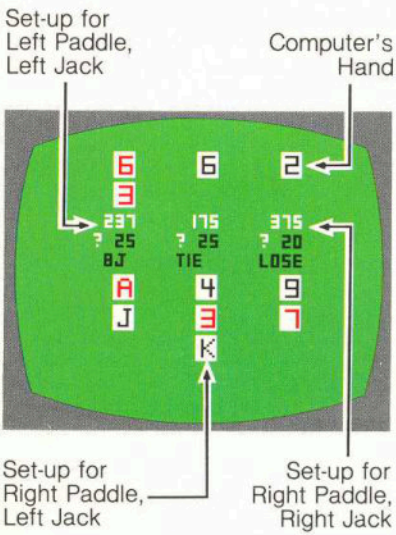


Figure 3

NOTE: The left Paddle Controller in the right-hand jack is not used.

TO PLACE YOUR BET

At the start of a game, place your bet after you press the RESET switch. After that, place your bet at the end of a hand when the ? appears in your card set-up. There is no order for betting; bets can be placed simultaneously.

The number to the right of the ? at the start of the game is a random number between 01 and 25. You don't have to bet it. Choose any amount up to 25 chips. Turn the dial on your Paddle Controller to the left to increase the number; to the right to decrease the number. To place your bet, press the red controller button.

TO STAY, HIT, OR DOUBLE

When it's your turn to play your hand, the word STAY, HIT or DBLE will appear above your cards in your set-up. The word is random and doesn't necessarily apply to your cards. Turn the dial on your Paddle Controller until the word you want appears in your set-up, then press the red controller button to let the computer-dealer know what you have decided to do.

If you dial up HIT and press the red controller button, the computer-dealer will hit you with a card. Each time you press the button, the computer will hit you (four hits is max-

imum). When you decide to **STAY**, the computer will prompt the next player with a random word or play its hand. If you dial **DBLE** (double), the computer will hit you once and move on to the next player or play its hand.

From your viewpoint, the order of play is from right to left (left to right from the computer-dealer's viewpoint).

4. CONSOLE CONTROLS

GAME SELECT SWITCH

Use the **GAME SELECT** switch to...

- Select the card set-ups for your number of players and Paddle Controller connections. *(See Figure 3).*
- Leave and return to the game (voluntary drop-out).
- Get back into the game after breaking the bank (involuntary drop-out).
- Get back into the game after going broke (involuntary drop-out).

Voluntary Drop-out

Don't try to drop out (or return) to a game while a hand is in progress. Wait until the end of the hand. To drop out, press down the **GAME SELECT** switch until your stake and bet counter disappear from the television screen. Don't worry, you will not lose your stake. Your cards will remain on the screen until all remaining players have placed their bets and the computer deals.

NOTE: As you cycle through the card set-ups with the **GAME SELECT** switch, various card set-ups will appear and disappear from the television screen. Be sure you get the right set-up. DON'T DROP SOMEONE ELSE OUT BY MISTAKE.

To return to the game, press down the **GAME SELECT** switch until your card set-up reappears on the television screen. Your stake should be exactly what it was when you dropped out. Place your bet to get back into the game.

Involuntary Drop-out

The computer-dealer drops you out of the game when you break the bank (win 1000 chips) or lose all your chips. If you break the bank, there's no way you can get back into the game with your winnings. You simply have to start over again with 200 chips. If you go broke, the computer-dealer will stake you to another 200 chips and let you back into the game.

The procedure for reentering the game is the same whether you break the bank or go broke. Wait until the end of the hand, then press down the **GAME SELECT** switch until your card set-up reappears on the television screen. You will have a new stake of 200 chips. Place your bet to get back into the game.

GAME RESET SWITCH

Press down the game **RESET** switch to start the game and to reset all stakes to 200. If you have dropped out of a game, pressing the game **RESET** switch will not affect your stake.

The computer shuffles and cuts the cards whenever the game **RESET** switch is pressed.

LEFT PLAYER SKILL SWITCH

When this switch is in the **NOVICE** position, the computer shuffles the cards after every hand. When it's in the **EXPERT** position, the computer shuffles the cards after dealing 34 cards (two-thirds of the deck).

RIGHT PLAYER SKILL SWITCH

The **RIGHT PLAYER SKILL** switch establishes the rules of the game. To play by Las Vegas Rules, set the switch to **EXPERT**; for Home Rules, set it to **NOVICE**.

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TELEGAMES™

BLACK JACK

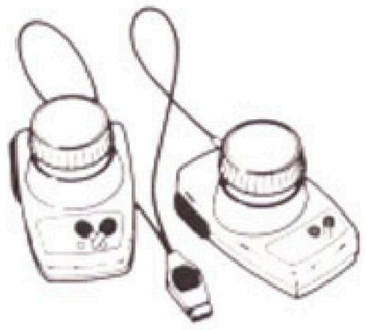
GAME INSTRUCTIONS



FOR 1 TO 3 PLAYERS

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Use your Y-connected paddle Controllers with this game cartridge. Be sure to plug the Controller cables firmly into the Video Arcade™ jacks. See page 4 of your Owner's Manual for details. You will need another set of Y-connected Controllers for three players to play Black Jack. During one or two-player games, plug your Y-connected Controllers into the left side of the Console.



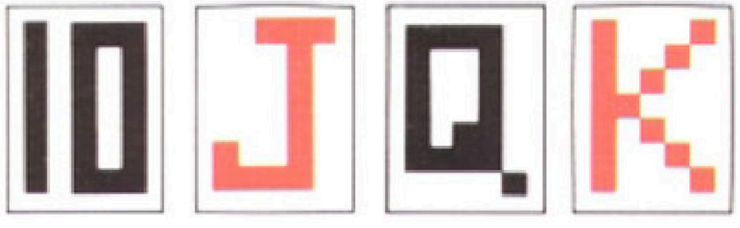
HOW TO PLAY BLACK JACK

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 other than an Ace which equals 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 for you 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 to play Black Jack with a total of 200 chips. If you have at least 25 chips, bet 1-25 chips. After each hand, 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 (Breaks the Bank) or no chips remain in his score. (Goes Broke)

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.

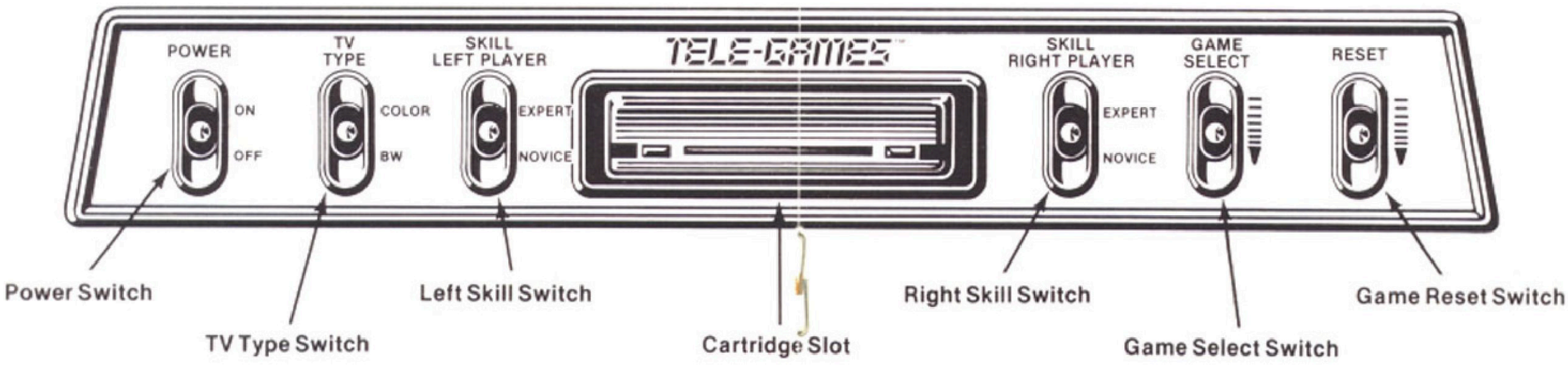


FIG. 1 · VIDEO CONTROLS

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

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. Third player action requires and additional Y-connected Paddle Controller sold separately, 6-99831, available from Sears, Roebuck and Co. 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-ups will remain.)
- BORROWING - When you GO Broke (lose all your chips), you can borrow 200 more chips form the bank. Stop the play action and push the Game Select Switch to cycle through all the set-ups. When a 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 Borrowing. Your 1000 chip score will remain on the screen until you press the Game Select Switch.

LEFT SKILL SWITCH · Slide the left Skill Switch to "Novice position and the computer automatically shuffles the cards after every hand. Slide the switch to "Expert" and the computer automatically shuffles the cards after dealing 2/3rds (34 cards) of the deck.

RIGHT SKILL SWITCH · Move this switch to "Novice" or "Expert" and the rules of the game change:

EXPERT POSITION · LAS VEGAS RULES

- Computer dealer must stay on 18 points or more.
- 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 Maximum.

NOVICE POSITION · HOME 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 to:

- Determine and make your bet.
- Determine and tell the dealer whether you want to STAY, HIT or DOUBLE your hand.

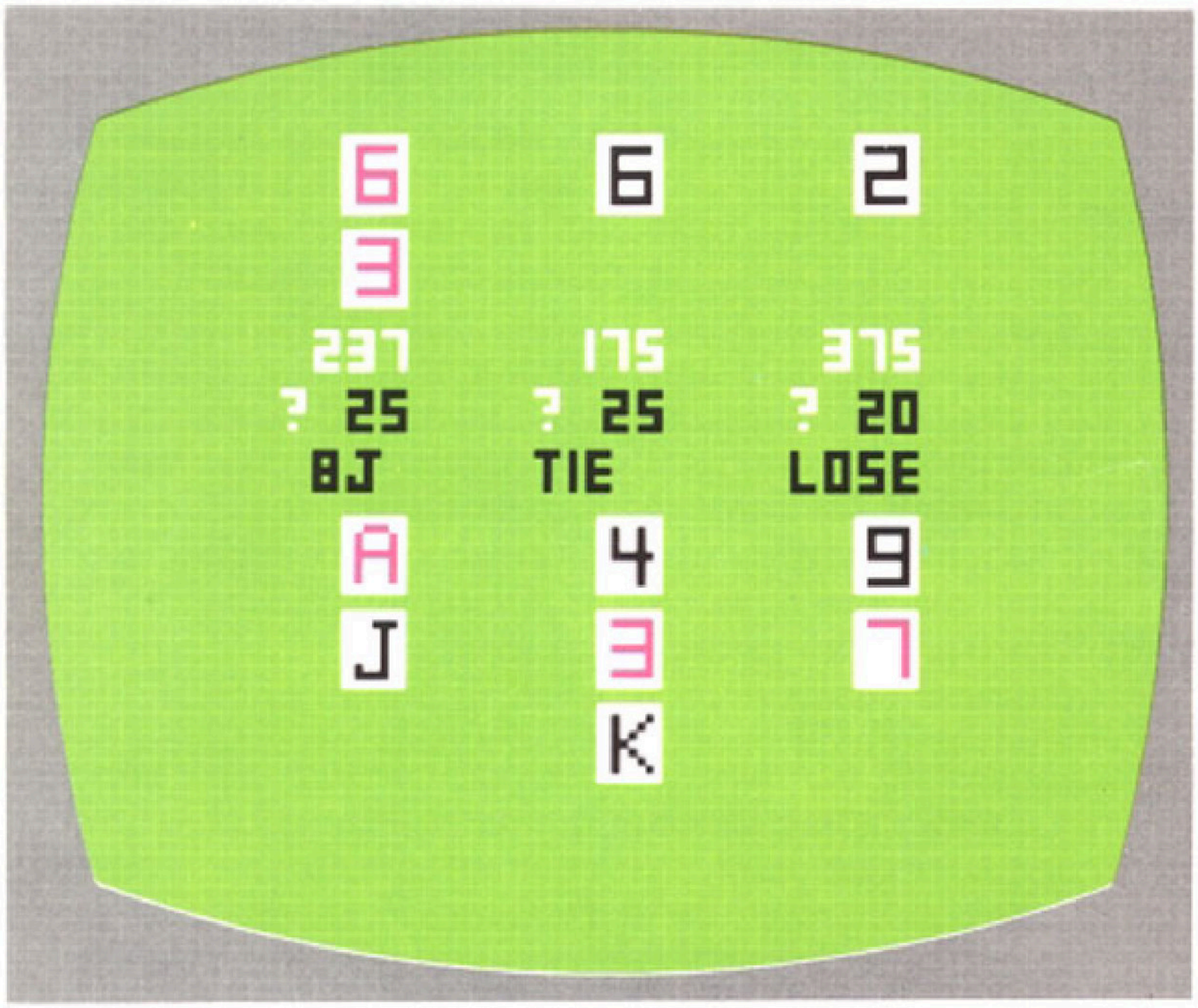


FIG. 2 · GAME PLAYFIELD

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 this is a consecutive game of Black Jack, 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 or STAY.

- 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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