

## Game Objective

The objective of **Infinite Blackjack** is to achieve a higher card count than the dealer, but without going over 21. The best hand is Blackjack — when the sum of the values of the first two cards dealt is exactly 21. You compete only against the dealer, not against other players.

- Played with eight decks.
- The dealer always stands on 17.
- Double on any two initial cards
- Split initial cards of equal value.
- Only one Split per hand.
- Single card dealt to each Split Ace.
- No Double after Split.
- Six Card Charlie.
- Insurance is offered when the dealer shows an Ace.
- Blackjack pays 3 to 2.
- Insurance pays 2 to 1.
- Push game when hands are tied.
- The player cannot Hit on a hard total of 17 or above.

## Game Rules

The game is hosted by a dealer and an unlimited number of players is allowed to play in each game round.

The game is played with eight standard 52-card decks. Card values in Blackjack are as follows:

- Cards from 2 to 10 are worth their face values.
- Face cards (Jacks, Queens and Kings) are each worth 10.
- Aces are worth 1 or 11, whichever is more favorable to the hand. Note that a soft hand includes an Ace worth 11.

After the allotted betting time has expired, the dealer deals one card face up to all players, ending with the dealer. The dealer then deals a second card face up

to all the players, but the dealer's second card is dealt face down. The value of your initial hand is displayed next to your cards.

## **Blackjack**

If the value of your initial two-card hand is exactly 21, you have Blackjack!

## **Insurance**

If the dealer's up card is an Ace, you are given the option to purchase insurance to offset the risk that the dealer has Blackjack — even when you have Blackjack yourself. The amount of the insurance is equal to one half of your main bet, and the insurance bet is settled separately from the bet on your hand. The dealer then peeks at the value of their down card to check for Blackjack. If the dealer does not have Blackjack, the round continues. If the dealer has Blackjack, but you do not, the game is over and the dealer's hand wins.

If you and the dealer both have Blackjack, the game ends in a push and your bet is returned. Note that when the dealer's up card is a 10 or face card, you will not be given the option to purchase insurance, and the dealer will not peek at his down card to check for Blackjack.

## **Double, Hit, or Stand**

If the dealer does not have Blackjack upon checking their two initial cards, the players are given the chance to improve the values of their hands in turn, by the dealer offering to deal further cards to players' hands.

If the value of your initial hand is not 21, you can decide to Double. In this case, you will double your bet and be dealt only one additional card to add to your hand. Alternatively, you can decide to Hit to be dealt an additional card to add to the value of your hand. You can Hit more than once to receive additional cards before you decide to Stand once you are satisfied with the value of your hand. You cannot Hit if your hard total is 17 or above.

Please note that the player will not be offered a decision option when their soft hand score equals 21.

## **Split**

If your initial hand is a pair of cards of equal value, you can decide to Split the pair to make two separate hands, each with a separate bet equal to your main bet. After a second card is dealt to both your hands, you can improve the value of these two hands by deciding to Hit. Again, you can choose to Stand once you are satisfied with the value of your two hands. However, if you Split an initial pair of Aces, you will receive only one additional card per hand with no option to Hit.

## **Outcome**

If the sum of your hand exceeds 21, you bust and lose your bet on that hand.

When all players have taken their turns, the dealer reveals the value of their down card. The dealer must Hit on a hand of 16 or less and must Stand on a hand of soft 17 or more. Remember that a “soft hand” includes an Ace worth 11.

You win if the value of your final hand is closer to 21 than the dealer’s hand, or when the dealer busts. If the value of your hand is the same as the dealer’s, the game round ends in a push and your bet is returned.

Blackjack is only possible using the two cards in the initial two-card deal. A hand of 21 resulting from a split pair is not considered a Blackjack. Therefore, Blackjack beats any hand of 21 resulting from a split pair.

## **Six Card Charlie rule**

The “Six Card Charlie” rule means you win automatically if your hand consists of six cards with the total card value 21 or less, even if the dealer has Blackjack. In the case of a Split hand, each hand is evaluated individually.

## **Side Bets**

This Blackjack game also includes optional side bets — **21+3**, **Hot 3**, **Bust**. You may place side bets in combination with your main Blackjack bet. You have the chance to win on any side bet, whether you subsequently win or lose on your Blackjack bet.

## 21+3

The 21+3 side bet gives you the chance to win if your first two cards plus the dealer's up card comprise any of the following winning combinations (similar to those in poker), each with a different payout:

- **Suited Trips** — an identical triplet, e.g. 3x Queens of Hearts.
- **Straight Flush** — in numerical sequence and same suit, e.g. 10, Jack, and Queen of Diamonds.
- **Three of a Kind** — same value but of different suits, e.g. any 3 non-matching Kings.
- **Straight** — in numerical sequence but of different suits, e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.
- **Flush** — non-sequential cards of the same suit, e.g. 2, 6 and 10 of Clubs.

## Hot 3

The **Hot 3** side bet allows you to bet on the combination of three cards, comprising your two first cards and the one open card on the dealer's hand. There are several combinations for the Hot 3 side bet, each with a different payout:

- Total 19, for example: 8 of Hearts, 2 of Diamonds and 9 of Spades.
- Total 20, for example: 8 of Hearts, 2 of Diamonds and 10 of Spades.
- Total 21, suited, for example: 9 of Diamonds, 2 of Diamonds, and 10 of Diamonds.
- Total 21, unsuited, for example: 9 of Hearts, 2 of Diamonds and 10 of Spades.
- 7-7-7, for example: 7 of Hearts, 7 of Clubs, and 7 of Diamonds.

## Bust

The Bust side bet allows you to bet that the total value of the dealer's cards will exceed 21, i.e. the dealer will bust.

The Bust side bet is pushed if the player has Blackjack.

There are several combinations for the Bust side bet, each with a different payout:

- Bust with 3 cards.
- Bust with 4 cards.
- Bust with 5 cards.
- Bust with 6 cards.
- Bust with 7 cards.
- Bust with 8 cards or more.

## Payouts

- Blackjack pays 3:2.
- A winning hand pays 1:1.
- If the dealer has Blackjack, insurance pays 2:1.

Your payout depends on the type of bet placed.

Bet	Outcome	Payout
21+3	Suited Trips	100:1
	Straight Flush	40:1
	Three of a Kind	30:1
	Straight	10:1
	Flush	5:1
	7-7-7	100:1
Hot 3	Total 21 suited	20:1
	Total 21 unsuited	4:1
	Total 20	2:1
	Total 19	1:1
Bust	Bust with 8 cards or more	250:1
	Bust with 7 cards	100:1

Bet	Outcome	Payout
	Bust with 6 cards	50:1
	Bust with 5 cards	9:1
	Bust with 4 cards	2:1
	Bust with 3 cards	1:1

Please note that any malfunction voids the game round and all eventual payouts for the round.

## Return to Player

The optimal theoretical payout percentage is:

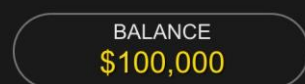
- Blackjack — 99.47%\*
- 21+3 bet — 96.30%
- Hot 3 bet — 94.60%
- Bust bet — 94.12%.

\*based on the first hand from the shoe

## Place Bets

The BET LIMITS panel shows the minimum and maximum allowed bet limits at the table, which may change from time to time. Open the Bet Limits to check your current limits.

To participate in the game, you must have sufficient funds to cover your bets. You can see your current BALANCE on your screen.



In the Immersive view, the TIMER informs you of the duration of the betting time. After it expires, betting is closed and no more bets are accepted.



In the classic view, the TRAFFIC LIGHTS tell you the current status in the game round by informing you when you can bet (GREEN light), when betting time is nearly over (YELLOW light), and when betting time has expired (RED light).

PLACE YOUR BETS

The CHIP DISPLAY allows you to select the value of each chip you wish to bet. Only chips of denominations that can be covered by your current balance will be enabled.



Once you have selected a chip, place your bet by simply clicking/tapping the appropriate bet spot on the game table. Each time you click/tap the bet spot, the amount of your bet increases by the value of the selected chip or up to the maximum limit for the type of bet you have selected. Once you have bet the maximum limit, no additional funds will be accepted for that bet, and a message will appear above your bet to notify you that you have bet the maximum.

NOTE: Please do not minimize your browser or open any other tab in your browser while betting time remains, and you have placed bets on the table. Such actions may be interpreted as leaving the game, and your bets will therefore be declined for that particular game round.

The REPEAT button allows you to repeat all bets from the previous game round. This button is only available before the first chip is placed.



The DOUBLE (x2) button becomes available after you have placed any bet. Each click/tap doubles all your bets up to the maximum limit. Note that you must have a sufficient account balance to double ALL your placed bets.



The ALL SIDE BETS button allows you to bet on all the side bets simultaneously. This button is available after the main bet is placed.



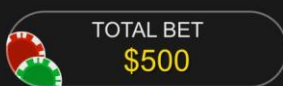
Each click/tap on the button places the bet with a selected chip amount on each of the side bets.

The UNDO button removes the last bet you placed.



You can click/tap the UNDO button repeatedly to remove bets, one by one, in the reverse order in which they were placed. You can clear all your bets by holding the UNDO button.

The TOTAL BET indicator displays the total amount of all bets placed in the current round.



## Live Support

Contact Live Support for game-related inquiries.



# Make a Decision

As soon as you receive your first two cards, you can make an initial decision regarding your hand. The decision options (e.g. Hit, Stand, Double, Split) will be displayed, and only those options currently available to you will be enabled. Each decision option reflects real-time statistics — the decision other players made when being in your exact situation and facing the same decision choice.



The decision options are represented as follows:

- HIT: an additional card is drawn.
- STAND: no additional cards are drawn.
- DOUBLE: your bet is doubled and only one additional card is drawn.
- SPLIT: your bet is doubled, and your cards are split into two individual hands.

If you do not make a decision before the time expires, the following auto-decision will be applied:

- If the total card value of your hand is 11 or less, then — HIT.
- If the total card value of your hand is more than 11, then — STAND.

If your balance is insufficient for Double and Split, the corresponding buttons for those decisions will be disabled.

If your balance becomes insufficient before Double or Split decisions are accepted, then your preferred decisions will be rejected and the following auto-decision applied instead:

- If your decision was to Double, then — HIT.

- If your decision was to Split and the total card value of your hand is 11 or less, then — HIT.
- If your decision was to Split and the total card value of your hand is more than 11, then — STAND.

## Chat

Chat with other players and/or with a game presenter.



## Game Number

Each game round is identified by a unique GAME NUMBER.

# 21:10:10

This number reflects when the game round began in terms of GMT by *hour: minute: second*. Please use this game number for the reference (or take a screenshot of the game number) if you wish to contact Customer Service regarding a particular round.

## Sound

Sound controls all sounds in the game.



## Game History

Game History displays your Evolution game rounds and results.



## Settings

Settings let you customize user preferences that are saved to your profile.



## Error Handling

If there is an error in the game, system, or game procedure, the game round will be temporarily paused while the game host notifies the service manager. You and other players will be notified via Chat, or by an on-screen pop-up message, that the issue is being investigated. If the manager can immediately resolve the error, the game round will continue as normal. If immediate resolution is not possible, the game round will be canceled, and the initial bets will be refunded to all the players who participated in the game round.

## Disconnection Policy

If you are disconnected from a game round while betting time remains, any bets placed will be void and the bets returned to you. If you are disconnected after the betting is closed, placed bets remain valid and are settled in your absence. Upon reconnecting, you can view the bet outcomes in the History window.

## Automated Chat Moderation

Players' messages in Chat are subject to automated decision-making. In cases of misuse, such as the abuse of the game host or other players or inappropriate and/or offensive language, the player will be issued a warning. If the warning is disregarded, chat privileges will be disabled. If you disagree with any automated decision, we encourage you to contact your Casino support for further assistance.

## For shuffling

Gameplay continues until the cut card is dealt. Subsequently, the cards are shuffled by a dealer or a shuffler.

If a shuffle table is available, then two shoes with two sets of playing cards are used at the table. In this case, the dealer swaps the shoes, and the shuffle is performed by a shuffler at the shuffling table while the dealer continues to host the game round.

## More Games

Evolution Lobby — easy game selection without exiting your current game until a new game is chosen.



## Shortcut Keys

Shortcut keys can be used to quickly perform useful game functions.

KEY	FUNCTION
Number Keys from 1 onwards	Select the desired chip from the chip display. Key “1” corresponds to the leftmost chip with the lowest value. Key “2” selects the next highest value chip, and so on.
SPACEBAR	Repeat your most recent bet. Press SPACEBAR a second time to double your bet.
CTRL+Z (CMD+Z), DELETE, BACKSPACE	Undo your last bet. Hold for 3 seconds to remove all your bets.
	When applicable, the ESC key can be used to:
ESC	<ul style="list-style-type: none"><li>• Exit the full-screen mode</li><li>• Close an open pop-up window (History, How To Play, Settings, etc.)</li></ul>

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