

Single Hand Blackjack Game Rules

How to Play Blackjack

- Blackjack is a card game played with eight standard decks of 52 playing cards.
- After making a bet, both the Player and the Dealer are dealt a hand consisting of two cards.
- Each card has a represented point value. The combined point values in a hand represent the total point value for the hand.
- The Player's objective is to have a hand value greater than the Dealer's final hand value without going over 21.
- If the Player's hand value exceeds 21 points, the hand "busts" and automatically loses.
- If the Dealer's hand value exceeds 21 points, the hand "busts" and all remaining Player hands win.
- A hand containing an Ace and any 10-point card is called a "Blackjack". A Blackjack is the highest ranked hand in the game and beats all other hands, including non-Blackjack hands that total 21 points.

Value of The Cards

Card	Value
2-9	Worth their face value
10, Jack, Queen, King	10 points
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.

There are four card suits: Spades, Hearts, Diamonds and Clubs. All suits have the same value.

Starting a New Game

To begin a game, the Player must make a bet of at least the table minimum and no more than the table maximum.

Making a bet:

1. To make a bet the Player can select from the chips available on the bottom of the screen.
2. Clicking a chip will move the chip to the betting circle and increase the Player's wager by the amount of the chip selected.
3. Once a Player has selected the amount of their bet, the Player can begin the game by pressing the *Deal* button.

On the initial round of play the following buttons will be available to the Player:

Button	Result
DEAL	Starts the game after a bet has been made.
CLEAR	Resets the amount of the current bet to zero.
X2	Doubles the amount of the current bet.

After the initial round of play the following buttons will be available to the Player:

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

Playing a Hand

1. After the Player has made a bet and pressed the deal button, two cards are dealt to both the Player and the Dealer. The cards will be dealt in alternating order with the first card being dealt to the Player. The Dealer's second card will be dealt facedown and will remain facedown until after the Player has completed their action. All other cards are dealt faceup.
2. If the first two cards dealt to either the Player or the Dealer are an Ace and a 10-point card, that hand is a Blackjack and will beat all other hand total, except another Blackjack.
3. If the Dealer's faceup card is an Ace, the Player will have the option to take Insurance. If the Player has a Blackjack, they are offered the opportunity to take Even Money instead. After the Insurance bet or Even Money is accepted or declined the Dealer will check their facedown card. If the dealer has Blackjack the game ends.
4. 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.

5. If the Player doesn't choose to Surrender, the Player will have the opportunity to draw cards and improve their hand. The Player can choose from the following actions:

Available Actions	Result
Stand	Indicates the Player does not want additional cards.

Hit	• Draws an additional card from the deck and adds that card's point value to the hand total. • If the hand becomes 21, the hand automatically stands. • Players can continue to hit until the value of the hand becomes 21 or the hand busts. • If the hand busts, the bet placed on that hand is forfeited.
Double Down	• Doubles the bet on the hand and draws exactly one additional card. • Double Down is only available for the first two cards of any hand. • The Player is allowed to Double Down on the first two cards after a split (excluding split Aces).
Split	• When the Player is initially dealt a pair of cards with the same value, they will have the option to split. • When a Player splits, they will make an additional bet equal to their initial bet and the cards will be separated into two hands. • Except for Aces, Players may split a maximum of three times, creating four separate hands. • Split Aces will only receive one card per Ace which cannot be split further.

6. After a Player has acted on their hand(s), the Dealer will reveal their facedown card.
7. If the Dealer's hand value is 17 or higher, the Dealer will stand.
8. If the Dealer's hand value is 16 or less, the Dealer will draw cards until the Dealer's hand total is 17 or greater.
9. If the Dealer's hand total is greater than 21, the Dealer busts and all non-busted Player hands will win.
10. If the Dealer's final total is 17-21, the Dealer's hand will be compared to each non-busted Player hand to determine a winner. The highest value total up to 21 will be used for each hand comparison.

Hand Result	Outcome
Player's Hand is Higher	The Player wins and is paid 1 to 1 on their bet.
Dealer's Hand is Higher	The Dealer wins and the Player's bet is collected.

Same Value	The bet is a tie (push), and the bet is returned to the Player.
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Blackjack

When the initial two cards dealt to either the Player or the dealer total 21, that hand is a Blackjack and will be settled as follows:

Blackjack	Outcome
Only Player	Player wins automatically and is paid 3 to 2 on their bet.
Only Dealer	Dealer wins automatically and the Player's wager is collected.
Player and Dealer	The hand results in a tie and the Player's bet is returned.

Insurance

Insurance is an optional side bet that is offered when the Dealer's faceup card is an Ace. If the Player decides to take Insurance, they will make an additional bet equal to exactly half of their initial bet. Insurance is offered to the Player before the Dealer's hand is checked for Blackjack.

Dealer's Hand	Main Bet	Insurance Bet
Blackjack	Player's bet is collected.	Insurance bet is paid 2 to 1.
Not Blackjack	Player's bet remains active.	Insurance bet is collected.

Insurance will only be offered when the Dealer's faceup card is an Ace. When the Dealer's faceup card is a 10-value card, the Dealer's facedown card is checked without offering Insurance.

Even Money

When a Player has a Blackjack and the Dealer has an Ace as their faceup card, the Player will be offered "Even Money" instead of Insurance. If the Player accepts the Even Money option, they will be paid 1 to 1 immediately, which will end the action for that hand.

Additional Rules

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

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

Malfunction voids all pays and plays.

Options

Animations

Options	Description
Enable	Plays all animations.
Disable	Speeds up gameplay by skipping non-critical animations.
	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	Insurance will be offered when the Dealer has an Ace as their faceup card.
Disable	Insurance will not be offered.

Left-Handed (when available)

Options	Description
Enable	Switches the position of the buttons for left-handed Players.
Disable	Button positions are optimal for right-handed Players.

Safety Net

Options	Description
Enable	The Player receives a warning when they attempt to hit on soft 20, on hard totals 17 and above, or stand on hard total 11 or below.
Disable	The Player will not receive warnings.

Background

Option	Description
Toggle	The Player can cycle through various felt options.