



Overview

Blackjack is a classic casino game where the player plays against the house to score the closest to 21 as possible without busting. This game is played with a 6-deck pack of cards which is reshuffled between each game. The Player can choose to play with up to three initial hands.

Payouts

	Blackjack	
WIN		1:1
DRAW		PUSH
BLACKJACK		3:2
	Insurance	
BLACKJACK		2:1

Push

When a bet is pushed it is returned to the player with no additional winnings.

How to Play

The player can choose to play up to three initial hands. A bet must be placed for each hand to be played. Two cards will then be dealt to each hand and two to the house. The house's cards will be dealt with one card face up and one card face down. The total of any hand is the sum of the card values in the hand. The player must repeatedly decide which available action to take until the hand is resolved. The player will win when their hand totals higher than the house's hand (without going bust), or if the player has 21 or less when the house busts. If the player's hand is equal to the house's hand, the player draws. Payouts are shown in the payable.

Player Actions

There are 5 possible actions the player can take on their hands. Hit - This deals an extra card to the hand. Stand - This keeps the hand as it is. Double - This doubles the player's bet for that hand and deals one extra card to the hand. No further action will be allowed for the hand. Split - The first and second card of the hand are split into two separate hands. A

second card is dealt to both hands. A bet equal to the initial hand's bet will be placed on the newly created hand. Surrender - This discards the hand. Half of the stake for this hand is returned to the player at the end of the game.

Rules

A hand may only be split as the first action on the hand, and if the initial two cards are of the same rank. A hand may only be split once. It is not possible to split a hand that has already been split once. If a hand of two Aces is split, no further action will be allowed for these hands. The player can select double for a hand after a split has been made. A hand may only be surrendered as the first action on the hand. A split hand cannot be surrendered. The house must draw to 16. The house must hit on soft 17. The house must stand on a hard 17. A hand with an ace valued as 11 is "soft", otherwise it is "hard". A hand is considered bust when it exceeds a total hand value of 21. When only two cards are used to create a hand with a value of exactly 21, this is considered 'Blackjack'. This only occurs for the first two cards drawn for a hand, and does not apply to hands which have been split. Hands with a value of 21 automatically stand. No hand can contain more than 13 cards. Any hand containing 13 cards that has not bust, automatically stands.

Insurance

After the initial deal, if the house's face up card is an Ace, the player will be presented with an option to make an Insurance bet. The Insurance bet is a bet that the house has a total of 21 exactly with two cards (blackjack). The bet amount for the Insurance bet will always be half of the bet for the current hand. The player will be presented with the option to make an insurance bet for each hand in play.

Card Values

In Blackjack, the card values are as follows: A - can be counted as 1 or 11. An Ace is counted as 11 if it does not cause the hand value to exceed 21. Each Ace is evaluated independently. 2-10 - are counted as their respective number. J, Q, K - are counted as 10. Suits are irrelevant in blackjack.

Disclaimer

In accordance with fair gaming practices, the outcome of each and every game is completely independent. The chance of getting a particular outcome is always the same at the start of every game. Winnings from each hand are added together to form the total win when the pays are evaluated. The maximum initial bet per hand is \$100.00. The maximum win per hand is \$400.00. The expected RTP for the base game is 99.42%. The expected RTP for the insurance side bet is 92.60%. This is based on standard blackjack strategy. This reflects the theoretical return across many plays. Malfunction voids all pays and plays. The look and feel of the game and its individual components and displays are trade dress of Scientific Games Corp. and its Subsidiaries. TM and © 2019 Scientific Games Corp. and its Subsidiaries. All rights reserved.