

DraftKings Blackjack

Game Rules

How to Bet

Initial Bet

Each new round, the Player has the option to place a new bet.

To place a new bet:

1. The Player can select any of the available chips located on the bottom of the screen. Each chip represents a different denomination.
2. Clicking a chip places the chip on the table in the betting circle and adds the value of the chip to the Player's bet.
3. Once the game's minimum bet is reached, the Player can begin the game by pressing the *Deal* button.

On the initial round, the following betting options are available to the Player:

Option	Result
DEAL	Begins the game after the minimum bet has been placed.
CLEAR	Removes all current bets from the table.
X2	Doubles the amount of the bet currently placed.

Betting Again

After each round, the following options are available to the Player:

Option	Result
CHANGE BET	Allows the Player to change the amount of their bet.
DOUBLE BET & DEAL	Starts a new round with a bet twice the size of the last bet.
REBET & DEAL	Starts a new round with the same size bet as the previous round.

How to Play Blackjack

Game Overview

- Blackjack is a card game played using eight standard 52-card decks.
- A hand is the combination of the cards dealt to either the Player or the Dealer.
- The game consists of both the Player's and Dealer's hands.

- Each card has a represented point value.
- The value of a hand is determined by adding together the point value of each card within the hand.
- The Player's objective is to have a hand value that is greater than the Dealer's final hand value without exceeding 21 points..
- If the Player's hand exceeds 21 points, the hand "busts" and automatically loses.
- If the Dealer's hand exceeds 21 points, the hand "busts" and all remaining Player hands will win.
- A hand containing an Ace and any 10-point card is called a Blackjack. It is the highest hand and outranks all other 21-point hands.

Card Point Value

There are four suits of cards: Spades, Hearts, Diamonds and Clubs. All suits have the same value. The following chart indicates the point values of each card:

Card	Point Value
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
Jack	10
Queen	10
King	10
Ace	1 or 11

Aces are worth 11 points unless counting the Ace as 11 would cause the hand to bust, then their value decreases to 1 point.

Playing a Hand

1. After the Player has initiated the game, two cards are dealt to the Player and the Dealer in clockwise order beginning with the Player. The Dealer receives their second card facedown. All other cards are dealt faceup.
2. If the first two cards dealt to either the Player or the Dealer have a sum equal to 21, that hand is a "Blackjack". A Blackjack will beat all other hand totals, except another Blackjack.

3. If the Dealer's faceup card is an Ace, the Player will have the option to make the Insurance side bet. If the Player has a Blackjack, they are given the option to accept Even Money.
4. After the Blackjack Insurance side bet is made, the Dealer checks their facedown card. If the Dealer has Blackjack the game ends.
5. If neither the Player nor the Dealer have Blackjack, the Player will have the option to Surrender their hand before drawing any additional cards. Surrendered hands will receive no further action and half of their initial bet will be refunded.

Player Action	Result
Surrender	Player will forfeit further action on the hand and half of their initial bet will be returned.

6. If the Player doesn't Surrender, the Player can attempt to improve their hand total by selecting from the following actions:

Player Action	Result
Hit	Draw another card from the deck and add that card's point value to the hand total. If the hand value becomes 21, the hand automatically stands. Players can continue to hit until the hand value becomes 21 or busts. If the hand busts, all bets placed on that hand are forfeited.
Split	This action is only available when the initial two cards dealt are the same value. When a Player splits, an additional bet equal to the main bet is placed and the two cards are separated into two hands. Except for Aces, Players may split a maximum of three times, creating four hands. Split Aces only receive one card per Ace and may not be split again.
Double Down	Double the main bet and draw exactly one additional card. This action is only available for the first two cards of any hand. Doubling Down on the first two cards after a split is allowed.

7. If the Player is satisfied with the current value of their hand, they may choose the following action:

Player Action	Result
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Stand	Indicates that the Player does not want additional cards and completes that hand.
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8. When Player's actions are complete, the Dealer reveals their facedown card.
9. The Dealer draws until the value of their hand is 17 or higher. If the Dealer's hand value exceeds 21, the Dealer busts and all non-busted Player hands win.
10. The Dealer's final total will be compared to each non-busted hand to determine if the hand wins. The highest value total less than or equal to 21 will be used for each hand.

Hand Result	Result
Player's Hand is Higher	The Player wins and is paid 1 to 1.
Dealer's Hand is Higher	The Dealer wins and the Player's bet is forfeited.
Tie	The bet "pushes" and is returned to the Player.

Getting a Blackjack

If the initial two cards dealt to either the Player or the Dealer equal a sum of 21, that hand is a "Blackjack".

Who has Blackjack?	Result
Player Only	Player automatically wins and is paid 3 to 2 on the main bet.
Dealer Only	Dealer automatically wins, and the Player's main bet is forfeited.
Both Player and Dealer	This is a tie and the Player's bet is returned.

Blackjack Insurance Side Bet

Blackjack Insurance is a side bet offered when the Dealer's faceup card is an Ace. If the Player accepts the Insurance bet offer, another bet equal to half the main bet is placed before the Dealer's hand is checked for Blackjack.

Dealer's Hand Result	Main Bet Result	Insurance Bet
Blackjack	Player's bet is forfeited.	Paid 2 to 1

Not Blackjack	Bet remains active.	Forfeited
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If the Dealer's faceup card is a 10-value card, the Dealer's facedown card is checked without offering Insurance.

Even Money

Even Money is an option offered to a Player with Blackjack when the dealer has an Ace showing. If the Player accepts the Even Money option, they will be paid for their Blackjack immediately at a rate of 1 to 1. Accepting Even Money ends the action for that hand.

Additional Rules

Dealer must draw additional cards with any hand total of 16 or less.

Dealer must stand on all totals of 17. This includes soft values where an Ace is worth 11.

The eight decks of standard playing cards are shuffled each round.

Malfunction voids all pays and plays.

Options

Animation

Options	Description
Enable	Plays all animations.
Disable	Skips all non-critical animations to speed up gameplay.
	Animation speeds can be changed during game play using the lightning bolt on screen.

Audio

Options	Description
Enable	Plays all game sounds.
Disable	Turns off all game sounds.

Offer Insurance

Options	Description
Enable	When enabled, the game will offer the Blackjack Insurance side bet when the Dealer has an Ace as their faceup card.
Disable	When disabled, the game will not offer the Blackjack Insurance side bet.

Left-Handed (when available)

Options	Description
Enable	Swaps the positions of the buttons for left-handed Players.

Disable	Button positions are optimal for right-handed Players.
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Safety Net

Options	Description
Enable	When enabled, the game warns the Player when they attempt to hit on soft 20, on a hard 17 or above, or stand on hard totals 11 or below.
Disable	The game does not warn the Player.

Background

Option	Description
Toggle	Press to cycle through different felt options.

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