

How to play Ochko

(Очко) — the Russian game of 21

At one point in the main quest, a character named **Fors** will only let you move on if you beat him at cards. The game is **Ochko** (Очко, “the point”), the Russian cousin of Blackjack, a classic of Soviet barracks and prison camps. It looks familiar, but one rule catches almost every Western player out: **face cards are worth very little**.

1. Card values

The game uses a 36-card deck (6 to Ace, no 2 to 5). Face cards carry **Russian letters** in their corners, not J / Q / K.

Card	Letter on the card	Points
6, 7, 8, 9, 10	the number	face value
Jack	B (Valet)	2
Queen	Д (Dama)	3
King	K (Korol)	4
Ace	T (Tuz)	11

2. The rules

- Both players start with two cards. You play first, then Fors plays his hand.
- Draw as many extra cards as you like, then stop.
- Get as close to **21** as possible. The higher total wins the round.
- **Go over 21 and you lose on the spot**, whatever Fors is holding.
- **If Fors goes over 21, you win**. He busts more often than you would think.
- An Ace plus a 10 on your first two cards is an instant 21.

3. Reading the table



Top hand: Fors. **Bottom hand:** you.

The boxes on the left show each total.

Start: deal a new round

Enough: stop drawing

Exit: leave the table

Credit: your stake, starts at 3

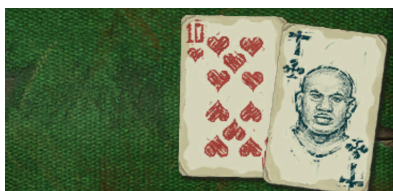
Win: your balance, +1 per win, −1 per loss

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4. Six real rounds, decoded

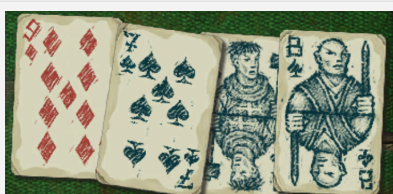
All taken from one session against Fors. Left: his hand. Right: yours.



WIN - natural 21

You: 10 + Ace = **21**

Fors: Queen (3) + 10 = 13



WIN - small cards add up

You: 9 + 7 + Jack + Jack = **20**

Fors: 8 + 10 = 18



WIN - Fors busts

You: 9 + 8 = 17

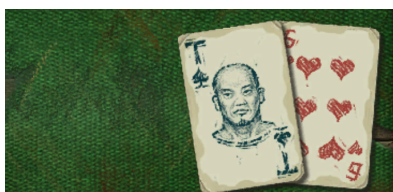
Fors: 9 + Ace + Queen = **23**



WIN - Fors busts again

You: Queen + Jack + 10 = 15

Fors: Ace + Jack + Ace = **24**



LOSS - by one point

You: Ace + 6 = 17

Fors: 8 + 10 = **18**



LOSS - you bust

You: 10 + Queen + 8 + Jack = **23**

Fors: 10 + Jack = 12. He did not even need to play.

WHAT THESE ROUNDS TEACH. Round B: four cards, two of them picture cards, and only 20. Round D: stopping at 21 would have won easily against 12, one card too many lost it. Rounds C and F: Fors gets greedy and busts, so a modest 15 to 17 can be enough.

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5. When to draw, when to stop

Only 8 cards out of 36 are worth 10 or 11, so drawing is much safer than it feels. Odds of going over 21 with one more card:

Your total	Risk of busting	Advice
11 or less	0 %	Always draw
12	22 %	Draw
13	33 %	Draw
14	44 %	Draw, it rarely wins as it stands
15	56 %	Your call, slight edge to stopping
16 - 17	67 %	Stop
18 and more	78 % +	Stop

6. Beating Fors

The quest does **not** ask for three wins in a row. It watches the **Win** counter:

- Every win adds 1, every loss takes 1 away.
- **Reach Win = 3** and the table closes (Start greys out). Click **Exit**: Fors admits defeat and the quest moves on.
- Drop to **Credit = 0** and the session is over. Just talk to him again, he is always up for another game.

Losing a round is never fatal: the winning session shown in this guide went -1, 0, -1, 0, +1, +2, +3.



SAVE BEFORE YOU SIT DOWN. Each round is luck of the draw. Save right before you talk to Fors and reload if the cards turn against you. It is worth the effort: beat him and he ends up joining your party as a companion.

Card values, totals and the win condition in this guide were checked against real in-game rounds. Guide written for the Planet Alcatraz 2 English Community Patch, translation by MUSA.