

DraftKings Match the Dealer Blackjack

Game Rules

Overview

- Blackjack is a card game played using eight standard 52-card decks.
- The Player's objective is to have a hand value that is greater than the Dealer's hand value without exceeding 21 points.
- If the Player's hand exceeds 21 points, then the hand busts and loses.
- If the Dealer's hand exceeds 21 points, then the hand busts and the Player's remaining hands win.
- A starting 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.
- The Match the Dealer side bet wins if at least one of the Player's two starting cards matches the Dealer's upcard in rank.

Initial Bet

The Player may place a new bet at the start of a new round. 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) To make a bet, select a chip and then click or tap on the betting spot. The Player may continue clicking or tapping on the betting spot to add multiple chips of the same value. To change the value of a chip that will be added to the bet, select a different chip and then click or tap on the betting spot.
- (3) In addition to the main game, the Player may wager on the optional Match the Dealer side bet. (A bet on the main game is required for the game to begin.)
- (4) On the initial round, the following betting options are available to the Player:

Option	Result
DEAL	Begins the game after the minimum bet is placed.
CLEAR	Removes all current bets from the table.
BACK	Removes the last chip placed on the table.
X2	Doubles the amount of the bets 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 the 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 bet amount as the previous round.

Card Point Value

There are four suits of cards: Spades, Hearts, Diamonds, and Clubs. All suits have the same value. A hand is the combination of the cards dealt to either the Player or the Dealer. 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 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) When the game begins, two cards are dealt to the Player and two cards are dealt to the Dealer. The Dealer's facedown card is called the hole card, and the faceup card is called the upcard.

- (2) If the first two cards dealt to either the Player or the Dealer total 21, that hand is a Blackjack. A Blackjack beats other hands, except that it pushes against another Blackjack. A Player's winning Blackjack is paid 3 to 2, and will not be subject to further action, such as a Hit or Double Down.
- (3) If the Dealer's upcard is an Ace, then the Player may make the Insurance side bet. If the Player has a Blackjack at this time, then Even Money is offered instead, and pays 1 to 1 if accepted.
- (4) After Insurance or Even Money is accepted or declined, the Dealer's hole card is checked. If the Dealer has a winning Blackjack, then the Player's main bet loses, and the Insurance side bet, if made, wins. A winning Insurance bet is paid 2 to 1. If the Dealer does not have Blackjack, then the Insurance side bet, if made, is forfeited.
- (5) If no one has a Blackjack, then the Player may select from the following actions:

Player Action	Result
Surrender	Player forfeits hand and half of the main bet is returned. This action is only available for the two starting cards.
Hit	Draw another card and add its point value to the hand total. The hand automatically stands if its value totals 21. Players can continue to hit until the hand value becomes 21 or busts. If the hand busts, then all bets placed on that hand are forfeited.
Split	Available only when the two starting cards are the same value. 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 receive only one card per Ace and cannot be split again.
Double Down	Double the main bet and draw exactly one additional card. This action is only available for the two starting cards. Doubling Down on the first two cards after a split is allowed.

Stand	Indicates that the Player does not want additional cards and completes that hand.
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- (6) When the Player's actions are complete, the Dealer's hole card is revealed.
- (7) The Dealer draws until the hand's value is 17 or higher. If the hand's value exceeds 21, then the Dealer busts and the Player's non-busted hands win.
- (8) The Dealer's final total will be compared to each non-busted hand. The highest 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 two starting cards dealt to either the Player or the Dealer total 21, then that hand is a Blackjack. A two-card total of 21 after a split does not constitute a Blackjack.

Who has Blackjack?	Result
Player Only	Player wins and is paid 3 to 2.
Dealer Only	Dealer wins, and the Player's bet is forfeited.
Both Player and Dealer	The hands tie and the Player's bet is returned.

Insurance (Side Bet)

Insurance is a side bet offered when the Dealer's upcard is an Ace and the Player does not have a Blackjack. If the Player takes Insurance, then another bet equal to half the main bet is made.

Dealer's Hand Result	Insurance Bet
Blackjack	Paid 2 to 1

Not Blackjack	Forfeited
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If the Dealer's upcard is a 10-point card, then the Dealer's hole card is checked without offering Insurance.

Even Money

Even Money is offered when the Player has a Blackjack and the Dealer's upcard is an Ace. If Even Money is accepted, then the Player is paid 1 to 1. Accepting Even Money ends the action for that hand.

Match the Dealer (Side Bet)

Match the Dealer is a side bet offered at the beginning of a new round. The Player must bet on the main game to bet on Match the Dealer. It wins if at least one of the Player's two starting cards matches the Dealer's upcard in rank. The Player's actions on the main game do not affect Match the Dealer, other than the requirement that a main bet be made. Match the Dealer pays as follows:

Outcome	Pays
Two Suited Matches	28 to 1
One Suited & One Non-suited Match	17 to 1
One Suited Match	14 to 1
Two Non-suited Matches	6 to 1
One Non-suited Match	3 to 1

Additional Rules

Dealer must draw additional cards with any 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
On	Plays all animations.
Off	Skips all non-critical animations to speed up gameplay.
	Animation speeds can be changed during gameplay using the on-screen lightning bolt.

Audio

Options	Description
On	Plays all game sounds.
Off	Turns off all game sounds.

Offer Insurance

Options	Description
On	When enabled, the game will offer the Insurance side bet when the Dealer has an Ace as the upcard.
Off	When disabled, the game will not offer the Insurance side bet.

Left-Handed (when available)

Options	Description
On	Swaps the positions of the buttons for a left-handed Player.
Off	Button positions are optimal for a right-handed Player.

Safety Net

Options	Description
On	When enabled, the game warns when the Player attempts to hit on soft 20, hit on hard 17 or above, or stand on hard totals of 11 or below. The game also warns when the Player attempts to surrender with a hard or soft hand of 17 or higher.
Off	The game does not warn the Player.

Background

Option	Description
Toggle	Press to cycle through different felt options.