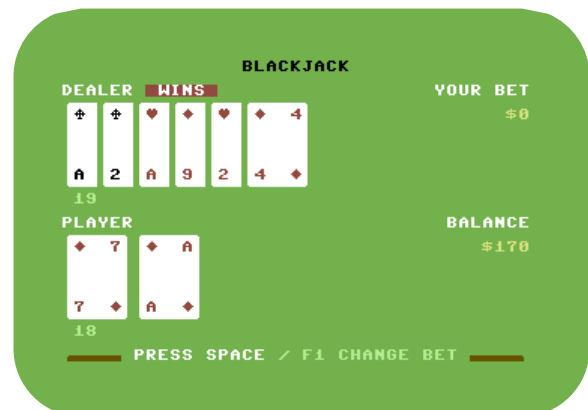
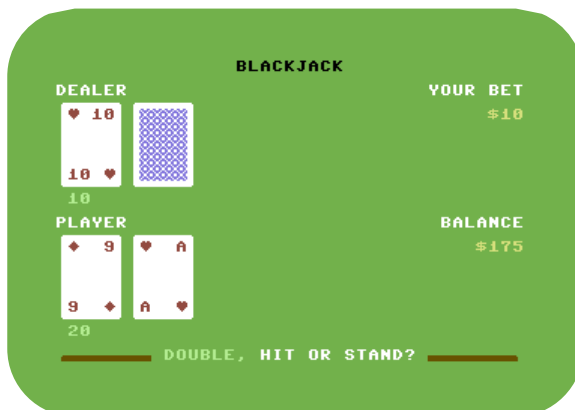
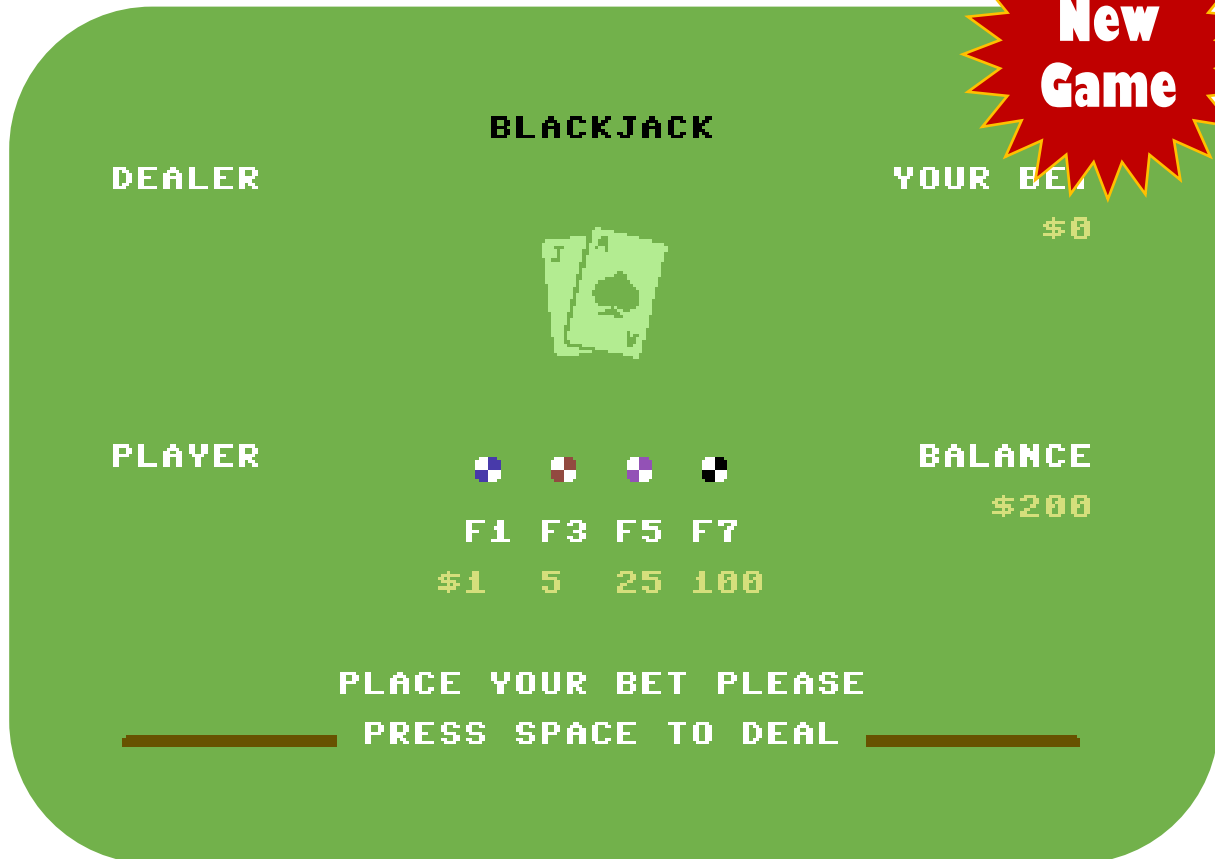




«Blackjack» for the Commodore 64 (Complete type-in listing in BASIC V2)



**New
Game**



**An exclusive X-Mas 2019 Give-Away by
Roman Werner ([🐦 @RomWer](#))**

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A203 750 bt=lt:bl=bl-bt:ifbl<0thenbt=bl+bt:bl=0
020D 760 poke198,0:gosub1570:pokes+24,7:ifz<39thengoto340
0BE6 770 goto260
DCF4 780 rem *****
6626 790 rem *** dealer gets card ***
C60D 800 rem *****
1DC5 810 printpd$(1):iff<>5thengoto840
5EB8 820 gosub1530:dt=3:fori=0to4:cd=e(i):t=i*dt:gosub1060:printup$:next
AFA1 830 fori=1to500:next
958E 840 cd=cd(z):z=z+1
3B01 850 t=f*dt:gosub1060:d(f)=r:e(f)=cd:ifhd=1thenreturn
690F 860 y=0:fori=0tof:y=y+d(i):next:fori=0tof:ify>21andd(i)=11theny=y-10
A4E8 870 next:f=f+1:priny:ify>21thenprintpd$(1)bu$
D94C 880 return
C3DC 890 rem *****
7C44 900 rem *** player gets card ***
D419 910 rem *****
100E 920 printpd$(0):ifg<>5thengoto950
ACAF 930 gosub1530:pt=3:fori=0to4:cd=q(i):t=i*pt:gosub1060:printup$:next
DFD5 940 fori=1to500:next
47F9 950 cd=cd(z):z=z+1:t=g*pt
C32D 960 ifg>1thenpokes+4,129:pokes+4,0:printtab(t)pt${up*8}:fori=1to500:next
7101 970 gosub1060:p(g)=r:q(g)=cd:x=0:fori=0tog:x=x+p(i):next
EE83 980 fori=0tog:ifx>21andp(i)=11thenx=x-10
1803 990 next:ifg>0thenprintx
1E1F 1000 ifx>21thenprintpd$(0)bu$pd$(1)tab(33)z$:a$="":a=1:gosub1810:gosub1700
C91D 1010 g=g+1
63AC 1020 return
49D1 1030 rem *****
1B45 1040 rem *** give and show card ***
29C2 1050 rem *****
4676 1060 a=int(cd/nc):r=cd-a*nc:p=(r-8)and r>8:r=r+2:hl=hl+(r>9)+abs(r<7):f$=str$(r)
E936 1070 ifp>0thenf$=mid$(fc$,p,2):r=10-(p=4)
225F 1080 ifhd=1thenreturn
AB20 1090 d$=mid$("!#%&",a+1,1):f$=mid$(f$,2,len(f$)-1):p$=left$("{space*2}",3-len(f$))
77B0 1100 c$=mid$("{red}{black}",(a/2)+1,1):pokes+4,129
BEB9 1110 printtab(t)oSv$c$"{reverse on}"d$pf$"{reverse off}"w$qq$qq$qqv$c$"{reverse on}"f$pd$"{reverse off}"w$u$
A3CC 1120 pokes+4,0:return
A7EF 1130 rem *****
EBF3 1140 rem *** insurance ***
949C 1150 rem *****
51FA 1160 getk$:ifk$<>"y"andk$<>"n"thengoto1160
19FD 1170 printleft$(ln$,13)tab(13){space*14}:ifk$<>"y"thenis=0:return
E14E 1180 bl=bl-bt/2:gosub1580:printpd$(1)
FE4F 1190 printtab(6){space*6}"r$o$="{reverse on}{blue}'"'{reverse off}{white}>";
7338 1200 pokes+4,129:pokes+4,0:fori=1to500:next:pokes+4,129:pokes+4,0
79AC 1210 printpd$(1):printtab(6)pt$:ifd(1)<>10thenis=0:return
8D9F 1220 y=21:return
B31F 1230 rem *****
8D44 1240 rem *** betting money ***
C72B 1250 rem *****
AD20 1260 print"{clear}"tab(15){black}blackjack":fori=0to3:b(i)=0:next:pokev+21,15
4067 1270 pokes+24,15:printpd$(1)tab(31){white}your bet"pd$(0)tab(32){white}balance"
84E6 1280 printleft$(ln$,14)tab(14){white}({blue}* {white}({red}* {white}({purple}* {white}({black}*")
D9E4 1290 printtab(14){blue}:{white}< {red}:{white}< {purple}:{white}< {black}:{white}<
42AD 1300 print:printtab(14)"f1 f3 f5 f7":print:printtab(13){yellow}$1{space*2}5{space*2}25 100{white}"
06F7 1310 print"{down*3}"tab(9)"place your bet please":print
A531 1320 a$="{white} press space to deal ":a=21:gosub1810
DB8A 1330 gosub1570
58A2 1340 getk$:ifk$=""thengoto1340
D5CE 1350 ifk$=""andbt>0thenlt=bt:return
DFAE 1360 k=asc(k$)-133:b=kand3:ifk<0ork>7goto1340:rem only accept keys f1-f8
4A43 1370 c$=mid$("{blue}{red}{purple}{black}",b+1,1)
6D07 1380 cp$="{space*2}{down}{left*2}{white}("+c$+"*{down}{left*2}:{white}<{down}{left*2}{space*2}"
8E40 1390 v(0)=1:v(1)=5:v(2)=25:v(3)=100:a=v(b):i=1:ifk>3theni=-1
6FC1 1400 a=a*i:ifi=-1andb(b)=0ori=1andb(b)=5orbl-a<0thengoto1340
DE3B 1410 b(b)=b(b)+i:bl=bl-a:bt=bt+a:pokes+1,40:pokes+4,17
B509 1420 fori=0to10:next:pokes+4,0:pokes+1,31:onk/4+1gosub1460,1480
1926 1430 ifb(b)=0thenprint"{home}{down*2}"tab(14+b*3){space*2}{down}{left*2}{space*2}"
4940 1440 ifb(b)=5thenprint"{home}{down*13}"tab(14+b*3){space*2}{down}{left*2}{space*2}"
0901 1450 goto1330
6C59 1460 printleft$(ln$,10):fori=0to(10-b(b))*2)
A10C 1470 printtab(14+b*3)right$(cp$,15){up*4}:next:return
1698 1480 printleft$(ln$,2+b(b)*2):fori=0to(10-b(b))*2)
899A 1490 printtab(14+b*3)left$(cp$,15){up*2}:next:return
D78C 1500 rem *****
349A 1510 rem *** clear cards when more than 5 ***
F317 1520 rem *****
92FD 1530 fori=0to4:forw=1to8:printtab(i*6){space*6}:next:printup$:next:return

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13C0 1540 rem *****
15D8 1550 rem *** convert bet and balance to string **
D357 1560 rem *****
61BB 1570 bt$=mid$(str$(bt),2):printleft$(ln$,5)tab(36-len(bt$))"{space*2}{yellow}$"bt$
D8BE 1580 bl$=mid$(str$(bl),2):printleft$(ln$,16)tab(36-len(bl$))"{space*2}{yellow}$"bl$
8439 1590 return
CB3B 1600 rem *****
8A3A 1610 rem *** play winning sound ***
8692 1620 rem *****
A487 1630 j=5+int(15/500*(wn-(wn/200)))+1;ifj>15thenj=15
0669 1640 fori=7to0step-1:pokes+24,i:next:pokes+6,255:pokes+4,129
9C03 1650 fori=0tojstep.25:pokes+24,i:next:fori=jto0step-0.1:pokes+24,i:next
ED12 1660 pokes+4,0:pokes+6,0:return
232B 1670 rem *****
FF85 1680 rem *** play losing sound ***
D85A 1690 rem *****
72AA 1700 pokes+5,127:pokes+6,240:pokes+4,17:fori=19to6step-1:pokes+1,i
7597 1710 forj=0to20:next:next:fori=4to0step-1:pokes+2+i,0:next:pokes+1,31:return
5709 1720 rem *****
A657 1730 rem *** show game over ***
15F5 1740 rem *****
1926 1750 printleft$(ln$,23);tab(13){black}())))))))))*"
B710 1760 printtab(13)="{reverse on}{sh space}{white}GAME{sh space}OVER{sh space}{reverse off}{black}>"
6AE1 1770 a$="{black}:::;:::;<{brown}{"a=15:gosub1810:return
7ED1 1780 rem *****
B8CE 1790 rem *** print bottom line with actions ***
9960 1800 rem *****
9270 1810 b=(39-a)/2:println$"{brown}"left$(sp$,b)a$"{brown}"right$(sp$,b){up}":return
EA01 1820 rem *****
CD21 1830 rem *** copy char rom to ram ***
16F0 1840 rem *****
5446 1850 poke56334,peek(56334)and254:poke1,peek(1)and251:poke781,2:poke782,255
3139 1860 poke90,0:poke91,209:poke88,0:poke89,57:sys41960:poke1,peek(1)or4
E3BA 1870 poke56334,peek(56334)or1:fora=14600to14679:readze:pokea,ze:nexta
655C 1880 fora=14800to14839:readze:pokea,ze:nexta:return
E7F4 1890 data 54,127,127,127,62,28,8,0:rem heart !
5B7C 1900 data 102,102,0,0,0,0,0,0:rem double quotes "
9051 1910 data 8,28,62,127,62,28,8,0:rem diamond #
4BF9 1920 data 16,126,208,124,22,252,16,0:rem dollar sign $
0BA3 1930 data 8,28,42,127,42,8,28,0:rem club %
A0F6 1940 data 8,28,62,127,127,54,8,0:rem spade &
0BE0 1950 data 102,189,219,102,102,219,189,102:rem pattern '
ADD9 1960 data 0,0,0,0,7,15,15,15:rem top left corner (
7338 1970 data 0,0,0,255,255,255,255:rem top border )
76B1 1980 data 0,0,0,224,240,240,240:rem top right corner *
47E2 1990 data 15,15,15,7,0,0,0,0:rem bottom left corner :
DAA1 2000 data 255,255,255,255,0,0,0,0:rem bottom border ;
AC29 2010 data 240,240,240,224,0,0,0,0:rem bottom right corner <
C87D 2020 data 15,15,15,15,15,15,15,15:rem left border =
971D 2030 data 240,240,240,240,240,240,240,240:rem right border >
BC08 2040 rem *****
2D1B 2050 rem *** initialize 4 sprites for blackjack logo ***
8878 2060 rem *****
5A3F 2070 pokev+23,0:pokev+78,0:pokev,157:pokev+1,85:pokev+2,181
2CE1 2080 pokev+3,85:pokev+4,157:pokev+5,106:pokev+6,181:pokev+7,106
FC30 2090 fori=.to3:pokev+39+i,13:next:pokev+27,255
B2BF 2100 poke2040,232:poke2041,233:poke2042,234:poke2043,235
4758 2110 fori=.to255:reada:poke14848+i,a:next:return
63FB 2120 rem *** sprite 0: bj logo top left ***
B6B2 2130 data 0,0,6,0,0,15,0,0,15,0,7,206,7,255,204,15
D001 2140 data 255,220,15,31,219,15,191,159,15,191,159,15,191,191,6,63
4F33 2150 data 191,7,255,63,7,255,63,7,255,127,7,255,127,7,254,127
1390 2160 data 7,254,127,7,254,252,3,254,248,3,252,248,3,252,240,0
02DC 2170 rem *** sprite 1 bj logo top right ***
29B2 2180 data 0,0,0,224,0,0,254,0,0,127,224,0,127,254,0,127
B2F2 2190 data 255,224,127,255,240,127,255,240,255,255,224,255,255,224,255,255
81D4 2200 data 224,255,255,192,255,255,192,255,255,192,243,255,192,225,255,192
CAF3 2210 data 1,255,128,0,255,128,0,127,128,0,63,0,0,31,0,0
719D 2220 rem *** sprite 2 bj logo bottom left ***
AA03 2230 data 3,253,240,3,253,248,3,249,248,3,249,252,3,251,255,3
6A37 2240 data 251,255,1,243,252,1,243,255,1,247,255,1,247,255,1,231
FBDF 2250 data 255,1,231,255,1,239,255,1,239,255,0,239,255,0,231,255
44AF 2260 data 0,240,127,0,255,7,0,255,240,0,127,0,0,0,0,0
5F44 2270 rem *** sprite 3 bj logo bottom right ***
DEB9 2280 data 0,31,0,0,31,0,0,30,0,0,30,0,208,62,0,12
F488 2290 data 254,0,7,254,0,227,252,0,255,252,0,255,252,0,255,252
886F 2300 data 0,255,248,0,254,248,0,254,152,0,254,56,0,254,48,0
C409 2310 data 254,112,0,255,240,0,127,240,0,3,224,0,0,96,0,0

```