

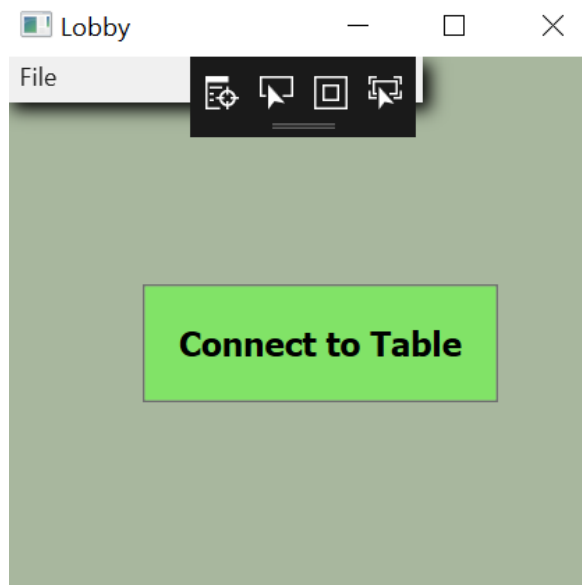
# Table of Contents

<b>Table of Contents</b>	<b>1</b>
<b>Start a Blackjack game</b>	<b>2</b>
<b>1. Lobby</b>	<b>2</b>
<b>2. Table</b>	<b>3</b>
<b>3. Connect Deck</b>	<b>4</b>
<b>4. Connect Dealer</b>	<b>4</b>
<b>5. Connect Player</b>	<b>5</b>
5.1 Computer Player Setup	5
5.1.1 Game result	6
4.2 Human Player Setup	6

# Start a Blackjack game

1. In Lobby; Connect to table  
See section **1** for more details on Lobby.
2. In Table;
  - a. connect deck  
See section **3** for more details on Deck.
  - b. connect the number of players that should participate  
See section **5** for more details on connecting and setting up players.
  - c. finally connect the dealer.  
See section **4** for more details on Dealer.See section **2** for more details on Table.
3. When setting up a Computer Player, select the appropriate rules for your style of play. See section **5.1** for more details how to set up Computer Player.

## 1. Lobby

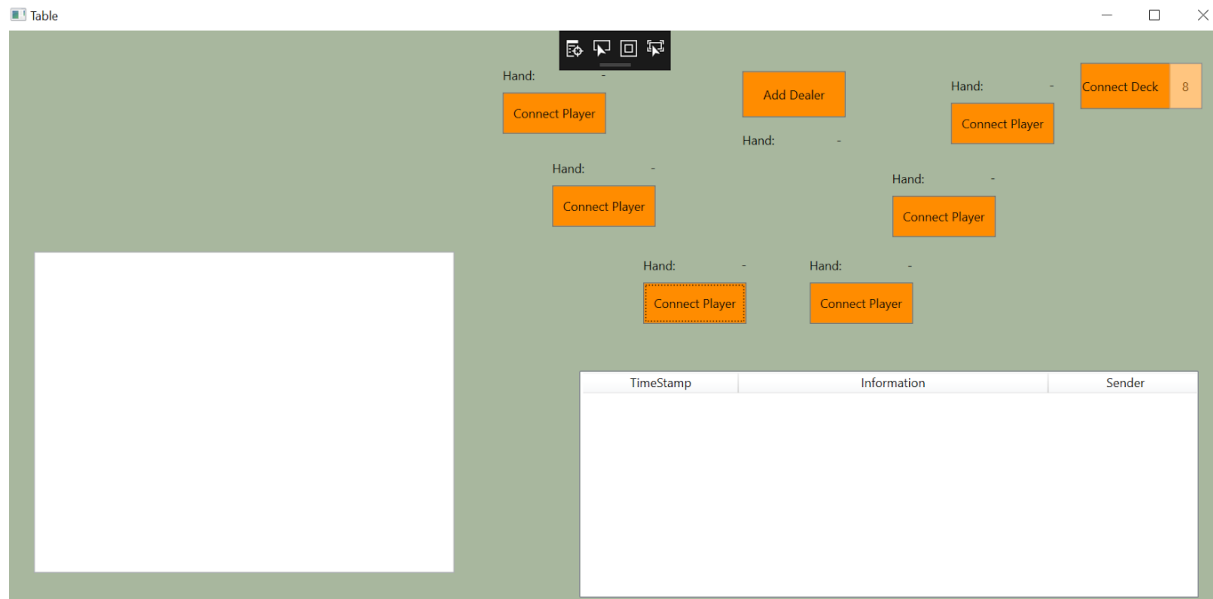


**Image: Lobby**

In this window following options/actions are available

- Menu File -> 'Exit' to quit application
- Menu File -> 'Table rules' to set up the rules of the table you will connect to.  
The table rules can be exported and imported and applies to the table when user clicks 'OK' in the TableRulesWindow.
- Button 'Connect to Table' to connect to a blackjack table.

## 2. Table



**Image: Table**

In this window following options/actions/features are available

- Connect a deck by pressing the 'Connect Deck' button in the upper right corner.  
See section 3 for more details on Deck. **Note:** number of decks are configurable (1,2,4,6 or 8).
- Connect a dealer by clicking the 'Connect Dealer' button.  
This will bring up a Dealer Setup form in which the user can set/configure the rules for the dealer. See section 4 for more information.  
**Note 1:** The dealer can not disconnect. If one wishes to play with different dealer-rules, one has to connect to a different/new table.  
**Note 2:** The game only starts when the dealer (and at least one player) is present, hence it is recommended to connect the dealer last (when all wanted players have been configured and connected).
- Connect up to 6 players (human or computer). Click either of the 'Connect' buttons to connect a player. This will bring up a Player Setup form in which one can specify to connect a human-player or a computer-player. See section 5 for more information.
- Log window bottom right showing events connected to participants (dealer and players) and the deck.
- Log window to the left showing resulting game log (i.e. results for each hand each game) in the format:

*HandId; Hand; Handvalue; NumberOfSplits; SplitAces; IsDoubled;  
BlackJack; WinningHand; DealerHand*

### 3. Connect Deck

To connect the deck, click the 'Connect Deck' button on the Table, highlighted by the red box in image below. The number of decks used in a blackjack deck is configurable (1, 2, 4, 6 or 8) and this can be configured by changing the number next to the 'Connect Deck' button (see yellow highlight in below image).

**Note:** This configuration (number of decks) must be done prior to connecting the deck, hence changing number of decks in the blackjack deck can not be done when Deck is already connected.

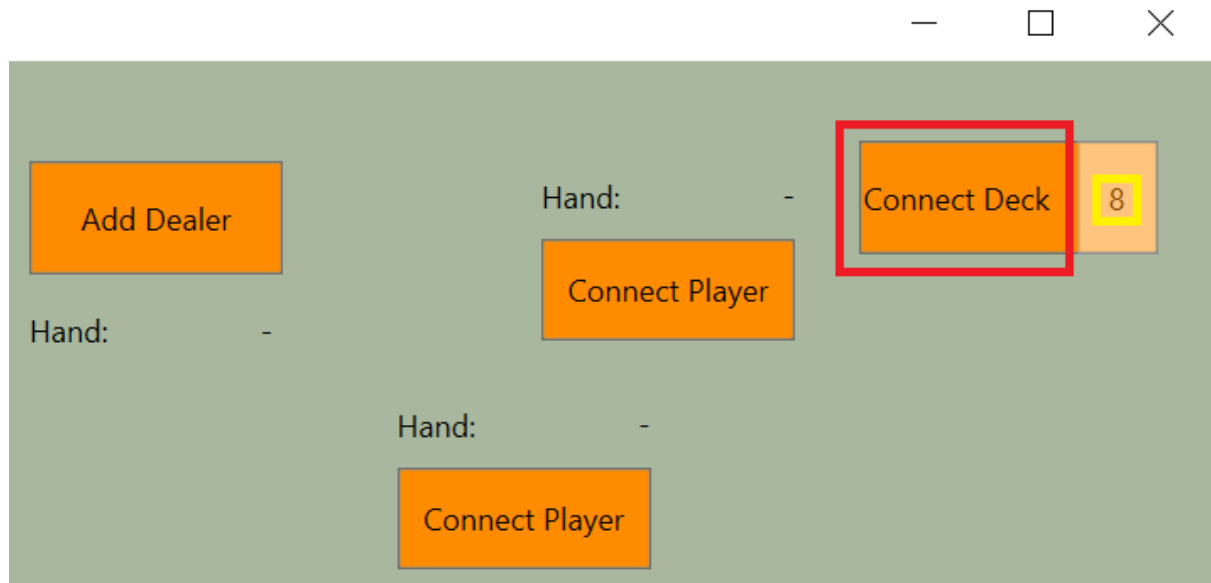


Image: Connect deck

### 4. Connect Dealer

To connect the dealer, click the 'Add Dealer' button on the Table. Clicking the 'Add Dealer' button will bring up a DealerSetup form in which we can configure

1. when dealer shall stand (see red box in below image)
2. if dealer shall draw on soft hands (see yellow box in below image). Ticked box equals TRUE, while non-ticked box equals FALSE.

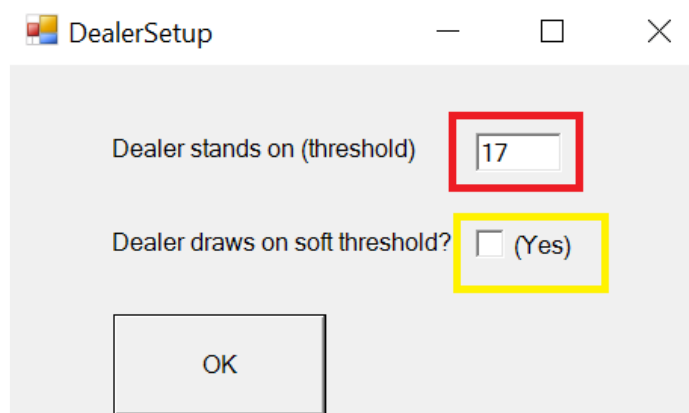
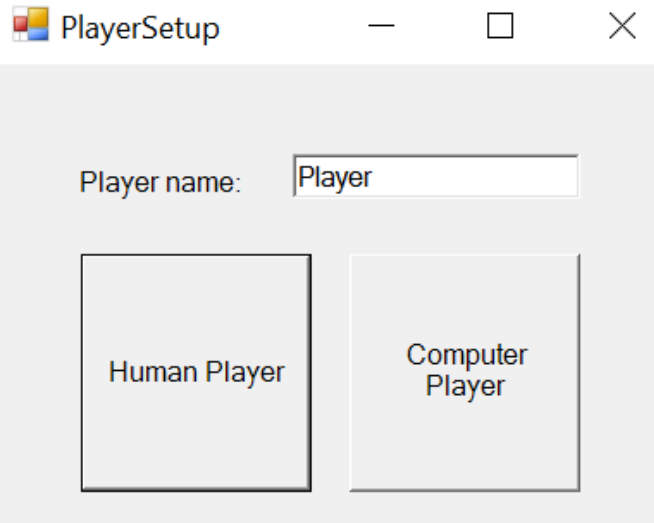


Image: DealerSetup form

## 5. Connect Player

Click any of the orange 'Connect Player' buttons to connect a player. This will bring up a PlayerSetup form in which the user can;

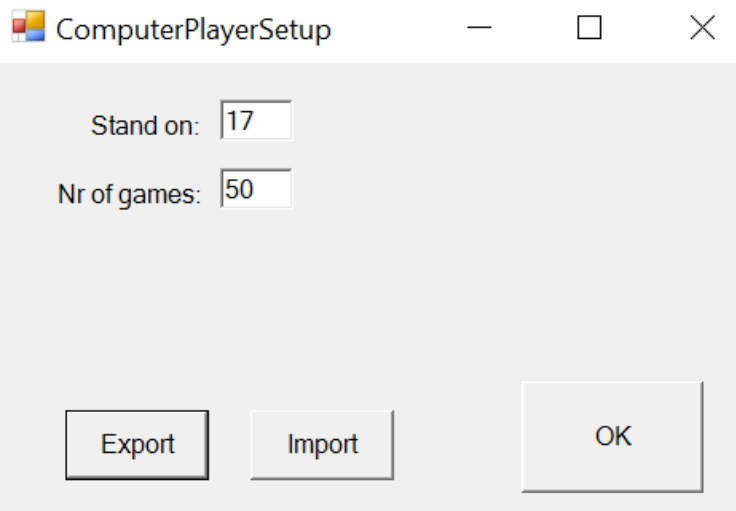
- Enter name of player
- Choose to connect a Human Player (left button) or a Computer Player (right button)



**Image: PlayerSetup form**

### 5.1 Computer Player Setup

When user selects to connect a Computer Player (see section 5), a ComputerPlayerSetup form appears, see below image.



**Image: ComputerPlayerSetup form**

In the ComputerPlayerSetup form the following options are available:

- Stand On: when computer player shall stand
- Nr of games: how many games the computer-player shall play
- Export: exports the current rules in to XML format

- Import: imports rules from XML format
- OK. Saves the configuration and starts the player (and the game is dealer and deck is connected).

### 5.1.1 Game result

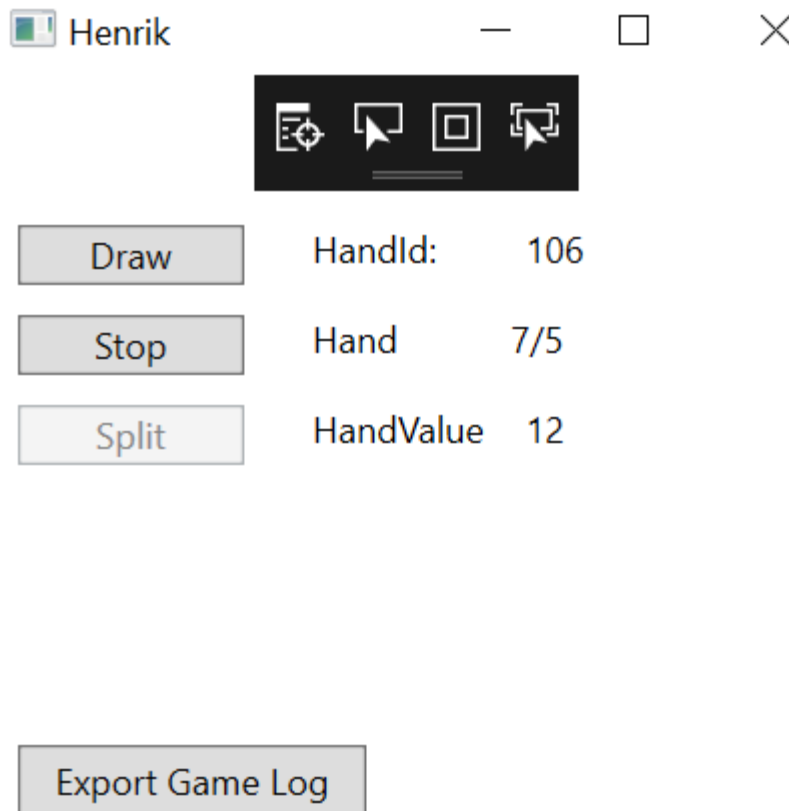
The results from the Computer Player can be seen

1. live in the left log window of the Table
2. or offline in the auto generated text file. The file is generated in the application folder, e.g. BlackJack\BlackJack\bin\Debug. The file will be named according to the player name and has the extension .txt, e.g. BlackJack\BlackJack\bin\Debug\Player.txt

## 4.2 Human Player Setup

When the user selects to connect a Human Player, the game player connects directly to the table and the game starts if also the dealer and the deck are connected.

A player GUI opens up for that specific player, see example image for player Henrik below.



**Image: Human Player GUI for which action is required (draw or stop)**

 Player — ☐ ✕

Draw

HandId:

Stop

Hand

Split

HandValue

Export Game Log

**Image: Human Player GUI for which action is NOT required.  
Action is on someone else. Either this player has  
completed the game or his turn has not yet come.**