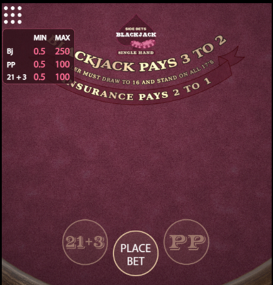
# BlackJack
99.54% RTP

SIDE BETS
BLACKJACK
SINGLE HAND

## OVER VIEW:

Portrait version

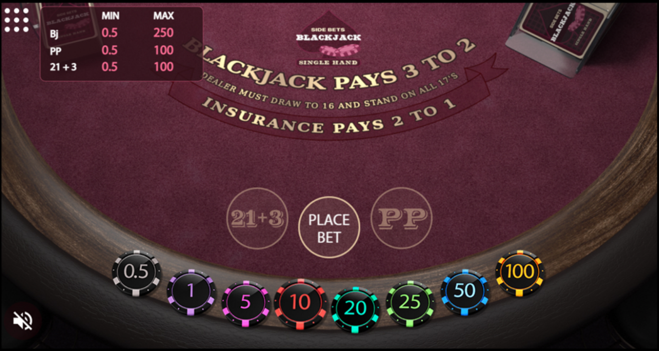


| | MIN | MAX |
|---|---|---|
| Bj | 0.5 | 250 |
| PP | 0.5 | 100 |
| 21+3 | 0.5 | 100 |

If the player is comfortable holding the mobile device vertically, the game adapts to the player. the game is controlled at the bottom of the screen in the thumb area, while the playing field remains in the visible area.

20
25
50
100
0.5
1
5
10

landscape version (desktop)



| | MIN | MAX |
|---|---|---|
| Bj | 0.5 | 250 |
| PP | 0.5 | 100 |
| 21 + 3 | 0.5 | 100 |

## GENERAL INFORMATION:

### Game Type:

Black Jack with Side bets

### Default bet ( local currency)

0.5 - 1.00 5 10 - 20 - 25 - 50 - 100

### Default Min / Max Total Bet ( local currency)

0.5 - 100

## PAYOUTS INFORMATION:

**Return to player (%)**

99.54%

## LIMITATIONS :

**Player Limits:** Regulated by the companies back office.

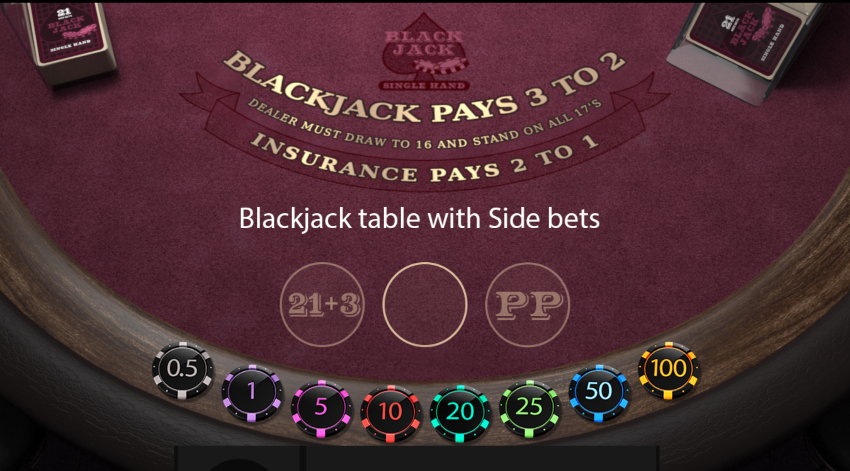
**Other:** Play for fun • Variable bet values

## TECHNICAL INFORMATION:

**User interface:** adaptive

**Screen footprint:** 1280x720 desktop/ mobile

## GAME THEME & GRAPHICS

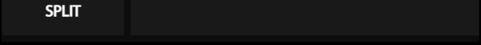


Blackjack table with Side bets

| | |
|---|---|
| **DEAL** | Click this button the get a new card |
| **DOUBLE** | Click this button to DOUBLE your bet amount |
| **CLEAR** | Click this button to clear your bet amount |
| | Click this button to make a new bet like the last bet amount |

## GAME CONTROL PANEL:

| | |
|---|---|
| **HIT** | Click on the Hit button to get a new card from the game card box |
| **STAND** | Click on the stand button to end this hand |
| | Click this button to make a Double bet from the last bet amount |
| | Click on the Split button to split the cards into two hands play |



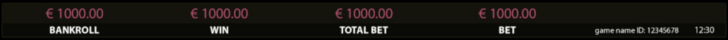
## MIN/ MAX BET

| | Min | Max |
|---|---|---|
| Bj | €1 | €100 |
| PP | €1 | €50 |
| 21+3 | €1 | €50 |

## GAME BAR

bankroll amount - win amount - Bet amount

Total bet amount , game numer ID . Time clock



| € 1000.00 | € 1000.00 | € 1000.00 | € 1000.00 | | |
|---|---|---|---|---|---|
| BANKROLL | WIN | TOTAL BET | BET | game name ID: 12345678 | 12:30 |

## PAY TABLE:

| Bet | Payout |
|---|---|
| Players Win | 1 to 1 |
| Same value | push |
| BlackJack | 3 to 2 |
| Insurance | 2 to 1 |
| **Type of Pair** | **Payout** |
| Mixed Pair | 6 to 1 |
| Colored Pair | 15 to 1 |
| Perfect Pair | 25 to 1 |
| **21 + 3** | **Payout** |
| Suited Trips | 150 to 1 |
| Straight Flush | 50 to 1 |
| Three of a Kind | 25 to 1 |
| Straight | 12 to 1 |
| Flush | 5 to 1 |
| Pair or Less | no win |

## GAME RULES:

### How To Play

Following placing a chip on the table betting locations, by clicking the Deal button, the bets are placed and the cards are dealt. Following placing the chips on the table the player has an option to double the placed chips by clicking the X2 button (doubles the chips on all bets on the table) or clearing all bets from the table by clicking the X button.

After the game ends the player has several options to play again:

Click REBET or REBET*2 to rebet or double rebet the last bets.Alternately, the player can place one or more new bets on the table.

## Cards

Blackjack is played with 8 standard decks of 52 cards (Jokers not included). The cards are re–shuffled for each game round.

Number cards, 2–10, count as face value. Face Cards, Kings, Queens and Jacks, are equal in value to 10 and aces are valued at either 1 or 11. No particular significance is given to any of the 4 suits.

Play takes place against a computerized dealer. The dealer is dealt two cards, and the player is dealt two cards in each box. The player's cards are dealt face up, while only the dealer's first card is shown. A player can choose an additional card by clicking HIT. A player may repeat this as many times as he likes so long as the total of his cards does not equal or exceed 21. If the total surpasses 21, it is considered a bust and the player automatically loses.

Once a player is satisfied with the cards they are holding, they should click STAND. After the player has finished a hand unless it not a Bust, it is the dealer's turn to reveal his face down card. The dealer must HIT and draw more cards if their hand is total is below 17. Once the dealer’s hand is equal to or greater than 17, the winner is decided.

If the value of the player's card is greater than the dealer's, or if the dealer busts then the player is the winner and is paid at evens(1:1).

If the player's card total is the same as the dealer it is considered a PUSH and the gets to keep his bet.

## Blackjack

If a 10–value card, i.e. the number 10 card of any suit or a King, Queen or Jack, plus an ace, it is considered Blackjack. The player wins 1.5 times his bet when he is dealt a Blackjack. The player automatically loses if the dealer is dealt a Blackjack.

If both are dealt a Blackjack it is considered a push and the player gets his bet back.

## Insurance

If the visible card of the dealer is an ace, the player may buy insurance by betting an 0.5 times his initial bet. If the dealer then gets Blackjack, the player will win 2 times his insurance bet If the dealer does not get Blackjack, then the player loses his insurance bet and the outcome of his initial bet is determined by the total of the cards he is holding vs. the dealer's cards.

## Splitting

If a player is dealt two cards of the same value (including two of the same face cards), he is entitled to split the cards if he doubles his initial stake so that the same stake can be placed on both hands of the split.

If you split a hand, Blackjack (3:2) cannot be called on that hand – a winning hand in this situation will be paid at evens(1:1).

## Only one split per giveaway is allowed

The Player will now be playing two hands of Blackjack, one at a time. In hand is dealt a second card. The player must decide whether they would like to STAND, DOUBLE or take another card by clicking Hit. Once the player has finished the first hand, he must move onto the second, repeating the same process. After the player is satisfied with both hands it is the dealer's turn. The dealer will now reveal his other card and take additional cards until he has a total of 17 or more.

Note: The player cannot hit on split aces. The dealer deals a second card only for each hand.

## Double

The player may double his bet after viewing his initial two cards. If you chose to double you will buy one additional card to your hand and then if you do not bust you must stand. A player is also able to Double after a Split, except when splitting two aces.

## SIDE BETS FEATURE

Additional to regular game we have two types of mini games called side bets.

Note: The Min/Max sign indicates the minimum and maximum bet per (initial) hand.It is possible though to split/double this stake if the player choose to do that.

A Side Bet can be placed only after the main bet is made!

1. Betting on a pair at the hand.
2. Game 21+3 (the drawing of the two cards that came to the player when dealt, and one open card from the dealer).

Winnings on additional bets determined after the pair of cards dealt to the players and the dealer and before the player will make decisions on the further game of this party. Winnings are paid by seniority; a high prize cancels the lower one.

## Feature: Perfect Pair

RTP 94.22%

The player bets that the first two cards of the hand will be a pair. A pair is two cards of the same value. Depending on the suit of cards from which the pair is assembled, the winnings will be depended on:

1. **Perfect Pair** - matching not only the face value, but also the suit of cards (Queen of Spades + Queen of Spades, or 7 Clubs + 7 Clubs)
2. **Pair in Color** - the face value matched, but the suits of cards are not the same (not perfect), but the same color (both black or red). If 9 of Diamonds, then a pair in color: 9 of Hearts. If 10 of Spades, then the pair is 10 of Clubs.
3. **Just a Pair.** A suit of the opposite color. Pair 5 Hearts or 5 Diamonds with 5 Clubs, Pair 2 Hearts with 2 Spades or 2 Clubs.

## Feature: 21+3

RTP 93.46%

The player bets that the first two cards in the deal + the dealer's first (open) card together will put together one of the prize combinations:

1. **Trips of the Same Suit** - all 3 cards of the same value and suit.
2. **Straight Flush** - 3 cards can line up in a row, have the same suit. For example: 9+8+7, it does not matter the order of the cards on the field, the main thing is that the denominations can go in order. Ace is involved in combinations: 3+2+T and T+K+D. (Does not participate in combinations of K+T+2).

3. **Trips** are common (the suits of the 3 cards do not match). Simply three cards of equal value.
4. **Straight** - 3 cards in a row (the suits do not match). Ace is involved in combinations: 3+2+T and T+K+D. (It is not involved in combinations K+T+2).
5. **Flush** is 3 cards of the same suit. (Exceptions are Trips of the same suit and a Straight-Flush).

## MALFUNCTION MANAGEMENT

If a player attempts to access a game using an invalidated session, (for example, due to inactivity or system restart) an error message is displayed in the game. The player can then log on again and resume game play. The game state is always stored so the player can resume game play exactly where he or she left off. In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player.

## INFORMATION TO THE PLAYER

Players have access to game rules from within the game at all times.

SIDE BETS

# BLACKJACK

## SINGLE HAND