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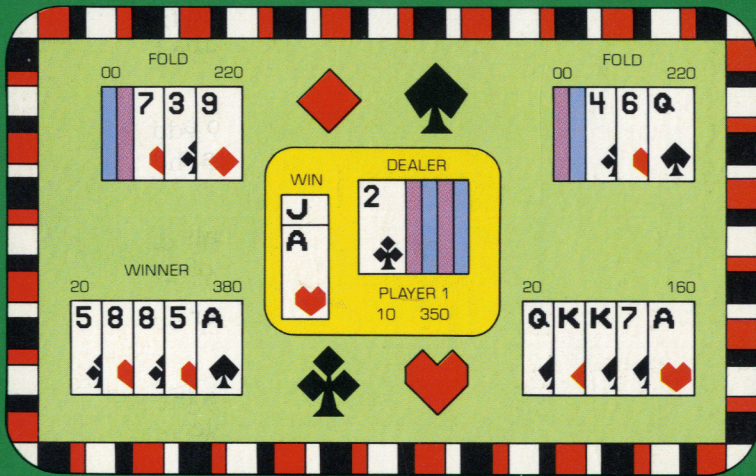
Colin Hinson

In the village of Blunham, Bedfordshire.



Blackjack & Poker

Play a game of blackjack or stud poker against the computer or with friends! The computer deals the cards and keeps track of the betting for you.



As this manual was designed for the U.S. market, the warranty conditions described herein are not applicable in the U.K. The only valid Guarantee Conditions are those set forth in the "Users Reference Guide" accompanying the Home Computer.

Quick Reference Guide

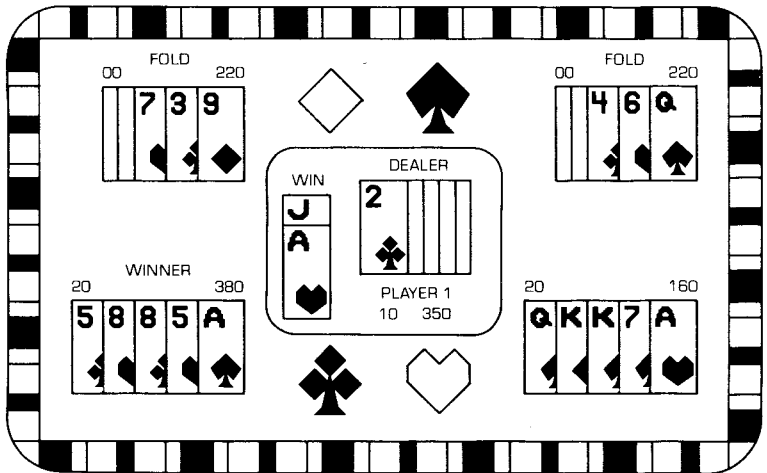
To take full advantage of the features and benefits of this Command Module, please read this manual completely. Important keystroke sequences are summarized here for your "quick reference."

<u>Press</u>	<u>Action</u>
SHIFT ← (LEFT)	Erases a numeric entry error and allows entry of the correct number.
ENTER	Enters a bet in either Blackjack or Poker.
H	■ Blackjack — Hit: deals an additional card. ■ Poker — Hide card: returns the first card dealt to its face-down position.
S	■ Blackjack — Stand: deals no additional cards. ■ Poker — Show card: exposes the card which is face down.
D	Blackjack — Double down: deals one additional card and doubles the amount of the original bet.
F	Poker — Fold: drops that player out of the hand in progress.
X	Poker — Secret Show: displays the player's face-down card under a number selected by the player.
SHIFT Z (BACK)	Returns to the beginning of the game and allows selection of the number of players and the amount of the bankroll.
SHIFT W (BEGIN)	Returns to the game selection list.
SHIFT Q (QUIT)	Returns to the master title screen.



TEXAS INSTRUMENTS
HOME COMPUTER

Blackjack & Poker



This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

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Command Module program and data base contents
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See important warranty information at back of book.

TEXAS INSTRUMENTS HOME COMPUTER

INTRODUCTION

If you enjoy an occasional game of Blackjack or Stud Poker, you'll appreciate the Blackjack & Poker *Solid State Software*™ Command Module. Sit back and relax while the computer shuffles, deals, and handles all the details of play.

With the Blackjack & Poker Command Module plugged into the console, your Home Computer:

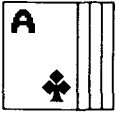
- Allows you to play either game with up to four players.
- Lets you choose the size of your beginning bankroll.
- Shuffles the cards, deals the hands, and keeps track of the bets.
- Determines the winning hand(s) and pays off the bets.

Blackjack

This game is also called "21" because the object of the game is to get a hand of cards which totals 21 or as close to 21 as possible without going over. In Blackjack, each person plays against the dealer (the Home Computer).

Stud Poker

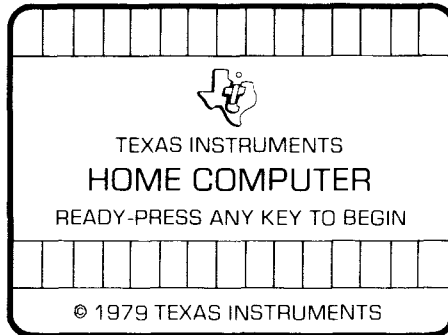
Stud Poker is a form of poker in which each player is dealt five cards, one at a time. The first one is dealt face down, while the next four are dealt face up. After each round of face-up cards is dealt, the players place their bets. A player may bet or drop out of a hand (fold) whenever it is his or her turn. After all players receive their final cards and the betting sequence is completed, the computer automatically determines the winning hand and awards the pot to the winner.



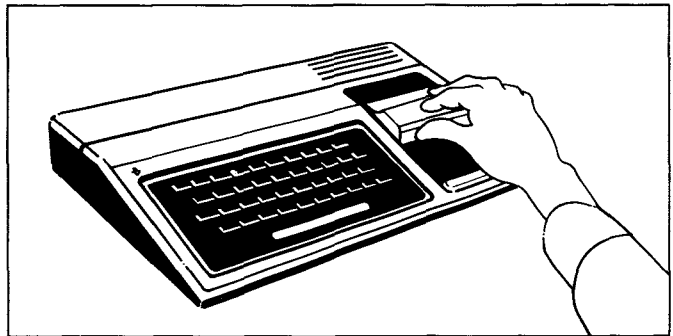
**USING THE SOLID STATE SOFTWARE™
COMMAND MODULE**

An automatic reset feature is built into the computer. When a module is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer (see page 14).



1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.



TEXAS INSTRUMENTS HOME COMPUTER

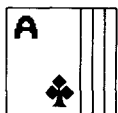
2. Press any key to make the master selection list appear. To select the module, press the key corresponding to the number beside **BLACKJACK & POKER**.

Note: To remove the module, *first* return the computer to the master title screen by pressing **SHIFT Q (QUIT)**. *Then* remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 15.


BLACKJACK

After you select the module, the game selection list is automatically displayed. To select *Blackjack*, press 1. The following screen appears, giving you information on the keys used to play the game and asking you to enter the number of players.

BLACKJACK	
ACTION	PRESS
ENTER BET	ENTER
HIT	H
STAND	S
DOUBLE DOWN	D
NUMBER OF PLAYERS [1-4]	



Blackjack & Poker

You can select the number of players by entering a number from 1 to 4. Then you are asked to enter your bankroll, which is the amount of money you want each player to have at the beginning of the game. Type a number between 100 and 15,000. If you type an incorrect number, you can change the bankroll amount by holding down the **SHIFT** key and pressing  (LEFT). This erases the entry and allows you to retype the number. When you are finished, press **ENTER**, and the game begins.

Game Rules

Each player tries to beat the dealer, the Home Computer, by getting a hand of cards that has a total value closer to 21 than the dealer's hand. If you get a face card (jack, queen, or king) and an ace, you score "Blackjack" (21 points) and automatically win, unless the dealer also has Blackjack. If, in drawing additional cards, you get a hand with a total that exceeds 21, you "bust" and you lose your bet. A tie (including a Blackjack tie) between the dealer and any player results in a standoff, and no money is exchanged.

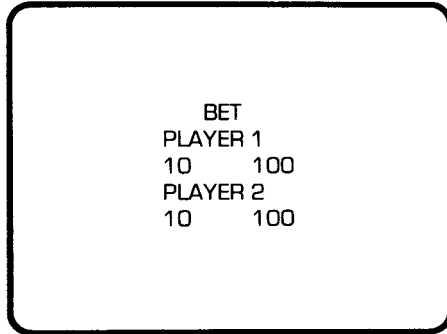
The game is played with a deck of 52 cards. The cards have numeric value only and are not ranked according to suit. Aces are worth 1 or 11 points, while face cards are worth 10. All other cards are worth the number shown on the card.

TEXAS INSTRUMENTS

HOME COMPUTER

Betting

Before the cards are dealt, each player has an opportunity to make a bet. When you enter the bankroll, the computer displays the following screen. For each player, the number on the left indicates the player's bet and the number on the right is the player's bankroll.

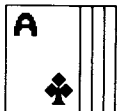


BET	
PLAYER 1	
10	100
PLAYER 2	
10	100

The computer automatically sets each player's bet to \$10. If you wish to bet \$10, press **ENTER**. To change the bet, type a number from 1 to 99 and then press **ENTER**. (*Note: You are never allowed to bet more than the amount remaining in your bankroll.*) As soon as all players have entered their bets, the computer deals the cards.

Dealing

The computer gives one card face up to every player, including itself as the dealer. The second card is dealt face up to each player in order and face down to the dealer. If the dealer has a Blackjack at this point, the second card is turned over immediately. The player(s) automatically lose and the bet is subtracted from each player's bankroll. If a player has a Blackjack, the dealer immediately pays 1½ times that player's bet, and the player is finished for the round. Two Blackjacks, the dealer and a player, are considered a standoff, and no money is exchanged.

**Playing
the Hand**

When all players, including the dealer, have two cards, each player in turn has the option to draw additional cards. These are called "hits." An arrow on the display points to each player's hand and to that player's bet and bankroll. At this time, you have two choices — you can stand or take a hit.

Stand

To keep the hand as it is, press **S** (for "Stand"), and play advances to the next player or to the dealer. The **ENTER** key can be pressed instead of the **S** key.

Hit

To take another card, press **H** (for "Hit"), and a third card is dealt face up. If the total value of your hand is equal to or below 21, you still have the choice of taking a hit or standing. This choice continues until you go over 21 or take three hits. If you are still below 21 after three hits, you win with a "five stand" (your first two cards plus three hits), and the amount of your bet is paid back double.

Double Down

A variation on the hit is called a double or double down. When you press **D**, the displayed bet is doubled. This is indicated on the screen by a "#" sign next to the bet. The double option is only available on the first hit (additional hits are not allowed). *Note:* The double option is not available to a player whose remaining bankroll is less than twice the original bet.

TEXAS INSTRUMENTS HOME COMPUTER

Winning and Losing

If you take a hit or double and the value of your hand goes over 21, you immediately “bust” and lose your bet. If you stand with a hand of 21 or less, you could win, lose, or tie, depending on the dealer’s hand. The dealer always stands with 17 or more points and always takes a hit with 16 or less. The dealer pays any player with a higher hand and collects from any player with a lower hand. A tie between the dealer and any player is considered a standoff, and no money is exchanged.

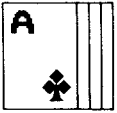
Odds

Because the dealer plays last, the computer has a big advantage — the odds of winning are in its favor. However, if your card memory is good, you can beat the odds. Remember, the dealer must take a hit if the cards’ total is 16 or less. Also keep in mind that the dealer reshuffles the cards after approximately 40 cards have been dealt.

As you play, try to remember the cards with a value of 10 or close to 10. If, towards the end of the deck, few high cards have been played, the odds are in your favor that the dealer will bust. When the odds are in your favor, take fewer hits, bet more, and you’ll stand a better chance of winning.

End of Game


The game is over when only one player has money left or when all players have lost all of their bankrolls. To select a different number of players or change the bankroll, press **SHIFT Z** (BACK). If you wish to select a different game, press **SHIFT W** (BEGIN) to return to the game selection list. To end a session with the module, press **SHIFT Q** (QUIT) to return to the master title screen.



STUD POKER

To select *Stud Poker*, press **2** when the game selection list is displayed. The following screen appears, explaining the keys used in the game and asking for the number of players.

STUD POKER	
ACTION	PRESS
ENTER BET	ENTER
SHOW CARD	S
HIDE CARD	H
FOLD	F
SECRET SHOW	X
NUMBER OF PLAYERS [1-4]	

You can select the number of players by entering a number from 1 to 4. Then you are asked to enter the bankroll amount for all the players. This must be at least \$100 but no more than \$15,000. If you make a mistake when you're typing in the bankroll, press **SHIFT**  (LEFT) before you press **ENTER**. This erases the error, and you may retype the correct number. Then press **ENTER**, and the game begins.

**Stud Poker
Rules**

In this type of poker, each player receives only one card face down. This is called a "hole" card. Then four more cards are dealt face up to each of the players in order. After each round of cards is dealt, the players bet on what they have or what they hope to get in their hand. In this game there are always four players — the computer plays the hands for all "missing" players. For example, if you have selected two players, the computer plays the other two hands.

TEXAS INSTRUMENTS HOME COMPUTER

In Stud Poker a deck of 52 cards is used. The cards are ranked as follows: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. The four suits — spades, hearts, diamonds, and clubs — are equal in value. In this computer version of the game, there are no wild cards and no jokers. Each player tries to get a better poker hand than any other player. The poker hands that you can get are listed below, in order from lowest to highest rank.

No Pair — five assorted cards. If all players have this lowest ranking hand, the hand with the highest card(s) wins.

One Pair — two of the five cards have the same rank. Example: J, 10, 10, 4, 3.

Two Pairs — two cards of the same rank, two cards of another rank, and a fifth card. Example: 10, 10, 4, 4, 3.

Three of a Kind — any three cards of the same rank plus two other cards. Example: J, 10, 10, 10, 4.

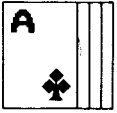
A Straight — any five cards ranked in sequence and made up of two or more suits. Example: J, 10, 9, 8, 7 in clubs and hearts.

A Flush — five cards of the same suit with any ranking. Example: J, 10, 8, 4, 3 all in hearts.

A Full House — three of a kind plus any pair of another rank. Example: 10, 10, 10, 4, 4.

Four of a Kind — four cards of the same rank. Example: 10, 10, 10, 10, 4.

Straight Flush — five cards ranked in sequence and all in the same suit. Example: A, K, Q, J, 10 of spades; this is the highest possible hand when there are no wild cards.



Game Play

Before the cards are dealt, it is a good idea to assign a hand to each player. The hands of cards displayed on the screen are labeled "PLAYER 1," "PLAYER 2," "PLAYER 3," and "PLAYER 4." If, for example, you have selected three players, you would make assignments from the first three hands, and the computer plays the fourth hand.

When you enter the bankroll, the computer automatically deducts \$10 from each player's bankroll, puts it into the pot, and deals two cards to each player, one card face down and one face up. The computer then determines which face-up card is the highest and marks that player as being "first." An arrow on the screen indicates that it is this player's turn to make a bet or pass. This is true whether you or the computer is playing the hand. After the first player has bet or passed, the arrow moves to the player whose turn is next. This player may make a bet, raise the bet, or fold. Then the arrow moves to the next player and play continues until all players have made their bets or folded.

**Showing
the
Face-Down
Card**

Before you place a bet, however, you will probably want to see your face-down card. There are two methods for this: show and secret show.

Show

Pressing **S** when the arrow is pointing to a player's hand shows the face-down card. This method works fine for one-player games and games in which players co-operate in looking away from the screen. (However, if you prefer, the "secret show" can be used.) To hide the first card again, press **H**.

TEXAS INSTRUMENTS HOME COMPUTER

Secret Show

Pressing **X** when the arrow is pointing to your hand displays the following numerical ordering at the top of the display:

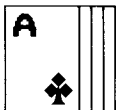
0 1 2 3 4 5 6 7 8 9

Press a number from **0** to **9** to indicate where the face-down card is to be displayed. When you press the number (in some secret fashion), ten cards appear corresponding to the ten displayed numbers. The cards are shown for about two seconds with your face-down card displayed under the number pressed. If two seconds is not long enough, you can repeat secret show, using the same or any other number.

Betting the Hand

After each player is dealt a face-down card and a face-up card, the players take turns betting. To make a bet, type in the amount you wish to bet and press **ENTER** when the arrow is pointing to your hand. To correct an entry error or change a bet before pressing **ENTER**, retype the amount you wish to bet and then press **ENTER**.

In the first round of betting, the first player may bet a maximum of \$10 or may check by entering \$0 as a bet. If the first player makes a bet, the other players must bet the same amount or more to stay in the game. A player who bets the same amount, is said to "see" the bet. When a player bets more, this is called "raising" the bet. If a player raises the bet, each of the other players is given an opportunity to see the raise or raise the bet even more. This continues until the highest bet has been matched by the other players. A player can also press **F** to "fold" or drop out of the hand.



As the betting sequence continues, the players are actually betting that the hand they have (or will have) is better than any other player's hand. All bets are placed together to form a pot. After each round of face-up cards is dealt, there is a round of betting. The object of betting is to stay in the game and to build up the pot. The object of the game is to win the pot by having the best hand after the last round of dealing and betting.

You need to observe two rules when betting a poker hand:

1. A bet or raise may be from \$1 to \$10.
2. After each face-up card is dealt, the total amount that each player can bet is \$40.

The computer automatically determines what each player must bet in order to stay in the game and displays this amount on the screen in the position where a player normally enters a bet. To raise a bet, follow the procedure explained above. If you enter an incorrect bet, the module does not accept it, and the pointer remains to the left of your hand. To correct your entry, simply type in an appropriate bet and press **ENTER**.

Winning

After the last round of dealing and betting, the computer determines the winning hand and adds the amount of the pot to that player's bankroll. In some cases, the winner is the only one remaining because all other players have folded.

TEXAS INSTRUMENTS HOME COMPUTER

Ending the Game

The game continues until one player has won all the money (all other players have lost their entire bankroll) or until the computer has won all your money. Any player who runs out of money while playing a hand must fold. To select a different number of players or change the bankroll, press **SHIFT Z** (BACK). If you wish to select a different game, press **SHIFT W** (BEGIN) to return to the game selection list. To return to the master title screen, press **SHIFT Q** (QUIT).

CARING FOR THE MODULE

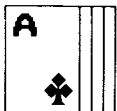
These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and don't touch the recessed contacts.

CAUTION:

The contents of a Command Module can be damaged by static electricity.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the module.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.



IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **SHIFT Q**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the master selection list appear. The title of the module should show up on this list. Press the appropriate key to select the module. (*Note:* In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the module, and turn the computer on again.

If you have any difficulty with your computer or the BLACKJACK & POKER module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

Experience the fun of a simulated game of Blackjack or Stud Poker. Whether you're by yourself or with friends, you can enjoy either of these card games.

Blackjack & Poker activities are:

- **Blackjack** — Play against the dealer (the Home Computer)...and the odds. You compete with the dealer to try to get the hand closest to 21 without going over.
- **Stud Poker** — Bet on each of four cards as they are dealt face up. Nobody knows your fifth card except you. Maybe you have a winning hand with an ace in the hole, or maybe not. Can you bluff your opponents?

Both games allow you to select the number of players and the size of your bankroll. The computer deals the cards and keeps track of the betting for you.

Adds 6K bytes of active memory with stored program to your TI Home Computer.

Command Module program and data base contents
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TEXAS INSTRUMENTS
INCORPORATED

DALLAS, TEXAS