



Overview

Super Fun 21 Extreme is a twist on the classic casino game Blackjack.

In Super Fun 21 Extreme the player plays against the house to score the closest to 21 as possible without busting.

This game is played with a 6-deck pack of cards which is reshuffled between each game. The Player can choose to play with up to three initial hands.

Payouts

BASE GAME

Blackjack	5:2
Six Card 21	2:1*
Five Card 21	2:1*
Six Card Not Bust	1:1
Win	1:1

Draw

PUSH

*Five or Six Card 21 wins will pay 1:1 if the player has chosen to double on that hand.

DIAMOND BONUS SIDEBET

Diamond Blackjack

250:1

INSURANCE

House Blackjack

2:1

PUSH

When a bet is pushed it is returned to the player with no additional winnings.

How to Play

The player can choose to play up to three initial hands. An ante bet must be placed for each hand to be played.

Two cards will then be dealt to each hand and two to the house. The houses cards will be dealt with one card face up and one card face down.

The total of any hand is the sum of the card values in the hand.

In clockwise order, the player must resolve each of their hands.

The player must repeatedly decide which available action to take until the hand is resolved.

The hand is resolved following a stand, if the player surrenders the hand, or if the hand busts.

How to Win

When all player hands have been resolved, the house will draw cards until it stands or busts.

The players hand will instantly win if its initial 2 cards total 21 (Blackjack). This does not apply to split hands.

The players hand will instantly win if it has a value of 21, has not been doubled and is made up of five or six cards.

The players hand will instantly win if it has a value of 20 or under, has not been doubled and contains six cards.

The players hand will win when it totals closer to 21 than the houses hand (without going bust), or if the houses hand busts with a total higher than 22 and the player hand does not bust.

If the players hand does not win, and its total is equal to the houses hand total (without going bust), or the houses hand busts with 22, the players hand ante bet pushes.

Player Actions

There are 5 possible actions the player can take on their hands.

Hit - This deals an extra card to the hand.

Stand - This keeps the hand as it is.

Double - This doubles the players ante bet for that hand and deals one extra card to the hand.

Split - The first and second card of the hand are split into two separate hands. A second card is dealt to both hands. An ante bet equal to the initial hands ante bet will be placed on the newly created hand.

Surrender - This discards the hand. Half of the ante bet for this hand is returned to the player at the end of the game.

Rules

A hand may only be split as the first action on the hand, and if the initial two cards are of the same rank.

A hand may only be split once. It is not possible to split a hand that has already been split once.

The player can surrender an unresolved hand at any time after the initial deal and house blackjack check.

The player may select double up to three times per hand.

The player can select double for a hand after a split has been made.

The player can not select hit on a hand that has been doubled.

The house must draw to 16. The house must hit on soft 17. The house must stand on a hard 17.

A hand with an ace valued as 11 is “soft”, otherwise it is “hard”.

A hand is considered bust when it exceeds a total hand value of 21.

When only two cards are used to create a hand with a value of exactly 21, this is considered ‘Blackjack’. This only occurs for the first two cards drawn for a hand, and does not apply to hands which have been split.

Hands with a value of 21 automatically stand.

Player hands made up of 6 cards where no doubles have occurred automatically stand.

Player hands that have been doubled 3 times automatically stand.

Diamond Bonus Sidebet

The player can make an optional Diamond Bonus sidebet per hand.

The player wins if the hand gets blackjack, and both cards are diamond suited.

Insurance

After the initial deal, if the houses face up card is an Ace, the player will be presented with an option to make an Insurance bet.

The Insurance bet is a bet that the house has a total of 21 exactly with two cards (blackjack).

The bet amount for the Insurance bet will always be half of the ante bet for the current hand.

The player will be presented with the option to make an insurance bet for each hand in play.

Card Values

In Blackjack, the card values are as follows:

A - can be counted as 1 or 11.

An Ace is counted as 11 if it does not cause the hand value to exceed 21. Each Ace is evaluated independently.

2-10 - are counted as their respective number.

J, Q, K - are counted as 10.

Suits are irrelevant in blackjack.

Disclaimer

The maximum initial ante bet per hand is \$40.00.

The maximum initial Diamond Bonus sidebet per hand is \$40.00.

The maximum ante win per hand is \$640.00.

The maximum Diamond Bonus sidebet win is \$10,040.00.

The expected RTP for the base game is 99.12%.

The expected RTP for the Diamond Bonus sidebet is 74.50%.

The expected RTP for the insurance side bet is 92.60%.

These values are based on the optimal strategy, as derived from the rules.

This reflects the theoretical return across many plays.

In accordance with fair gaming practices, the outcome of each and every game is completely independent.

The chance of getting a particular outcome is always the same at the start of every game.

Winnings from each hand are added together to form the total win when the pays are evaluated.

Malfunction voids all pays and plays.

Any game in progress for more than 30 days will be cancelled, and the corresponding bet will be refunded.

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