



# FAS' JACK

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## Split! Double Down! Surrender?!

This is Blackjack played fast and with a twist! The rules have been changed to make them player friendly, but you're not playing against the house; you're playing against your friends. What will the new strategy be with the player-friendly rules? Don't worry if you lose... a game ends in just a couple of minutes. Try again!

## Minimum Requirements

- Simultaneous Touches: 1 minimum, 20 maximum
- Players: 0 to 10
- Input Events: TUIO, Windows HID (Windows 7/8 multi-touch), and mouse
- OS: Windows XP or later
- CPU: Pentium 4 or Core 2 Mobile chipsets
- GPU: Dedicated GPU with 256 MB of video RAM (GeForce 7600, Radeon X1650, or better), OpenGL
- RAM: 1 GB
- Hard Disk Space: 25 MB

## Installation and Setup

If you received the installer, simply run it and follow the on-screen prompts.

If you received a ZIP file, you can extract it anywhere (we strongly recommend against using "Program Files" or "Program Files (x86)"). If you create a shortcut (for example, to your desktop), right-click on the shortcut, select "Properties", and set the "Start in:" field to the game's directory (which can be copied from the "Target:" field).

The game requires one player (human or A.I.). All of the other spots can be filled with A.I. controlled players. While the game can be played with just one touch, it will require the players to take turns during the game.

If your screen is smaller, try using the "6 Player Layout" option (found on the main menu).

The application receives TUIO and Windows HID events. The service that sends touch events first to the application will be used to control the game.

## Miscellaneous Facts

- Developed in C++ with the Torque2D Game Engine (<http://garagegames.com>).
- TUIO Client Library from <http://tuio.org/?software>.
- Font rendering through FTGL: <http://ftgl.sourceforge.net>.