

# Multihand Blackjack

## Objective

In Blackjack, player's goal is to have a hand with points value closer to 21 points than the Dealer's without exceeding 21 or by the Dealer's hand going over 21 ("bust").

RTP is 99.23%

## Cards

6 decks are used, 52 cards each. Cards are shuffled after each round.

The value of a hand is the sum of points of each card in the hand. Card values are as follows:

- The cards from 2 through 10 have their numerical values shown on the card.
- Jack, Queen, and King, also called "face cards" are all valued at 10.
- An Ace can be counted as either 1 or 11. An Ace always has the value that makes the best hand. Suppose you have (Ace, 7). The value of this hand can be either 8 or 18. If you stop here, it will be 18. But let's assume you've drawn one more card. The hand contains (Ace, 7, 8). Its total value is 16.
- The suite of the card does not have any influence in the game.
- Blackjack is an initial two-card equal to 21, with the combination consisting of an ace and a ten-value card.

## How To Bet

To:	Tip:
Select bet size	Click on the selected value chip at the bottom of the table
Place your bet	Click on betting field to place chip of selected value there
Increase your bet	Every click on the betting field adds one chip of the selected value to existing bet
Remove your bet	Choose the X-chip option and <b>CLICK</b> on the betting field
Play again	Click <b>NEW BETS</b> after the game is completed to place bets differently
Repeat your bet	Click <b>REBET</b> to place the same amount and value of bets as in the previous round
Total bet	To see the total bet you are going to play with check the right bottom corner of the table
Balance	To see the current player balance check the left bottom corner of the table

## Betting Limits

Min/Max table displays minimum and maximum amount that can be placed on each betting field.

## Play

Player can bet on up to three hands, placing chips on the left, central and right betting boxes. After placing bets, click **DEAL** to start dealing cards. Both the Player and the Dealer are dealt two cards. Player's cards are dealt face up, Dealer's – the first card face up, the second one – face down. In case of multiple bets, the same number of hands will be dealt and each hand will be played separately against the Dealer.

You have one of the options listed once you and the dealer are dealt cards:

- **Hit** – Click **HIT** button to draw an additional card to a hand. Cards can be drawn until the Player decides to stop drawing, hand value reaches precisely 21, or goes over for a "bust".
- **Stand** – Click **STAND** button to stop drawing cards to your hand. Once Player clicks **STAND**, action is moved to the next hand. If it is the last hand or the only one played in this round, the turn goes to the Dealer's hand.
- **Double** – Option to increase the bet x2 is offered if player's initial hand value is 9, 10 or 11. Only one card is dealt when player opts to double. This option is not available in case the hand was split.
- **Split** – Split is offered if the first two cards in one hand are of the same value (two Aces, two Sevens, or two 10-valued cards (face cards and 10s). Player can divide them into two separate hands by clicking **SPLIT** and placing a bet equal to the original bet. Next, cards are drawn to the first hand of the split. Hand can be split up only one time.

**Dealer check.** Whenever Dealer's up card is Ace, face card or 10, Dealer checks for Blackjack. If Dealer's hand is indeed a Blackjack, all player's hand lose except for player's Blackjack which is "push".

**Note:** In case of splitting a pair of Aces, only one card is drawn to each Ace. The option Hit is not available. Also, if you draw a ten-valued card on one of the split Aces, your hand is not considered a Blackjack, but treated as regular 21. The same is true if Ace is drawn to split 10 value card.

## Dealer's Hand

The Dealer starts playing his hand once all the player's hands are completed. The Dealer stands on 17 including the cases where Ace has to be counted as 11 to make the total value of 17.

## Game Outcomes

After Player is done drawing cards and after the Dealer completes his hand, the player's and the Dealer's hands are compared. Dealer pays the Player's hands with higher sum of card values than his and takes bets on hands with sum of card values lower than his. If Dealer's hand and player's hand have equal sum it is a "push". If dealer busts, he pays all the player's hands. If there is Blackjack on any side such hand beats any hand including a regular 21, with the exception of Blackjack on competing side resulting in a "push".

- A regular winning hand pays out 1 to 1. If you place \$10 and beat the dealer, you will be returned your bet and the win of \$10, \$20 in total.
- Blackjack pays out 3 to 2. If you place \$10 and have Blackjack, you will be returned your bet and the win of 15\$, 25\$ in total.
- In case of "push", you are returned your original bet.

Result	Payoff
Winning Hand	1 to 1
Blackjack	3 to 2
Tie hands	Push

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. If the game requires "Collect" - "Collect" will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.