

Blackjack User Manual

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1.1: Introduction to Game

The game being played on MATLAB is Blackjack, a casino card game that is played in this version between two users and the computer.

1.2: The Rules of Game

The rules to playing Blackjack are quite easy, however once completed must be repeated a numerous amount of times until the game is over.

1) The computer/Dealer randomly deals out two cards to the two users, one face down and the other face up, and to itself, both face down.

2) The users battle against the computer to have the best card values closest to 21 without going over.

3) For each user's turn, they are allowed to ask for more cards in order to increase their cards' value, however are at a risk of possibly exceeded 21 each time. The dealer may do the same as well when its their turn (2-10, Jack-King-Queen = 10, Ace = 11 or 1 based on user's preference)

4) If the dealer's card values are less than the user's values or goes over 21, the users win. If the dealer's card values are equal to or greater than the user's values or the users go over 21, the dealer wins.

5) This continues until the users decide to quit.

1.3: Game Requirements and Installation

The game requires gameplay on a computer that has MATLAB installed.

2.1: Terminology

Blackjack = name of game / when cards given are a face card (Jack, Queen, or King) and an Ace

Turn/Round = each time users and computer compare cards

Bust = when cards in users'/dealer's hands are over 21

2.2: The User Interface

The user interacts with the computer through input commands on MATLAB (I.e. when MATLAB asks the user whether he/she wants to remain with the cards at hand or receive more).

3.1: How to Start a New Game

The program will ask the users at the end of the game to type either Y or N to play a new game or quit. Type Y to play a new game.

3.2: How to Play a Game

The user must press any key to flip their card that is face down. Once it's flipped, the user has the option to try for another card (press Y), or remain with their cards in their hand (press N). These actions repeat every turn.

3.3: Winning

In order to win, the users must have a card total that is either greater the dealer's card total or the dealer must bust.

3.4: Illegal Moves

There are no illegal moves due to how the program was set up. The user simply has to determine whether he/she wants more cards or not and afterwards the program determines if he/she busted or not.

3.5: Restarting a Game

Press Y when prompted to play a new game.

3.6: Quitting the Game

Press enter instead of typing something in when prompted to play again or quit.

3.7: Help

If the game causes any difficult, feel free to reach out to any of the makers of the game:

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