

Multi-Hand Blackjack

Why play only one hand of Blackjack at a table when you can play **Multi-Hand Blackjack**? Enhance your Blackjack experience by playing up to three seats at a time and multiply your chances of winning big! Place all of your favorite bets on each hand: split bets, double-down bets, and insurance bets. A whole new level of play awaits...your table is ready.

How To Bet

Press the chip selector in the lower-right corner to select a chip value.

Press one or more bet squares on the table to place a bet.

The following commands are available during the game:

- **DEAL** - Press to begin a game. Place the minimum bet in order to play.
- **DOUBLE BET** - Press to double the current bet.
- **REBET** - Press after a game to place the previous bet.
- **DOUBLE REBET** - Press after a game to double the previous bet.
- **REBET AND DEAL** - Press to place the previous bet and begin a new game with one touch.
- **NEW BET** - Start a new game, and clear the table.
- **CLEAR** - Press to remove all bets from the table.
- **UNDO** - Press to remove the last-placed bet from the table.

How To Play

Multi-Hand Blackjack Overview

In **Multi-Hand Blackjack**, the goal is to beat the Dealer's hand. Each hand has a value that is determined by combining the values of its cards. All face cards are worth 10, Aces are worth 1 or 11, and all other cards are worth their face value. If the value of a hand exceeds 21, that hand is a "bust" and automatically loses. Aces are worth 11 unless that would cause the hand to bust.

Getting a Blackjack

Two initial cards are dealt to each player (on any bet spot where bets were placed) and the Dealer. The Dealer receives one face-up card and one face-down card. If the two initial cards equal a sum of 21, that hand is a "Blackjack".

Who has Blackjack	Outcome
Player	Player automatically wins and is paid 3 to 2 on the main bet.
Dealer	Dealer automatically wins and player's main bet is forfeited.
Both Player and Dealer	This is a tie and Player's bet is returned.

Blackjack Insurance

The game offers Blackjack insurance when the Dealer's face-up card is an Ace. If the Player accepts the Insurance bet offer, another bet equal to half the main bet is placed

before the Dealer's hand is checked for Blackjack.

Dealer's hand	Main bet outcome	Insurance bet outcome
Blackjack	Forfeited	Paid 2 to 1
Not Blackjack	Remains active	Forfeited

If the Dealer's face-up card is a 10-value card, the Dealer's face-down card is checked without any Insurance bet offer.

Playing a Hand

If neither the Player nor the Dealer have Blackjack, attempt to improve the outcome by playing out the hand. Depending on the cards that were dealt, choose from the following commands:

- **HIT** - Press to draw another card for this hand. Choose to continue drawing cards until the hand value becomes 21 or more. Or, choose to stand and receive no more cards. If the hand value becomes 21, the hand automatically stands. If the hand busts, all bets placed on that hand are forfeited.
- **STAND** - Press to take no more cards for this hand.
- **SPLIT** - This command is available if the first two cards in the hand are the same value. Press to split the cards into two separate hands and place an additional bet equal to the main bet. Split Aces receive only one card per split hand. Players may split again once per split hand, except for split Aces.
- **DOUBLE DOWN** - This command is available for the first two cards of any hand. Press to double the main bet and draw exactly one more card. Double Down on the first two cards of a split hand, except for split Aces.
- **SURRENDER** - This command is available only when the first two cards are dealt and the Dealer does not have Blackjack. Press to surrender half the bet and end the hand.

When play is finished on all hands, the Dealer reveals the face-down card and draws until the value of the hand is 17 or higher. If the Dealer's hand value exceeds 21, the Dealer busts and all non-busted hands win. Otherwise, the Dealer's hand is compared to each non-busted hand. When comparing hands, only the highest values that are less than 21 are used for each hand. All winning hands pay 1 to 1. In the case of a tie, the bet for that hand "pushes" and is returned.

Options

Speed

- **NORMAL** - Normal speed plays all animations.
- **TURBO** - Turbo speed skips certain animations.

Sound

- **OFF** - Sound in the game turns off.
- **ON** - Sound in the game turns on.

Offer Insurance

- NORMAL - Offers the Insurance bet whenever the Dealer's face-up card is an Ace.
- NEVER - Insurance bet is never offered.

Safety Net - Enable/Disable (on/off) the safety net that displays a warning at an attempt to hit on a soft 20 or on a hard 17 and above.

Other Rules

- Dealer must draw on 16.
- Dealer must stand on all 17's. This includes soft values where an Ace is worth 11.
- Player may draw a maximum of eight cards for any hand. An eight-card Player hand automatically wins, regardless of the Dealer's subsequent hand outcome.
- Cards are dealt from eight decks of standard playing cards, shuffled for each game.
- Malfunction voids all pays and plays.
- The prizes are paid in accordance with the payout table available on the game interface.
- Any game in progress for more than 30 days will be cancelled, and the corresponding bet will be refunded.

Additional Information

Expected Payback

In accordance with fair gaming practices required in most legal jurisdictions worldwide, each and every game outcome is completely independent.

The odds of getting any particular outcome are always the same. The odds do not vary based on prior outcomes, bet size, balance size, time of day, day of week, etc.

For example, if the top award is won on a given play of the game, the chances of winning the top award on the next play are exactly the same. Likewise, prior losses do not change future odds.

The expected payback reflects the theoretical return across a very large number of plays by numerous players over an extended period of time.

The results for any given player over a play session can vary widely from this long-term, expected average in either direction.

The fewer the number of games played, the wider the normal variance of actual payback that may be experienced.

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