



The Notebook

v2.5.0

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I. How to play Normal Black Jack

In blackjack, both you and the **Dealer** draw two cards at the beginning. Your goal is to get a higher hand value than the Dealer without going over 21. Exceeding 21 is referred to as a **Bust**, and busting is an instant loss. Cards that are drawn have **ranks**, where the value of the card is listed on it. There are 13 ranks, and 9 are self-explanatory.



The J, Q and K are considered **Face Cards**, and Function identically to a 10. The A is an **Ace**. The ace's value is either an 11 or a 1, whichever is better for you. If the ace is worth 11, you will have what is known as a **soft** number, which means going over 21 will let the ace be worth 1 instead. A soft 18 and a regular 18 are the same, but you will not bust when you hit with a soft number.



When it is your turn, you will see the value of your cards as well as one of the dealer's cards.

On your turn, you can do the following actions below. You can only Double Down or Split if you have not Hit or Stand.

Hit

Draw an additional card.

Stand

End your turn.

Double Down

Double your bet, hit once, and end your turn.

Split

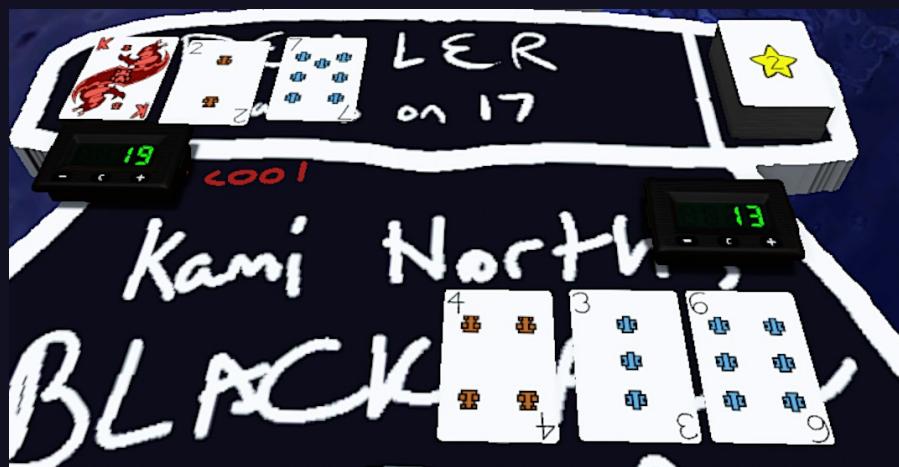
If you have a pair, play each card as a hand of its own.

Kami North's Blackjack uses Tabletop Simulator's Line Tool to shorthand actions. To hit, press Tab while hovering over your cards. An arrow will appear and a ding sound will play. This tells me you're hitting. To stand, hold Tab and drag a line over your hand.



NOTE: If you are stuck with the ruler, you can either hit F1 or click the Cursor Tool on the top left corner of the screen.

After everyone completes their turn, it is time for Face-off, where the Dealer plays their turn. They first reveal their hidden card, and if their hand value is below 17, they will hit until it is greater than or equal to 17. From there, the value is compared to your hand. If your hand is smaller than the Dealer's hand, then you lose. If it is larger, then you win. If they are the same, then you Push, which means you get your money back. A player loss is higher priority than dealer loss, so if both bust, the player loses. If you have an Ace and a Face (i.e. 21 in 2 cards), you have a Blackjack, a guaranteed win.



II. Kami North's Blackjack

Kami North's Blackjack differs from regular blackjack by adding various mechanics to it. The most prominent additions are the Essences and Powerups, which will be elaborated on in the next chapter. If you get overwhelmed by everything, don't worry! It'll come naturally quicker than you'd expect. The other notable features include:

Card Tricks

Card tricks are made by drawing 5 or more cards without busting. These are difficult hands to obtain, but if done, are treated equal to or better than getting a Blackjack. If you manage to pull off a Card Trick, you are guaranteed victory.

Pulls

There are several conditions to earning pulls, which are how you obtain Essences, which are crucial to making Powerups. The most common examples include:

Blackjacks and Card Tricks — These typically net 1 pull, sometimes more for larger tricks.

Jokers — Drawing a joker will guarantee 1 pull.

The Pull Timer — Every 121 seconds, the pull timer goes off, giving everyone a pull.

You can also earn them through various other means, though they're less frequent. When you obtain a Pull, you are given a white bag, to which you draw one essence from it. If you gain multiple pulls, you get a bag for each pull and only take 1 from each bag.

Jokers

The deck consists of 105 cards, 8 of each rank and 1 Joker. Drawing the Joker counts as a value of 0, so your total does not change, making it great for card tricks. Drawing the Joker does not guarantee victory, but you are guaranteed a Pull, even if you lose.



The Lottery

Players often take part in the Lottery, a special system based on *Mario Party 4*, where they pay 25 chips or a Garbage (see: *Essences and Powerups*) to draw a colored ball from a bag. Every time you play the lottery in the same round, the price increases by base cost.

There are 5 outcomes:

Log Token		Pulls	Cost (Chips)	Cost (Garbage)
0.5%		1	25	1
\$100	1 Pull	2	75	3
~5-10%	~10-15%	3	150	6
1 Garbage	Try Again	4	250	10
~10-20%	~55-75%	5	375	15

Scratch Tickets

At the end of every Pull timer, you obtain a pull but also draw a Scratch Number. These are then placed on the scratch ticket located by your hand. You can obtain a maximum of 5 per session. At the end of each session, the Winning Numbers are announced, where you can win money and pulls. If you have to leave before then, your Scratch Numbers are still compared to the winning numbers, and you will receive your rewards at the start of your next session.

The Bounty Board

Between sessions, everyone's total earnings is compared. The three players with the most wealth will have Bounties. If a player has a bounty over their head, then players are rewarded extra for

attacking the player. First place will have a Double Bounty, where the reward is doubled. Typically, screwing someone over will reward you with taking their bet and getting a Pull. A bounty will reward one additional pull, a double bounty will reward you with two additional pulls.

Log Tokens

Upon reaching \$1000, you will divide your money by 10 and obtain what is known as a Log Token. They are an alternative currency that cannot be bet, but symbolize that your money has additional value. For the bounty board, Log Tokens multiply your balance by 10 each. For example, if you have \$200 and 2 log tokens, then you have "\$200e2," thus \$20 000.

Belts, Perks and Shops

When you receive your First Log Token, you will be given the White Belt. This medal is an achievement of progress and opens you up to new Features, including Perks and Shops. With each belt you obtain, you will be able to gain 1 perk, chosen from 3 random options. Shops will also be unlocked on a belt-by-belt basis, where the higher your belt the more options you'll have. The shop can be found by the top right side of the table. The last benefit of Belts is that you get to contribute to the ever-growing background, custom designed and rendered!

Bankruptcy

If you run out of chips, you will go Bankrupt. This does not mean your journey is over, however, Far From it! **While bankrupt, you must Forfeit any Log Tokens you currently possess** (a balance of 0×10 is still 0, after all), but start collecting Bankruptcy Tokens. You gain 1 Bankruptcy Token each turn, and can play with them. If you obtain 10 or more of them, you can convert them back into chips at a value of \$10 each.

III. Essences and Powerups

The primary gimmick of Kami North's Blackjack is the use of **Powerups**, which are created by **Essences**. These powerups can have various effects and are useful in different situations. With the new addition of **Crafting**, you can favor certain powerups over others to develop a unique playstyle.

To start obtaining powerups, you first earn Pulls through various means, most easily the Pull Timer. As you play, you'll find yourself building a collection of essences that can quickly be used to your advantage or traded with other players for ones you desire.

Once you have obtained essences, you can then combine them by placing them on your Crafting Flower and notifying me. You cannot craft during a round, but you can freely craft as much as you'd like between rounds. The next section will have a list of the publicly shared powerups, as well as their recipes and functions.

You have a private area at your personal table, where you can craft and store powerups and essences in secret. A big theme of this season is discovery, so you do not have to publish your findings, though you can if you wish. All 3-essence powerups have been published so everyone has access to them.

If you craft using an invalid recipe, then what you will craft is known as **Garbage**. Garbage is most commonly used to participate in the lottery, though it can also be used to craft the "secret" **Force Water** powerup using 3 of them.

IV. Powerup Directory

Here's a comprehensive list of the powerups currently known.

3-Essence Powerups

Add 1



Self targeting. Add 1 to your hand's value.
Can be used any time.

Subtract 1



Self targeting. Subtract 1 from your hand's value.
Can be used any time.

Gimme



Self targeting. Hit at any time outside of your turn.
Can be used any time.



Clairvoyance



Self targeting. Peek at the next card in the deck.
Can be used during your turn.

Force Water



PvP targeting. Forces the target to drink water. No activities can take place until the target consumes water.
Can be used during any time, even outside of rounds. Can target the dealer.



PvP Add 1



PvP targeting. Add 1 to another player's hand's value.
Can be used during your turn.

PvP Sub 1



PvP targeting. Subtract 1 from another player's hand's value.
Can be used during your turn.

Try Again



PvP targeting. The player's last drawn card is deleted and a new one is drawn in its place.
Can be used during your turn.



Cube



Self targeting. Gain 1 additional PU slot for the round. Does not use a slot.
Can be used any time.

Blade



iiiiii or iiiiii
Self targeting. Lower the value of your next drawn card by 2.
Can be used during or before your turn.

Snowflake



iiiiii or iiiaaa
PvP targeting. Increase the value of the opponent's next drawn card by 2.
Can be used during or before the target's turn.

Broken Add 1



iiiiii or iiiiii
Self targeting. PvP targeting. Subtract 0.5 from both your and your target's hands.
Can be used anytime.

Zap



iiiiii or iiiaaa
PvP targeting. Occupy one of your target's powerup slots.
Can be used anytime.

Dig



iiiiii or iiiiii
Player targeting, cannot be blocked. Circle back to White's turn. Everyone plays their turn again.
Can be used anytime.

Split Anyway



iiiiii or iiiiii
Self targeting. Split even if you don't have a pair.
Can be used as the first action of your turn.

Broken Add 1



iiiiii or iiiiii
Self targeting. PvP targeting. Add 0.5 to both your and your target's hands.
Can be used anytime.

Card Link



iiiiii or iiiiii
Self targeting. PvP targeting. The value of your last card and your target's last card is averaged between the two.
Can be used anytime.

Lift



iiiiii or iiiiii
Player targeting, cannot be blocked. The bottom card in every player's hand is moved to the top.
Can be used anytime.

Double Check



iiiiii or iiiiii
Player targeting, cannot be blocked. Circle back to the first player's turn. Everyone plays their turn again.
Can be used before the dealer's turn.

Bubble



Player targeting, cannot be blocked. The next PU each player plays takes up 2 slots.
Can be used before the dealer's turn.

Harvest



Pull Manipulation. Does not use a PU slot. On your next pull, draw 2. You may choose to take either. Stones must be used on both draws as you draw them.
Can be used any time, even outside of rounds.

Solemn Ash



Pull Manipulation. Does not use a PU slot. Obtain an isolated pull, draw and take 3. An isolated pull is not affected by any external factors, such as stones or other grass powerups.
Can be used any time, even outside of rounds.

Double Up



Pull Manipulation. Does not use a PU slot. On your next pull, you will obtain 2 of the essence you draw.
Can be used any time, even outside of rounds.

Breeze



Pull Manipulation. Does not use a PU slot. On your next pull, you can redo it maximum twice if you are unhappy with the result. Redoing your pull consists of returning the essence into the bag then drawing again as you would a Fresh pull.
Can be used any time, even outside of rounds.

4-Essence Powerups

+/-1



Self targeting. Can be used as EITHER an Add or a Subtraction! Can be used anytime.

Redraw



Self targeting. Redraw your hand. Your turn will be replayed. Can be used before the dealer's turn.

Force Hit



PvP targeting. Force a player to hit for their next move. Can be used during or before the target's turn.

Robbery



PvP targeting. Steal another player's final card and add it to your hand. Can be used during or before the target's turn.

Shield



Self targeting Utility. Nullify the effects of a PvP powerup targeting you as it is being played. Can be used immediately in response to an attack.

1/2

Self targeting. Cut the value of your last card in half. Can be used anytime.

3/2

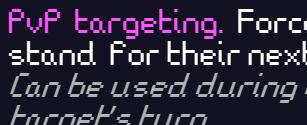
Self targeting. Add half its own value to your last card. Can be used anytime.

Trash Can



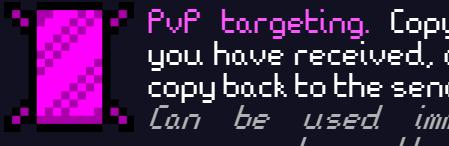
Self targeting. Delete the last card from your hand. Can be used anytime.

Force Stand



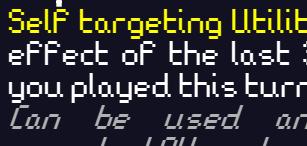
PvP targeting. Force a player to stand for their next move. Can be used during or before the target's turn.

Mirror



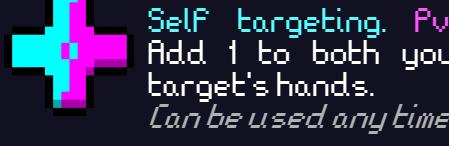
PvP targeting. Copy the attack you have received, and send the copy back to the sender. Can be used immediately in response to an attack.

Repeat



Self targeting Utility. Repeat the effect of the last 3-essence PU you played this turn. Can be used any time the repeated PU can be used.

Double Add 1



Self targeting. PvP targeting. Add 1 to both your and your target's hands. Can be used anytime.

Card Swap



Self targeting. PvP targeting. Swap your last card with your target's last card. Can be used anytime.

Forward



PvP targeting. Send the next card you receive to your target. The target will be able to redo their turn if it has passed already.

Can be used during or before your turn.

5-Essence Powerups



Chain Shield

Self targeting, PvP targeting. Nullify the effects of a PvP powerup targeting you and/or your target as it is being played. The shield stands guard for the other target until either they are attacked or the round ends.

Can be used immediately in response to an attack.



Swap Hands

Self targeting, PvP targeting. Swap your last card with your target's hand.

Can be used anytime.



Lift

Player targeting, cannot be blocked. The value of every player's hand is increased by 1.

Can be used anytime.



Baton Pass

Player targeting, cannot be blocked. Every player passes their final card to the next player.

Can be used anytime.



Linked List

Player targeting, cannot be blocked. The value of all final cards possessed by players is averaged.

Can be used anytime.

U. Perk Collection

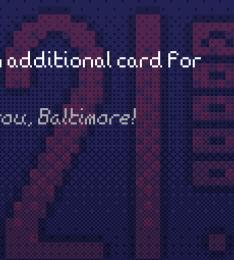
This is a list of all Perks owned by a player.

Progress: 12/18

The Biggest 21

If your hand sums to 21, it counts as an additional card for Card Tricks.

That makes a 3-card Blackjack! Fuck you, Baltimore!



Collectathon

Getting 3+ of a kind adds another card for card tricks.

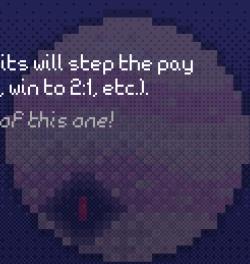
Remember when these were a thing in Season 1? Good times...



Evil Jupiter

Possessing a card of 4 different suits will step the pay grade by 1 (Loss to push, push to win, win to 2:1, etc.).

Good luck remembering to keep track of this one!



Fighter

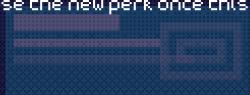
Gain two additional pulls upon screwing another player over.
Hit 'em with the 1/2 buckle my shoe!



Perk

Every session, you may transform this perk into another perk on the table. However, you can only use the new perk once this session.

I know I am, but what are you?



Chicken Scratch

Each Scratch Lottery win grants an additional pull.

I can't stop winning! I can't stop winning! I can't stop winning!



Escape Rope

On a loss, roll a d6. If you roll a 6, you do not lose your money.

I am invincible!!! 1 out of 6 times...



Evil Pluto

Possessing 5 cards of different ranks will step the pay grade by 1 (Loss to push, push to win, win to 2:1, etc.).

You can 5 card... You can 5 card... You can 5 card...



Kind Soul

Successfully saving a player (changing their state out of a loss) grants you a pull and bet security (you cannot lose).

Y'all are too nice but I mean it builds community at least...



Spontaneous Casting

Once per round, you can craft during a round and play the powerup you craft.

Pull out a last minute save without keeping the PU in the bank!



Stinky Money

When going All In, you can use any powerup as a Shield.
*Go take a shower, not even the powerups want to hang around
you like that bud.*



WYSI

If anyone on the table gets 1-2-1 in order with their cards,
you receive a Log Token.

When you Fucking see it

