

# Welcome to Casino 21 Blue, the newest casino on the strip



Uncompromising luxury, regal accommodations, unparalleled service, and countless games of chance.

Casino 21 Blue has none of these things.

In fact, we only can afford a single blackjack table and three dealers.

But we urge you to stop by. The payouts can't be beat, and we're eager to earn your business; so eager that our employees are willing to give you the shirts off their backs. Literally!

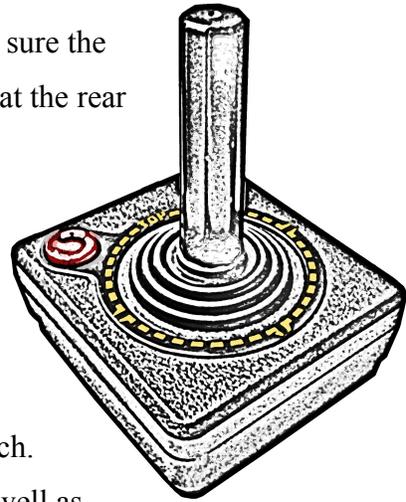
## Console Instructions

Use your joystick controller with this ATARI Game Program. Be sure the controller is firmly plugged into the LEFT CONTROLLER jack at the rear of your ATARI Video Computer System.

21 Blue is AtariVox enhanced. The AtariVox unit should be plugged into the RIGHT CONTROLLER jack.

You can choose game variations on the game title screen by pressing the joystick up and down, or pressing the SELECT switch.

The variations include different dealers, different skill levels, as well as the Blakjuko minigame.



*21 Blue tattoo sold separately*

When you've selected a game variation, just press the fire button or the RESET switch to begin.

The player 1 A/B difficulty switch controls how many card decks 21 Blue will use; position A will use 4 decks, and position B will use 2 decks. The deck count only matters if you're counting cards.

When playing you will periodically see a blue flashing cursor next to a word.  This indicates you need to select from the menu. Press up or down on the joystick to change the menu item, and fire to select.

Switching the COLOR/B&W switch to B&W, activates the game's boss key feature.

You can enhance the quality of the photo-type graphics in 21 Blue further by *decreasing* the contrast setting in your TV's display controls.

# 21 Blue Rules

## New to Blackjack?

Blackjack, also known as Twenty-one, is the most widely played casino banking game in the world. If you're new to Blackjack, don't worry; its a game that can be enjoyed by the novice and expert alike. Basic strategy is easy to learn, and small adjustments can always be made to whatever your current strategy is.

## Overview

In 21 Blue, both the dealer and player begin with \$500 cash, and the player's goal is to win the dealer's money. When the dealer has no more money left, she'll sell you an article of clothing for \$500.

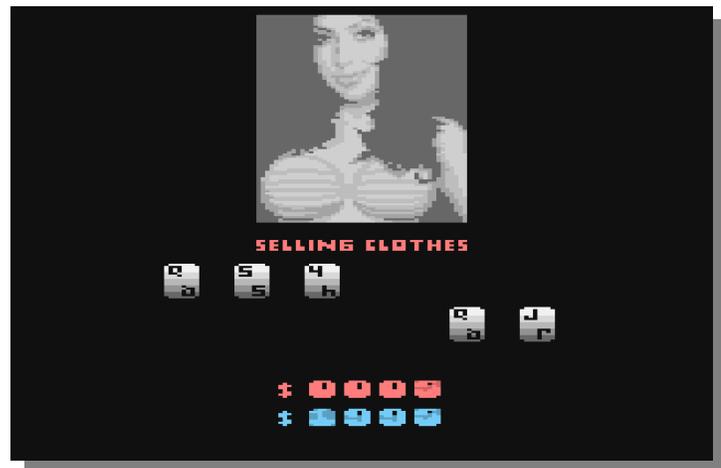
The game is won when the dealer has no more clothing left to sell, but to get there you'll need to win the game one hand at a time.

You win a hand of blackjack by having a card total that's higher than the dealer's total, but does not exceed 21. If the player's hand does exceed 21, the player "busts" and the dealer automatically wins.

Numbered cards are worth their face value, while the Jack, Queen, and King are worth 10. The Ace may be counted as 1 or 11, whichever works out best for the person holding it.

A blackjack is a hand with just an Ace and a card with the value 10. This hand beats every other hand, except another blackjack.

In the case of a tie, all of the player's initial wager is returned.



*What you decide to do with the clothing you buy is your own business. We don't judge.*

## Playing Blackjack

The game begins with the player deciding how much he wants to wager on the hand. Then the cards are initially dealt. The player receives 2 cards that are face-up, and the dealer receives 2 cards, one face-up and another one face down.

After the hand is dealt, the player then gets to decide on one of several options...

*"Blackjack is the only casino game an amateur can learn to play and at which he can definitely win."*

-Lawrence Revere

**HIT ME**

Selecting HIT ME instructs the dealer to give you another card. This can be repeated up to a maximum of four times, after which the player automatically stands.

**STAND**

Select STAND to tell the dealer your hand is done, and she can begin her turn.

**DOUBLE**

DOUBLES your initial bet, in exchange for hitting only one more time. This can only be done as the player's first decision after getting dealt the first two cards of a hand.

**GIVE**

The player gives up in exchange for half of his bet back. This can only be done as the player's first decision. This is also known as surrender in other casinos.

## → SPLIT

This option is available when the player's two dealt cards are the same. This instructs the dealer to split the two cards up into two separate hands, and play them separately. You can split up to 3 times.

When the player's turn is complete, the dealer then turns over their face-down card. The dealer will continue to hit until their hand is 17 or more. If the dealer busts, the player wins the hand.

## INSURANCE ? → YES

Insurance is a side-bet that's offered when the dealer has an Ace showing after the initial card deal.

If the player chooses the yes response, half of the hand's wager is taken from the player, and the dealer checks her hidden card.

If the hidden card is a 10, the player wins the side bet with a payout of 2:1, and the hand is over. If it isn't a 10, the dealer will inform the player, the side-bet is lost, and the hand continues on normally.

*The house doesn't beat the player. It just gives him the opportunity to beat himself.*

-Nick Dandalos

If you have a Blackjack in your hand while the dealer has an Ace showing, you will be offered EVEN MONEY instead of INSURANCE. EVEN MONEY is the same concept as insurance, except it pays out 3:2.

## Strategy

The most basic of all strategies is to copy the way the dealer plays – hitting until your hand totals 17 or more. This is a poor way to play, as you're ignoring information you can use to maximize your odds of winning a hand.



*It will take some strategy to get further with Suzie.  
Dinner and a movie wouldn't hurt either.*

A better strategy is to look at the dealer's showing card and evaluate your hand against hers. The

following rules aren't perfect, but they're better than the up-to-17 strategy, and they're fairly easy to remember...

- if the dealer's card is 6 or less, she has a good chance of busting, so you should STAND if your hand totals more than 12, to avoid the risk of busting your own hand.
- if the dealer's card is 7 or more, you should HIT until you have a hand worth at least 17.
- If your total is 10 or 11 after the initial deal, you should DOUBLE instead of STANDING.
- if the dealer's card is an Ace or 10 and your total is 16, your best move is to GIVE.
- Only SPLIT on pairs of Aces or Eights.

*"Life is a gamble! In order to succeed we must be willing to take a chance. If we don't take the risks we won't lose; if we do, we can either win or lose. But you'll never know unless you take that risk."*

-Ken Uston

The beginner may find it easier to ignore the DOUBLE and GIVE strategies until they are more comfortable with basic strategy. Similarly, Insurance should be ignored unless you're counting cards.

## Payouts

The payouts in 21 Blue vary according to the difficulty level. The easy levels will provide payouts unheard of in the real world, medium levels are only a bit more realistic, while the hard levels payout as most real Blackjack tables do.

| LEVEL  | WIN PAYOUT | BLACKJACK PAYOUT |
|--------|------------|------------------|
| EASY   | 3:2        | 5:1              |
| MEDIUM | 3:2        | 3:1              |
| HARD   | 1:1        | 3:2              |

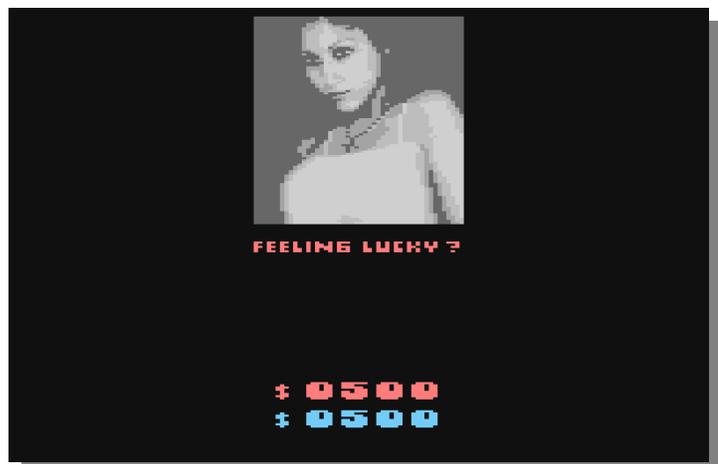
## Card Counting

Those looking at improving their Blackjack skills may choose to research and learn a card counting system. Card counting allows the player to have a better idea if the upcoming cards will be to his advantage or not.

There are a few misconceptions about card counting, the first being that card counting is illegal, or that its a form of cheating. Courts have recognized that the card counter only uses his powers of observation and his brain, and therefore it's only an advanced form of strategy.

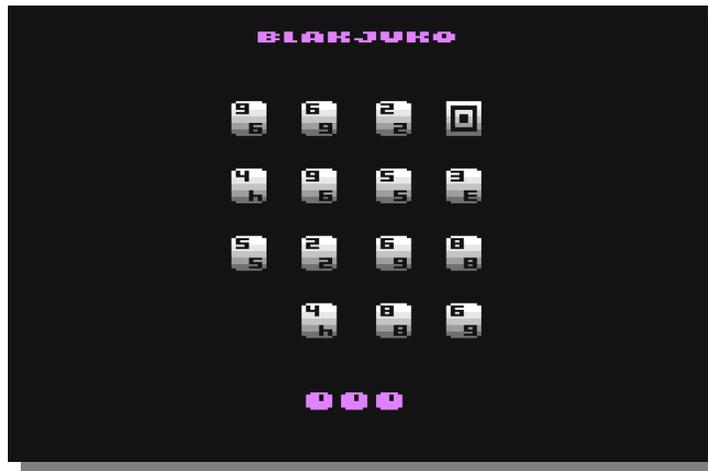
Another common misconception is that card counting is difficult to do, but counters only perform simple arithmetic based on the cards they see on the table.

Card counting with 21 Blue is just as effective as counting cards in a real casino, so you can practise your new skill in the comfort of your own home, with your Atari VCS!



*If Petra does bring you into the back room  
it won't be for card counting!*

# Blakjuko Minigame Instructions



## Overview

The goal of Blakjuko is to fill in the blanks within the 4x4 grid so that each column and row totals 21. Any single row or column may not contain multiples of the same card. 2568 would be a valid Blakjuko row or column, while 5556 would not.

When you've completed all rows and columns with valid Blakjuko totals, a “win” sound is played and you're on to the next level! As you progress through the levels, the difficulty is increased by adding more blanks to the grid.

## Controls

To move the cursor from one blank space to another, press left or right on the joystick controller.

To change the value of the card under the cursor, press the fire button while pushing the joystick up to increase the value of the card under the cursor, or down to decrease the value of the card.

## Tips

Fill in any lines missing just a single card first, making sure they add up to 21. This will often simplify the remaining lines so that they're missing just a single card as well.

When you get to a board where you must solve lines with multiple gaps, look at the other cards in the connecting rows and columns. If they are close to already totalling 21, then your missing card values must be low. If they are far from totalling 21, the missing values must be high.