



BLACK JACK

Rules of Play



1. Several standard 52-card decks are used in the game, whereby face cards are worth 10 points, aces 1 or 11 and all other cards their numerical value. Before the game begins, the dealer shuffles the cards once and puts them into a shuffler.

2. The player places his bet to play against the house and tries to match the points of the house with his card total without exceeding 21 points. The player decides whether he wants to ask for more than two cards from the dealer in an attempt to get closer to 21. If he exceeds 21 points (bust) or ends up with fewer points than the dealer, he loses and the house collects the bet wagered.

3. Players place their bets in one or more of the seven rectangular betting areas. The owner of this betting area is the player sitting or standing in front of it. A betting area can be played by several players, but the decisions to play are made exclusively by the owner of the betting area. Co-betting players can't give any advice.

4. A minimum betting limit (and betting area maximum) is displayed at the tables. Each bet is placed in the form of chips. Euro notes are accepted in exceptional cases.

5. As soon as all players have placed their bets, the dealer announces "no more bets". After the announcement, no further bets may be placed, nor may existing bets be changed or deducted. The dealer then begins the initial deal by giving out the base cards from left to right (from the dealer's point of view), one card face up to each betting area that is being played, then one card face up to themselves. A second round of cards is then dealt face up to each betting area.

6. After this initial deal, the dealer asks the players individually, starting at 1st player to the right of the dealer, whether they would like to receive more cards. As long as it is the player's turn, he can request another card from the dealer as often as he wants by saying "hit" or indicating that no further cards are needed by saying "stay". If the player does not want to decide on the value of an ace, he can simply say "hit" or "stay". That will signal the dealer to announce the player's best card total.



$7 + 5 + \text{picture (10)} = \text{more than 21 points} = \text{bust}$

7. The intentions of the players must be unambiguous for the dealer. An intention the dealer confirms can no longer be withdrawn.



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8. As soon as all players have signaled their intentions, the dealer draws the remaining cards for the house. Thus, one key advantage to the player is that the house must draw a card up to 16 points and under and must stay at a total of 17 points or higher.

9. If the player has a higher point total when then comparing his point total to the dealer's hand, he wins by the amount of his bet. If the dealer goes over 21, the dealer pays each player who is still in the game. If there is a push (a player having the same total as the dealer), no chips are paid out or collected, i.e. the player gets refunded his bet.

10. The highest possible combination is a "blackjack", formed by an ace and a ten card, but only if this combination is made during the initial deal or by the dealer with the first dealt two cards. Whoever wins gets one and a half times the amount of their bet.

11. Doubling down: If two cards dealt total 9, 10 or 11, the bet can be doubled, even if the betting area maximum was already placed. After doubling, the

player only receives one additional card. If a guest playing on the same betting area does not want to double down, his bet continues unchanged.



$5 + 4 = 9$ points, bet can be doubled

12. Splitting pairs: If a player's first two cards are of the same numerical value, the hand can be split. Splits are possible up to three times per betting area, resulting in a maximum of four hands. Any number of cards can be drawn for each split, except when splitting a pair of aces, where the player is given one card for each ace and may not draw again. The bet on a "split hand" must be equal to the original wager. After a split, an ace with a face or ten does not constitute a blackjack. If the combination of the first two cards of a split hand results in 9, 10 or 11, the player can double down.



$3 + 3 =$ two cards of the same value, the hand can be split

13. Insurance: When the dealer's face-up card is an ace, any of the players may make a side bet on the insurance field of up to half the original bet that the dealer's face-down card is a ten-card, and thus a blackjack for the house. If the house actually does get a blackjack, those players who have made the insurance bet win a 2 to 1 payoff. If the house does not have a blackjack, the insurance amount is lost.

14. Even money: If a betting area has a blackjack and the first card of the house is an ace, the players of this betting area can be paid out the same amount as their bet.



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Additional games

Twins



Bets on a red twins field win if the two initially dealt cards in the corresponding box have the same value, for example two 5s or two kings. The suit of the cards,,
♥, ♠, ♦ or ♣ does not matter.

- Any guest can bet on twins, regardless of whether they have placed a regular blackjack bet. However, no twins bet can be placed on a blackjack betting area that has not been played yet.
- The possible twins bet per player and betting area is 10 euros or a multiple thereof, 100 euros max per player and 200 euros max per twin area.
- All twins bets must be placed before "no more bets" has been called.
- A twins bet wins 11 times if the initial deal to the belonging betting area is a twin.
- A twins bet wins 200 times if the initial deal to the belonging betting area is a twin and the Joker.

Crazy Twins

Bets placed on a black CRAZY TWINS field win if the first card in the blackjack box belonging to it and the dealer's first card have the same value (see TWIN rule) and the corresponding blackjack box does not lose.

- To bet on CRAZY TWINS, you must play on the corresponding blackjack betting area.
- Wagers on CRAZY TWINS are 10 euros or a multiple thereof per player and betting area, but not more than 100 euros per player and CRAZY TWINS betting area. If exceeded, the prime rule applies.
- All CRAZY TWINS bets must be placed before "no more bets" has been announced. New CRAZY TWINS bets may only be placed after the "normal BLACKJACK game" has been completed.
- A CRAZY TWINS bet wins 22 times the wager if the corresponding blackjack box does not lose.
- A CRAZY TWINS bet wins 400 times the wager if the first or second card in the belonging non-losing hand is the Joker.

Wiesbadener Joker Jack®

- Each shuffler has an additional Joker.
- This Joker card has no value and is not a regular blackjack card. Only with regard to twins bets does the Joker have any significance.

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