

HOW TO PLAY BLACKJACK DOUBLE EXPOSURE

1. Select the chip denomination with which you would like to bet.
2. Place your bet/s by clicking on one or more of the **Place Bet** positions.
3. Once a chip is placed, click on the initial chip/s to increase the bet.
4. To remove the last bet/s placed, click **Undo**.
5. To remove all bets placed, click **Clear Bets**.
6. Press **Deal** to start the hand.
7. The dealer and player will each be dealt 2 cards face up.
8. The following standard options are available: **Hit** and **Stand**.
9. The option to **Split** or **Double** depends on the dealt cards and appear when relevant according to the rules.
10. Click **Rebet** after the hand has completed to repeat your previous bet.
11. Click **New Game** to clear your previous bet for the next hand.

TABLE LIMITS

The minimum and maximum bet limits apply to the initial bet only. Actions (such as split, insurance, etc if applicable) that require an additional bet can still be used even if you placed a bet equal to the maximum bet.

CARD VALUES

The 2 through 10 cards are worth their face values.

J, Q and K are worth 10.

The Ace has a value of either 1 or 11. If any Ace in the hand is regarded as a value of 11, the hand is referred to as "soft".

GAME RULES

GENERAL RULES

This version of Double Exposure Blackjack is played with 5 standard decks.

The objective is to score a higher total card value than the dealer.

- If so, the player is paid at 1:1.
- If not, the player loses the bet.

Players are permitted to Hit until they Bust or decide to Stand.

The dealer must hit on all hands that total 16 or less, and stand on all hands that total 17 or more, except when he has a soft 17, in which case he must hit.

PUSH (TIE) RULES

There is no push (returned bets) in Blackjack Double Exposure. The dealer wins all "ties", except tied Blackjacks.

BLACKJACK RULE

If the first two cards that the player or dealer receive are an Ace and a 10 valued card, the hand is called a Blackjack.

- If the player is dealt a Blackjack, he will stand.
- The player is paid at 1:1, even if the dealer is also dealt a Blackjack.

- If the dealer is dealt a Blackjack, all hands which do not also have Blackjack lose.

DOUBLE RULE

Players may double only on the first two cards of a hand totalling 9, 10 or 11 - including soft hands.

When a player doubles, his bet amount is doubled and he receives one card only.

SPLIT RULE

1. A player may split when the hand consists of two like-value cards.
2. A player may not split unlike 10 value cards.
3. When splitting Aces, only one additional card per Ace is drawn.
4. If a player draws a 10 value card after splitting Aces, the result is considered 21 and not Blackjack.
5. A player can split only once per hand.
6. Double after split is allowed.

INSURANCE RULE

There are no insurance bets in Blackjack Double Exposure.

SURRENDER RULE

There is no surrender option in this version of Blackjack Double Exposure.

BLACKJACK TERMS

- Twenty one (21) - a hand that is not a Blackjack, but totals 21.
- Blackjack - a hand containing an Ace and a 10 valued card.
- Double - the player's bet is doubled and he receives one card only.
- Hit - when a player draws another card.
- Split - if the player is dealt two of the same cards, he can split the cards into two separate hands and the original bet is repeated on each hand.
- Stand - the player's request or the dealer's requirement not to be dealt any further cards.
- Bust - a hand that goes over a value of 21.

BLACKJACK DOUBLE EXPOSURE RULES (CONDENSED)

The rules are also available by clicking the *i* icon within the game.

- Played with 5 standard decks
- Cards are shuffled at the start of each game
- Dealer must hit soft 17
- No surrender
- Double allowed on 9,10 or 11 including soft
- No re-splitting
- One card on split aces
- Cannot split unlike 10 value cards
- Player auto-stands on 21
- Split Ace with 10 value card hands count as 21 - does not qualify as Blackjack
- Blackjack pays 1:1
- Dealer wins all ties except tied Blackjacks
- Player wins tied Blackjacks

GENERAL RULES

Malfunction voids all plays and pays.

If connection is lost and the game action was received by the server, the game action will be processed on the server side. If the game state is resumeable the player can continue from after their last action. If the game action was final the resulted game will be visible in Game History only.

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SERVER VERSION

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RNG VERSION

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