```
Filename:BLACKJAK
Lbl 0↵
{1,3}→Dim Mat A↵
Fill(0,Mat A↵
Norm ↵
Lbl A↵
{1,13}→Dim Mat B↵
Fill(0,Mat B↵
{2,10}→Dim Mat C↵
Fill(0,Mat C↵
ViewWindow 0,127,0,127↵
Text 20,15,"(C) 2008 Peter Creations"↵
Text 30,34,"Black Jack V2.4"↵
While Getkey≠31↵
Text 40,45,"Press (EXE)"↵
Text 40,45,"            "↵
WhileEnd↵
Cls↵
Text 20,15,"Shuffling and Dealing..."↵
For 1→C To 2↵
For 1→B To 2↵
Int (Ran#×13)+1→A↵
A→Mat C[C,B]↵
Mat B[1,A]+1→Mat B[1,A]↵
Next↵
Next↵
5→Y↵
Cls↵
Goto L↵
Lbl 1↵
Y=2⇒Goto L↵
Y=2⇒3→Y↵
Y≠5⇒Cls↵
Text 5,45,"Loading Screen..."↵
Text 5,5,"Dealer -"↵
Text 25,5,"Player -"↵
Text 5,42,Mat A[1,1]↵
Text 25,42,Mat A[1,2]↵
If Mat A[1,3]>0↵
Then Text 55,75,"DRAWS -"↵
Text 55,110,Mat A[1,3]↵
IfEnd↵
F-Line 0,25,60,25↵
F-Line 0,65,60,65↵
For 1→I To 2↵
5→H↵
35→G↵
I=2⇒15→G↵
For 1→A To 10↵
If I=2 And A=1 And (Y=1 Or Y=5)↵
Then Text G,H,"X "↵
Else Mat C[I,A]→B↵
```

```
B<11 And B>0⇒Text G,H,B↵
B=1⇒Text G,H,"A"↵
B=11⇒Text G,H,"J"↵
B=12⇒Text G,H,"Q"↵
B=13⇒Text G,H,"K"↵
IfEnd↵
H+20→H↵
Next↵
Next↵
Y=1⇒Goto L↵
Lbl 6↵
Text 5,45,"                    "↵
Y=1 Or Y=5⇒Text 5,85,"XX"↵
Y=7⇒0→Y↵
Y=0⇒Goto L↵
Y=3⇒Goto 3↵
Y=2⇒Goto 8↵
Lbl M↵
ClrText↵
Text 45,5,"1.Hit"↵
Text 45,45,"2.Hold"↵
Text 55,5,"3.RRestart"↵
Text 55,45,"4.Quit"↵
Getkey→Y↵
Y=72⇒1→Y↵
Y=62⇒2→Y↵
Y=52⇒3→Y↵
Y=73⇒4→Y↵
Y=1⇒Goto 2↵
Y=2⇒Goto 3↵
Y=3⇒Goto 0↵
Y=4⇒Goto R↵
Goto M↵
Lbl 2↵
Int (Ran#×13)+1→A↵
If Mat B[1,A]≧4↵
Then Goto 2↵
Else Mat B[1,A]+1→Mat B[1,A]↵
IfEnd↵
1→B↵
While Mat C[1,B]≠0↵
Isz B↵
WhileEnd↵
A→Mat C[1,B]↵
Goto 1↵
Lbl L↵
0→Z↵
0→F↵
0→C↵
For 1→A To 10↵
Mat C[1,A]→B↵
B<11 And B>0⇒Z+B→Z↵
```

```
B=1⇒1→C↵
B>10⇒Z+10→Z↵
Next↵
C=1⇒Z+10≦21⇒Z+10→Z↵
0→C↵
For 1→A To 10↵
Mat C[2,A]→B↵
B<11 And B>0⇒F+B→F↵
B=1⇒1→C↵
B>10⇒F+10→F↵
Next↵
C=1⇒F+10≦21⇒F+10→F↵
Y≒1 And Y≒5⇒Text 5,85,F↵
Text 25,85,Z↵
Z>21⇒Goto F↵
Y=1⇒Goto 6↵
Y=2⇒Goto 1↵
Y=3⇒Goto 8↵
Y=4⇒Goto 3↵
Y=5⇒Goto 1↵
Y=7⇒Goto 6↵
Z>21⇒Goto F↵
F>21⇒Goto Z↵
F>Z⇒F<22⇒Goto F↵
Z>F⇒Z<22⇒Goto Z↵
Goto N↵
Lbl 3↵
3→Y↵
Goto L↵
Lbl 8↵
F<16 Or F<Z⇒Goto W↵
7→Y↵
Goto 1↵
Lbl W↵
Int (Ran#×13)+1→A↵
If Mat B[1,A]≧4↵
Then Goto W↵
Else Mat B[1,A]+1→Mat B[1,A]↵
IfEnd↵
1→B↵
While Mat C[2,B]≒0↵
B+1→B↵
WhileEnd↵
A→Mat C[2,B]↵
Goto 1↵
Lbl F↵
Mat A[1,1]+1→Mat A[1,1]↵
Text 40,44,"Dealer Wins"↵
While Getkey≒31↵
Text 45,44,"Press (EXE)"↵
Text 45,44,"            "↵
WhileEnd↵
```

```
Cls↵
Goto A↵
Lbl Z↵
Mat A[1,2]+1→Mat A[1,2]↵
Text 40,44,"Player Wins"↵
While Getkey≠31↵
Text 45,44,"Press (EXE)"↵
Text 45,44,"            "↵
WhileEnd↵
Cls↵
Goto A↵
Lbl N↵
Mat A[1,3]+1→Mat A[1,3]↵
Text 40,58,"PUSH"↵
While Getkey≠31↵
Text 45,44,"Press (EXE)"↵
Text 45,44,"              "↵
WhileEnd↵
Cls↵
Goto A↵
Lbl R↵
Y=1⇒Goto A
```