

Blackjack

Produced by John Sands Electronics
for the John Sands Sega Personal Computer.
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Minimum System Sega SC3000, 16K RAM minimum required.

The object of the game is to draw two or more cards from the deck which total **twenty-one**, or as close to twenty-one as possible without exceeding twenty-one. If a player (yourself or the computer) draws cards which exceed twenty-one, that player loses. If neither player draws cards which total twenty-one, the player with the highest total wins.

The **card values** are given at the start of every round so you don't have to memorise them. These values are:

Ace 1 or 11 points (whichever is to the holder's favour).
King, Queen, Jack 10 points.
Any other card its number.

You start with **\$500**, and may bet as much of your money as you wish. After placing your bet, the decks are shuffled and each player is dealt **two** cards. Press the **D** key to draw another card from the deck, or **S** to stand with the cards you have.

The computer then draws any cards it requires and the winner is decided. You can then choose to play another round, or not.

Note that the game uses **two decks**.

So you may, for example, see two ten of hearts on the screen.

Other titles in the **Mind Game** series for the John Sands Sega SC3000 include **Ice Cream Stall**, **Wordblock** and **Reverso**.

TAPE LOADING INSTRUCTIONS

For John Sands Sega SC3000 Personal Computer

1. Connect the computer as shown on the user instruction card and insert the BASIC cartridge.
2. Connect a lead from the IN socket at the back of the computer to the OUT socket of your John Sands Sega Data Recorder, or the earphone socket of your cassette player.
3. Switch the computer on.
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen.

5. Insert the tape in your cassette player or Data Recorder. Press the play button on the cassette player, or load on the Data Recorder. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.
6. If the volume and tone controls are set correctly, after a while the message **LOADING END** will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message **TAPE READ ERROR** will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.
7. To start the program press the key with **RUN** above it along with the **FUNC** key, the program will then begin.
8. There are two copies of each program on the labelled side of the tape.

John Sands
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