

MULTI-HAND BLACKJACK GAME & SPECIAL BETS

Description

CONTENTS

MULTI-HAND BLACKJACK	3
SPECIAL INTERBLOCK RULES	4
TWO STRIKE-RULE	4
STANDARD INTERBLOCK BLACKJACK RULES	5
SPLIT	6
DOUBLE DOWN	6
INSURANCE	6
SURRENDER	6
10 CARD CHARLIE	6
DISPUTE (OPTIONAL)	7
ONE HAND CONFIGURATION / THREE HANDS CONFIGURATION	8
MULTI-HAND BLACKJACK GUI	9
MULTI-HAND BLACKJACK PAY TABLES	11
VIRTUAL DEALER	13
SPECIAL BETS	15
21+3 SPECIAL BET	15
TOP 21+3 SPECIAL BET	16
BUST SPECIAL BET	17
C3 SPECIAL BET	18
LUCKY ACES SPECIAL BET	19
LUCKY LADIES SPECIAL BET	20
LUCKY LUCKY SPECIAL BET	21
MATCH SPECIAL BET	22
A-2 SPECIAL BET	23
BLACKJACK BONUS SPECIAL BET	24
POKER 3 SPECIAL BET	25
POKER 3 BONUS SPECIAL BET	26
KK SPECIAL BET	27
JJ SPECIAL BET	28
QQ SPECIAL BET	29
PAIR SPECIAL BET	30
SUITS SPECIAL BET	31
19+ SPECIAL BET	32
7's SPECIAL BET	33

MULTI-HAND BLACKJACK

Interblock’s Multi-hand Blackjack offers the player the opportunity to play up to **three hands simultaneously**. The game is supported in the following modes: Live (6/8 decks), Auto (8 decks), Video (6/8 decks), InternalRNG (6/8 decks).



Picture 1 - Multi-hand Blackjack gaming interface

Max stake limit on board in cents:

Max. win amount in cents:

Number of hands to play on:

Path to Visual:

Max possible win for "Let It Play!":

Picture 2 - G4Settings

Unlike the single-hand version, which is limited to seven players, the Multi-hand Blackjack game supports an **unlimited number of players at a time**. The multi-hand version of Blackjack is a special setting that has to be enabled in the G4Settings, under Param.ini -> **Blackjack** -> **Multihand Settings** -> **Number of hands to play on**, which has to be set to three.

This game can also be set to one hand only (input 1 instead of 3 in this setting). An explanation of any differences is on page 10.

Before each new hand begins, the players place a wager on one, two or all three of the designated betting fields. When playing more than one hand, the wagering amounts can be different, since each hand is considered independent from all the others.

Wagers can be placed on either the main Blackjack betting fields, on one of the special bets or a combination of both. If the player decides to bet just on the special bet, they receive only two cards.

The players receive the two initial cards on all of the three betting fields, regardless of whether there are wagers on them or not.

Since this is a community game, the starting two cards for all three Blackjack betting areas will be the same for all the players.^{1 2}

When the players receive the initial cards, they will be prompted to choose one of the four actions to complete their wagered hands: “Hit”, “Stand”, “Double Down” and “Split”. If a player doesn’t make a decision when the timer runs out and the sum of the hand is below 11, they get a card automatically. They will keep getting cards until the sum exceeds 11, or an automatic “Stand” decision is made. Once all the players have completed all the decisions for their first hand, the game will move on to their next hands (if applicable).

A player can choose only one action at a time. If a hand does not require additional cards, no options will be offered.

When the players have made all of the decisions for all of their hands, the dealer will turn over the face-down card and complete their hand (if playing with the “No Face Down” rule, the second card will be dealt to the dealer; the dealer will then complete their hand).

Special Interblock Rules

Because the Interblock Multi-hand Blackjack game is designed for more than one player, each time the player has to make a decision and the timer runs out, a new card will be dealt to them automatically.

In this situation, the new card is considered a “burn” card for that player and is shown in the bottom of the GUI as dimmed. A burn card comes from the same shoe to provide gaming consistency, but does not affect the game result.



Picture 3

Two strike-rule

Once the initial two cards have been dealt, the player can choose to “Hit”, “Stand”, “Double Down”, “Surrender” or “Split” on each hand in turn.

When **two or more consecutive decisions** are possible and the player has not made a decision within the time limit, they will be given two “strikes” before a choice is made for them. The first time without a decision, the player will receive a burn card. If they don’t make a decision in the time limit immediately after that, they will also get a burn card and an automatic “Stand” decision will be made for them. If **only one choice** is possible and the time limit runs out, a hand is automatically acted upon and no other choices will be available.

Standard Interblock Blackjack rules apply!

¹ The internal RNG can also be setup in a different manner (Picture 3). After the player places a wager they will only receive the two initial cards on the betting fields with active bets on them. All the players will get the same pair of initial cards for all three Blackjack betting fields, depending on whether they have an active bet on the or not. This means that each betting field with an active bet on it will receive a different pair of starting cards.

² All the subsequent cards are the same for all the players as well, but they can use it for different actions. Example: after the first card pairs are dealt the dealer pulls an ace, which some players will use for a “Hit”, others for “Stand”, “Split” etc.

STANDARD INTERBLOCK BLACKJACK RULES

The object for the player in Blackjack is to get a hand that is closer to 21 than the dealer's, without exceeding 21 (bust), or having the dealer bust. In Blackjack aces count as either 1 or 11, whichever is preferable, face cards (Jacks, Queens and Kings) count as 10 and number cards count as their face value.



Picture 4

- If the player's first two cards are an ace and a ten-point card (Jacks, Queens, Kings and tens), they have a blackjack and win 2.5x their initial bet (depending on the pay table). If the player and the dealer both have the same card total (17 or higher) neither of them win (a push), and the player's wager is returned to them.
- If the total value of the player's cards is closer to 21 than the dealer's, the player wins double the initial wager.
- If the player's cards exceed 21, they "bust" and lose their main bet (although, if they have wagered on a special bet, they can still win the special bet). In case the dealer busts, the player wins 2x their initial wager. If they both bust, nobody wins.
- Blackjack beats the score of 21 (e.g. a 1, 10 and a Queen).

There are two ways in how the cards are dealt in a Blackjack game:

- The first option has the player and the dealer each initially get two cards; the player both cards with face up and the dealer with one card face up and the other face down. With this option, all the players first finish their choices then the dealer reveals the second card. If the total of the dealer's cards is 16 or less, they have to draw another one. The dealer can also take a "peek" and if the first two cards are a blackjack, they have to turn over the face-down card immediately.
- In the second option, the player initially gets two cards with face up, and the dealer gets only one card with face up. The dealer gets a second card when all the players have made their choices. With this dealing option the dealer cannot check for blackjack.

Once the initial two cards have been dealt, the player has several actions to choose from within a certain time limit: "HIT" (take an extra card), "STAND" (take no more cards), DOUBLE DOWN (double the original bet) or SPLIT on each hand in turn. If the decision has not been made within the time limit, then the default choice is STAND.

If the player busts (their cards exceed 21), they lose the hand.

Interblock Blackjack follows the following rules:

- The player may not split a split hand.
- Only one card is drawn to split aces.
- The player may double after splitting.

The game can be set up with two options, giving it different gameplay variants:

- Dealer may or may not "peek" for Blackjack when the Player has two cards.
- Dealer may hit on soft 17 or stand on all 17's.

Payment

Win	1 : 1
Blackjack	3 : 2 (6 : 5)
Push	0 (Only the wager is returned)
Insurance	2 : 1 (The amount of the insurance bet is 1/2 of the original bet)

Split

If the player's first two cards are a pair, or any two ten-point cards, they can choose to split them into two separate hands. This allows them to place a second bet, equal to the original bet, on the split hand. The player then proceeds to draw the cards. They can only draw two cards if they decided to split two aces – one for each ace. There are no such limitations for other split hands.

If the Player receives an ace and a ten-point card in a split hand, it counts as 21 and not a blackjack.

Double Down

After the player receives the first two cards, they can double the original bet amount. In case, the wager is doubled, they get only one more card. The player can also double down after a split, except when splitting aces.

Insurance

Insurance is considered to be a game of its own within blackjack. If the dealer has an ace showing, the player will be prompted to buy insurance. By pressing the "INSURANCE" button, the player places an additional wager equal to half of their initial bet. With insurance they are betting that the dealer has a blackjack, which allows them to try and protect themselves.

If the dealer does have a blackjack, the player is paid 1.5x of their initial bet. If the dealer doesn't have a blackjack, the player loses the insurance bet.

Surrender

Surrender allows the player to surrender their hand after the first two cards. This way, the player loses half of their original bet.

10 Card Charlie

It is theoretically possible for the player to draw ten cards without going bust. In this case, the player's hand automatically wins, except when the dealer has a blackjack.

Dispute (optional)

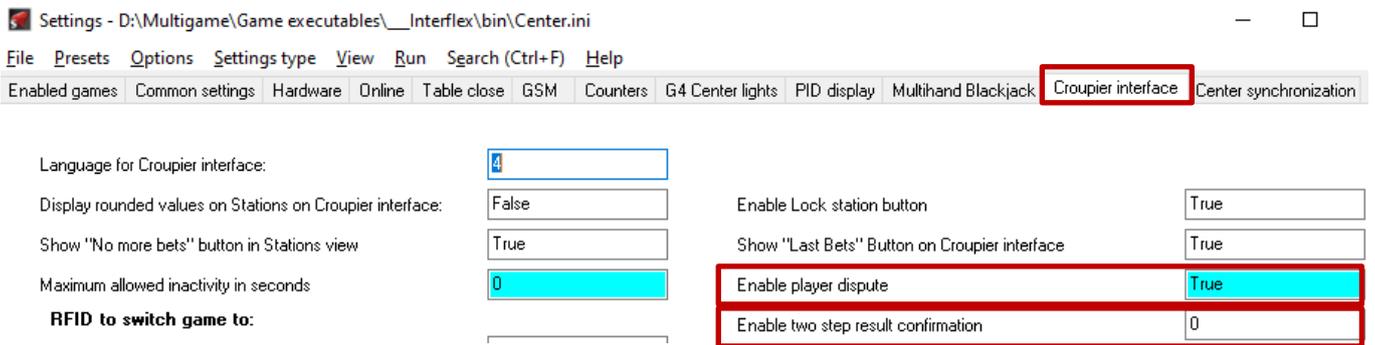


If the player believes there is an error, they can dispute the current deal outcome. Disputing an outcome will halt the game until the dealer (or the supervisor) can resolve the dispute in a satisfactory manner. A dispute can be made at any time during a game round. Outcomes cannot be disputed retroactively. At the end of a game round, the dispute button will remain active for a pre-set amount of seconds. Once the dispute timer runs out, all results are final.

Please note, that **dispute is only possible on live tables (Live game mode) with the Croupier Interface.**

To enable the dispute option:

- **G4Settings** → **Center.ini** → **Croupier Interface** → **Enable player dispute** → **True**
- **G4Settings** → **Center.ini** → **Croupier Interface** → **Enable two step result confirmation** → **0**



One hand configuration / three hands configuration

Multi-hand Blackjack can be configured as a **one-hand** or **three-hand game**. The game logic is identical, the only difference is in the number of available hands. Game title may change to Blackjack when only one hand is configured, with an addendum in the help screen **“This Blackjack game is a Multi-hand Blackjack game configured as a single hand game.”**

MHBJ game configured with 3 hands (example):



MHBJ game configured with one hand (example):



MULTI-HAND BLACKJACK GUI



- 1 Add game button / Close game (X) button (optional)**
 The player can add up to four games and changes the view of the games. / The player can close the current game by pressing the X button. This can only be done if no bets are on the table.
- 2 Cashout / Credit Information**
 When no bets are on the table, pressing the Cashout button will pay out the player's credit via ticket printer or hand-pay, if the credit exceeds the limit for ticket payouts. / Displays the total of player's credits.
- 3 Main Information Display**
 The player receives information on when to start placing bets, when to hurry up and when bets are closed.
- 4 Interface Controls and betting information**

 - **Credits opacity button (far left):** This button enables the player to change the visibility of his credits and betting information
 - **Tip:** Sends a tip to the attendant.
 - **Flags:** Pressing on the »Flags« button, drop down menu with different flags will show. Player can change the language of the player's entire interface to the language of the highlighted flag.
 - **Speaker:** Turn ON/OFF the speakers.
 - **Options Menu:**
 - **Reserve table:** This toggle enables the player to reserve the station for a short amount of time.
 - **Show Bet Limits:** Pressing on the »Options« button and then enabling »Show bets limits« in the drop down menu will display all bets limits for the different wagering options.
 - **Show Winnings:** As the player places his bets, the possible winnings are displayed for each bet, if the wager will be successful. Possible winnings display is enabled or disabled with the Show Winnings slider in the Options menu of the player's interface.
 - **Values in:** This option toggles between currency and credits.
 - **Help:** Pressing the "HELP" button opens a new window with detailed instructions and rules for the game.

5 Betting information

- **Bet:** Displays the amount currently wagered on the table.
- **Last Bet:** Displays the amount wagered in the previous game.
- **Last Win:** Displays the amount won in the previous game.
- **Playable:** Displays the amount available for betting.

6 Special bets

This section displays betting information about the special bets. By pressing the question mark an additional windows opens where all special bets are explained in detail.

7 Blackjack hands

Fields or hands where the player places chips for wagering. The betting button in the hand can be configured to place bets on the special bets only (BET ALL SPECIAL BETS) or to bet on the special bets and the main bet (BET ALL). This is set in the game settings tab in **Param.ini - Bet All includes default blackjack wager.**

8 Dealer history

The last 50 results of the dealer are shown here.

9 Denomination, chips and game controls

- **Denomination button:** Values assigned to chips are defined with the selected denomination. The player can set the chip value of 1 credit by pressing on the blue denomination button. The selected value of 1 credit will be displayed in the game on the denomination button. If only one denomination is set the button is grey color. If a higher denomination is selected, higher bets and higher potential wins are possible.
- **Chips:** Player can choose between 6 chips, each with different value to select and place on the table. Placing bets is permitted as long as there is a message on the screen saying "BETS PLEASE" or "LAST BETS PLEASE". Chip value is chosen by pressing on one of the chips.
- **Clear last bet/Clear all bets:** Clears the last bet from the table. If pressed for more than one second, all bets are removed from the table.
- **Double bet:** Increase the bet on all fields x2.
- **Repeat last bet:** Repeats bets from the last game round. If there is no previous game round, repeats bets from the last game round of the same kind of game. Bets can also be repeated across multiple games of the same type.³ This button can be set to auto repeat, if pressed for more than 3 seconds and confirming that decision. When the game runs from the Internal RNG, we offer an additional Keep Bets On setting, which places the bets back on the betting field automatically, but does not start a new game cycle. This setting may be subject to jurisdictional rules.

10 Dealer Statistic

Shows the dealer's outcome for Blackjack, bust, 21, 20 19, 18, 17 in the last 50 games (only when the game is configured as single hand).

11 Speed

Controls the pace of the game. One lit mark is the slowest, three lit mark is the fastest. (Shown only when the game is running on the InternalRNG mode.)

12 Deal button

Starts the game by dealing the cards.

NOTE: The same GUI description applies for the single hand configuration as well, the only difference being two betting fields less and item #10.

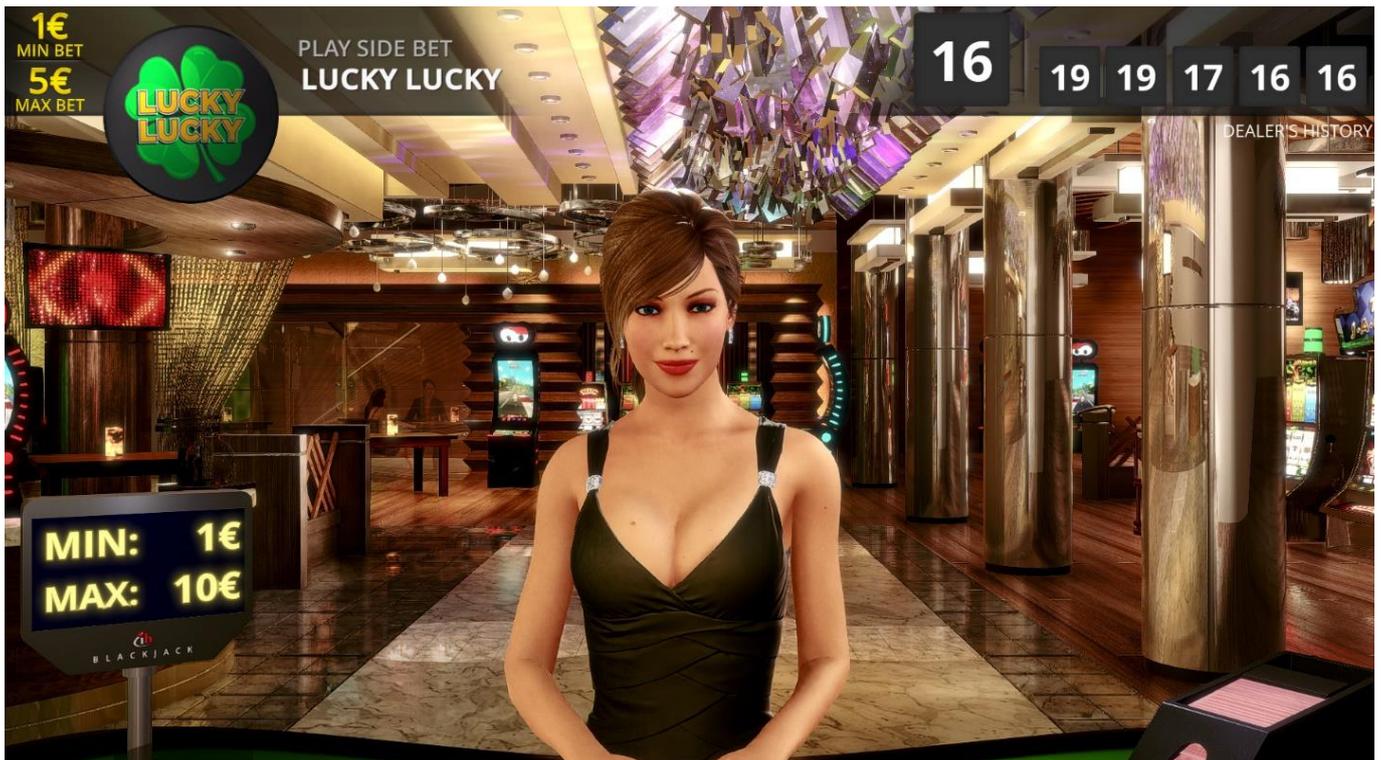
³ See DESC_DIA_Save Recall Bets and Repeat Bets in Multiplay Mode for more detail.

MULTI-HAND BLACKJACK PAY TABLES

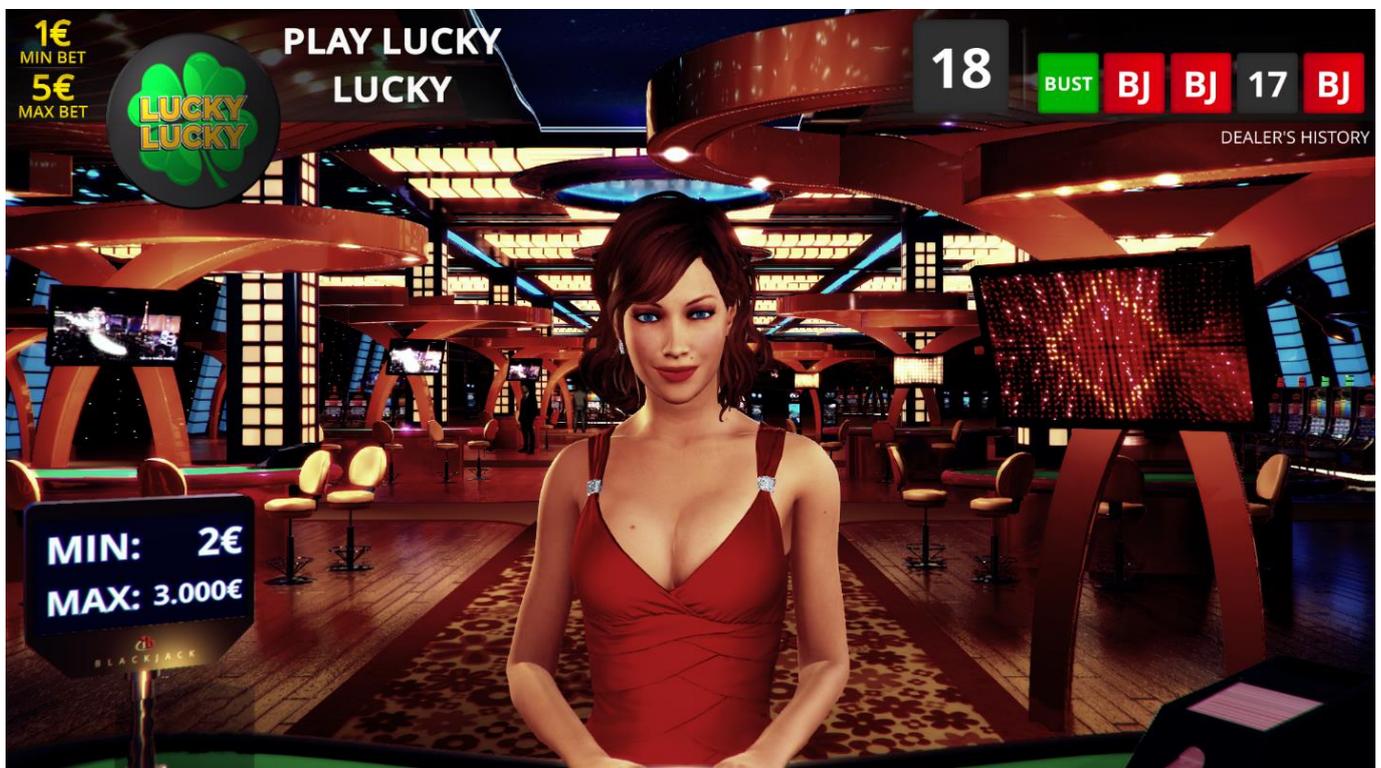
ID	Decks	Dealer checks for BJ	Soft 17 Rule	Can Double	Can Split	Double After Split	Late Surrender	Blackjack Pays	OBO	Reference RTP
EL1201	8	Yes	Hit	Any 2	Yes	Yes	No	3 to 2	No	99.30%
EL1202	8	No	Hit	Any 2	Yes	Yes	No	3 to 2	No	99.18%
EL1203	8	Yes	Stand	Any 2	Yes	Yes	No	3 to 2	No	99.51%
EL1204	8	No	Stand	Any 2	Yes	Yes	No	3 to 2	No	99.40%
EL1205	8	Yes	Hit	Any 2	Yes	Yes	No	6 to 5	No	97.94%
EL1206	8	No	Hit	Any 2	Yes	Yes	No	6 to 5	No	97.83%
EL1207	8	Yes	Stand	Any 2	Yes	Yes	No	6 to 5	No	98.16%
EL1208	8	No	Stand	Any 2	Yes	Yes	No	6 to 5	No	98.05%
EL1209	8	No	Hit	Any 2	Yes	Yes	No	3 to 2	No	99.18%
EL1210	8	No	Stand	Any 2	Yes	Yes	No	3 to 2	No	99.40%
EL1211	8	No	Hit	Any 2	Yes	Yes	No	6 to 5	No	97.83%
EL1212	8	No	Stand	Any 2	Yes	Yes	No	6 to 5	No	98.05%
EL1213	8	Yes	Hit	Any 2	Yes	Yes	Yes	3 to 2	No	99.39%
EL1215	8	Yes	Stand	Any 2	Yes	Yes	Yes	3 to 2	No	99.59%
EL1217	8	Yes	Hit	Any 2	Yes	Yes	Yes	6 to 5	No	98.03%
EL1219	8	Yes	Stand	Any 2	Yes	Yes	Yes	6 to 5	No	98.23%
EL1221	8	Yes	Hit	on 10 or 11	Yes	No	No	6 to 5	No	97.64%
EL1222	8	Yes	Hit	on 10 or 11	Yes	No	Yes	6 to 5	No	97.73%
EL1223	8	Yes	Hit	Any 2	Yes	Yes	No	1 to 1	No	97.04%
EL1224	8	Yes	Stand	Any 2	Yes	Yes	No	1 to 1	No	97.25%
EL1225	8	Yes	Hit	Any 2	Yes	Yes	Yes	1 to 1	No	97.13%
EL1226	8	Yes	Stand	Any 2	Yes	Yes	Yes	1 to 1	No	97.33%
EL1227	8	No	Hit	on 9 or 10 or 11	Yes	Yes	No	3 to 2	No	99.19%
EL1228	8	No	Stand	on 9 or 10 or 11	Yes	Yes	No	3 to 2	No	99.40%
EL1229	8	No	Hit	on 9 or 10 or 11	Yes	Yes	No	6 to 5	No	97.83%
EL1230	8	No	Stand	on 9 or 10 or 11	Yes	Yes	No	6 to 5	No	98.04%
EL1231	8	No	Hit	on 9 or 10 or 11	Yes	Yes	No	3 to 2	Yes	99.30%
EL1232	8	No	Stand	on 9 or 10 or 11	Yes	Yes	No	3 to 2	Yes	99.51%
EL1233	8	No	Hit	on 9 or 10 or 11	Yes	Yes	No	6 to 5	Yes	97.94%
EL1234	8	No	Stand	on 9 or 10 or 11	Yes	Yes	No	6 to 5	Yes	98.15%
EL1235	6	Yes	Hit	Any 2	Yes	Yes	No	3 to 2	No	99.33%
EL1236	6	No	Hit	Any 2	Yes	Yes	No	3 to 2	No	99.22%

ID	Decks	Dealer checks for BJ	Soft 17 Rule	Can Double	Can Split	Double After Split	Late Surrender	Blackjack Pays	OBO	Reference RTP
EL1237	6	Yes	Stand	Any 2	Yes	Yes	No	3 to 2	No	99.54%
EL1238	6	No	Stand	Any 2	Yes	Yes	No	3 to 2	No	99.43%
EL1239	6	Yes	Hit	Any 2	Yes	Yes	No	6 to 5	No	97.97%
EL1240	6	No	Hit	Any 2	Yes	Yes	No	6 to 5	No	97.86%
EL1241	6	Yes	Stand	Any 2	Yes	Yes	No	6 to 5	No	98.18%
EL1242	6	No	Stand	Any 2	Yes	Yes	No	6 to 5	No	98.07%
EL1243	6	No	Hit	Any 2	Yes	Yes	No	3 to 2	No	99.22%
EL1244	6	No	Stand	Any 2	Yes	Yes	No	3 to 2	No	99.43%
EL1245	6	No	Hit	Any 2	Yes	Yes	No	6 to 5	No	97.86%
EL1246	6	No	Stand	Any 2	Yes	Yes	No	6 to 5	No	98.07%
EL1247	6	Yes	Hit	Any 2	Yes	Yes	Yes	3 to 2	No	99.42%
EL1249	6	Yes	Stand	Any 2	Yes	Yes	Yes	3 to 2	No	99.61%
EL1251	6	Yes	Hit	Any 2	Yes	Yes	Yes	6 to 5	No	98.06%
EL1253	6	Yes	Stand	Any 2	Yes	Yes	Yes	6 to 5	No	98.25%
EL1255	6	Yes	Hit	on 10 or 11	Yes	No	No	6 to 5	No	97.66%
EL1256	6	Yes	Hit	on 10 or 11	Yes	No	Yes	6 to 5	No	97.75%
EL1257	6	Yes	Hit	Any 2	Yes	Yes	No	1 to 1	No	97.06%
EL1258	6	Yes	Stand	Any 2	Yes	Yes	No	1 to 1	No	97.27%
EL1259	6	Yes	Hit	Any 2	Yes	Yes	Yes	1 to 1	No	97.15%
EL1260	6	Yes	Stand	Any 2	Yes	Yes	Yes	1 to 1	No	97.35%
EL1261	6	No	Hit	on 9 or 10 or 11	Yes	Yes	No	3 to 2	No	99.22%
EL1262	6	No	Stand	on 9 or 10 or 11	Yes	Yes	No	3 to 2	No	99.43%
EL1263	6	No	Hit	on 9 or 10 or 11	Yes	Yes	No	6 to 5	No	97.86%
EL1264	6	No	Stand	on 9 or 10 or 11	Yes	Yes	No	6 to 5	No	98.07%
EL1265	6	No	Hit	on 9 or 10 or 11	Yes	Yes	No	3 to 2	Yes	99.33%
EL1266	6	No	Stand	on 9 or 10 or 11	Yes	Yes	No	3 to 2	Yes	99.54%
EL1267	6	No	Hit	on 9 or 10 or 11	Yes	Yes	No	6 to 5	Yes	97.97%
EL1268	6	No	Stand	on 9 or 10 or 11	Yes	Yes	No	6 to 5	Yes	98.18%

VIRTUAL DEALER



In addition to the traditional Video Multihand Blackjack presentation, Interblock's gaming devices also offer the virtual dealer option for a more engaging user experience.



This option comes with multiple virtual dealer and background location choices that change over time to keep the players interested. All the regular game options are available and supported, including the additional special bets.



SPECIAL BETS

21+3 SPECIAL BET

The object of the »21+3« special bet is to bet on a three cards combination (the first two cards for the Player and the Dealer's face-up card) and does not affect the basic strategy of the game.

Straight Flush: Three cards of the same suit in sequence.

Three of a Kind: Three cards of the same rank.

Straight: Three cards in sequence.

Flush: Three cards of the same suit.



Pay Table 50 PAYOUTS RTP = 97.26% 8 decks		Pay Table 53 PAYOUTS RTP = 87.11% 8 decks	
Straight Flush	9 : 1	Straight Flush	30 : 1
Three of a Kind	9 : 1	Three of a Kind	20 : 1
Straight	9 : 1	Straight	10 : 1
Flush	9 : 1	Flush	5 : 1

Pay Table 61 PAYOUTS RTP = 96.76% 6 decks		Pay Table 62 PAYOUTS RTP = 86.61% 6 decks	
Straight Flush	9 : 1	Straight Flush	30 : 1
Three of a Kind	9 : 1	Three of a Kind	20 : 1
Straight	9 : 1	Straight	10 : 1
Flush	9 : 1	Flush	5 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

TOP 21+3 SPECIAL BET

The object of the »TOP 21+3« special bet is to bet on a three card combination (the first two cards for the Player and the Dealer's up-card) and does not affect the basic strategy of the game of Blackjack.

The three winning combinations in TOP 21+3 are:

Suited Three of a Kind: Three cards of the same rank and the same suit.

Straight Flush: Three cards of the same suit in sequence.

Three of a Kind: Three cards of the same rank.



A bet on the »TOP 21+3« special bet is allowed only if is accompanied with a bet on the »21+3« special bet.

	Pay Table: 136 Six decks PRTP = 88.93% House edge = 11.07%	Pay Table: 138 Six decks PRTP = 77.44% House edge = 22.56%	Pay Table: 135 Eight decks PRTP = 91.00% House edge = 9.00%	Pay Table: 137 Eight decks PRTP = 82.00% House edge = 18.00%
Suited Three of a Kind*	270 : 1	1000 : 1	270 : 1	1000 : 1
Straight Flush*	180 : 1	100 : 1	180 : 1	100 : 1
Three of a Kind*	90 : 1	70 : 1	90 : 1	70 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts of card counting on Live Tables.

BUST SPECIAL BET

The object of the »Bust« special bet is to bet that the total of the Dealer's cards will be more than 21.

You may place a bet on the »Bust« special bet only before any cards are dealt. A base bet has to be placed before the special bet and the special bet amount cannot exceed the base bet amount. You and the Dealer then complete your hands. If the Dealer busts, you win and you are paid according to the following Pay Table, otherwise you lose your bet.

Bet	Payout
Dealer busts	5 to 2



The special bet is applicable only with the following Blackjack pay tables:

- **RTP [99.99%]:** 8 decks of cards: rule "Hit on soft 17" applies
- **RTP [98.64%]:** 8 decks of cards: rule "Stand on soft 17" applies
- **RTP [98.67%]:** 6 decks of cards: rule "Stand on soft 17" applies

	Pay Table 81 RTP [99.99%] 8 decks	Pay Table 82 RTP [98.64%] 8 decks	Pay Table 83 RTP [98.67%] 6 decks
Win	2.5	2.5	2.5
House edge	0.01%	1.36%	1.33%
Volatility index (CI 90%)	2.60	2.59	2.59

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts of card counting on Live Tables.

C3 SPECIAL BET

The object of the »C3« special bet is to bet on a three cards combination (the first two cards for the Player and the Dealer's up-card).

The four winning combinations are:

- **Red Carpet** - Three cards in red color
- **Triplets** - Three cards of the same rank
- **Jacks in Black** - Three Jacks in black color
- **Highest Hearts** - Three Aces of hearts



	Pay Table 107 Six decks PRTP = 89.14% House edge = 10.86%	Pay Table 106 Eight decks PRTP = 90.17% House edge = 9.83%
Highest hearts	300 to 1	300 to 1
Jacks in black	200 to 1	200 to 1
Triplets	50 to 1	50 to 1
Red carpet	4 to 1	4 to 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts of card counting on Live Tables.

LUCKY ACES SPECIAL BET

The object of the »Lucky Aces« special bet is to bet on Aces being dealt in the first 4 cards (first 2 cards for the Player and first 2 cards for the Dealer).

The winning combinations are:

- 4 Aces
- 3 Aces of the same suit
- 3 Aces
- 2 Aces of the same suit
- 2 Aces
- 1 Ace of Diamonds
- 1 Ace



	Pay Table 1 RTP = 80.94% 8 decks	Pay Table 2 RTP = 85.10% 8 decks	Pay Table 3 RTP = 91.73% 8 decks	Pay Table 4 RTP = 85.38% 8 decks
4 Aces	500 : 1	500 : 1	1000 : 1	2000 : 1
3 Aces of the same suit	250 : 1	250 : 1	500 : 1	500 : 1
3 Aces	20 : 1	30 : 1	35 : 1	15 : 1
2 Aces of the same suit	8 : 1	12 : 1	16 : 1	10 : 1
2 Aces	5 : 1	5 : 1	5 : 1	4 : 1
1 Ace of Diamonds	2 : 1	2 : 1	2 : 1	2 : 1
1 Ace	1 : 1	1 : 1	1 : 1	1 : 1
	Pay Table 57 RTP = 80.43% 6 decks	Pay Table 58 RTP = 84.44% 6 decks	Pay Table 59 RTP = 90.58% 6 decks	Pay Table 60 RTP = 84.29% 6 decks
4 Aces	500 to 1	500 to 1	1000 to 1	2000 to 1
3 Aces of the same suit	250 to 1	250 to 1	500 to 1	500 to 1
3 Aces	20 to 1	30 to 1	35 to 1	15 to 1
2 Aces of the same suit	8 to 1	12 to 1	16 to 1	10 to 1
2 Aces	5 to 1	5 to 1	5 to 1	4 to 1
1 Ace of Diamonds	2 to 1	2 to 1	2 to 1	2 to 1
1 Ace	1 to 1	1 to 1	1 to 1	1 to 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts of card counting.

LUCKY LADIES SPECIAL BET

The object of the »Lucky Ladies« special bet is to bet on the first two cards dealt to the Player. The Player wins if his first two cards have a score equaling 20. If the player does not receive an initial score of twenty, this bet loses.

Queen of Hearts pair w/Dealer BJ: Pair of Queen of Hearts while the Dealer has Blackjack.

Queen of Hearts pair: Pair of Queen of Hearts.

Matched 20: Cards added together make a combined total of 20 and are all the same rank.

Suited 20: Cards added together make a combined total of 20 and are all the same suit.

Any 20: Cards added together make a combined total of 20.

	Pay Table: 133 Eight decks PRTP = 75.95% House edge = 24.05%	Pay Table: 134 Six decks PRTP = 75.29% House edge = 24.71%	Pay Table: 141 Eight decks PRTP = 83.27% House edge = 16.73%	Pay Table: 142 Six decks PRTP = 82.36% House edge = 17.64%
Queen of Hearts pair w/dealer BJ*	1000 : 1	1000 : 1	1000 : 1	1000 : 1
Queen of Hearts pair*	125 : 1	125 : 1	200 : 1	200 : 1
Matched 20*	19 : 1	19 : 1	25 : 1	25 : 1
Suited 20*	9 : 1	9 : 1	10 : 1	10 : 1
Any 20*	4 : 1	4 : 1	4 : 1	4 : 1



* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts of card counting.

LUCKY LUCKY SPECIAL BET

The object of »Lucky Lucky« special bet is to bet on the three cards combination (the first two cards for the Player and the Dealer's up-card).

Suited 777: all cards are 7's and of the same suit.

Suited 678: cards have face values of 6, 7, and 8, and are all the same suit.

777: all cards are 7's and of different suits.

678: cards have face values of 6, 7, and 8, and are different suits.

Suited 21: cards added together make a combined total of 21 and are all the same suit.

21: cards added together make a combined total of 21 and are different suits.

Any 20: cards added together make a combined total of 20.

Any 19: cards added together make a combined total of 19.



	Pay Table 51 RTP = 94.72%	Pay Table 52 RTP = 87.46%	Pay Table 63 RTP = 94.69%	Pay Table 64 RTP = 87.43%
Suited 777*	200 : 1	200 : 1	200 : 1	200 : 1
Suited 678*	100 : 1	100 : 1	100 : 1	100 : 1
777*	50 : 1	50 : 1	50 : 1	50 : 1
678*	30 : 1	30 : 1	30 : 1	30 : 1
Suited 21*	10 : 1	10 : 1	10 : 1	10 : 1
21*	3 : 1	3 : 1	3 : 1	3 : 1
Any 20*	2 : 1	2 : 1	2 : 1	2 : 1
Any 19*	2 : 1	1 : 1	2 : 1	1 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts of card counting.

MATCH SPECIAL BET

The object of the »Match« special bet is to bet on at least one of the first two cards dealt to the player having the same suit and/or rank as the dealer's up card. If neither of the initial two player cards match the dealer's up card in rank, the special bet is lost. The »Match« special bet does not affect the basic strategy of the game of Blackjack.

2 Suited Matches*: The first two player cards both match the suit and rank of the dealer's up card.

1 Suited and 1 Non-suited Match*: One of the player's first two cards matches the dealer's up card suit and rank, while the other matches only its rank.

1 Suited Match*: One of the player's first two cards matches the dealer's up card in both suit and rank, while the other does not match it in rank.

2 Non-suited Matches*: The first two player cards both match only the rank of the dealer's up card.

1 Non-suited Match*: One of the player's first two cards matches the dealer's up card in rank only, while the other does not match in rank.



	Pay Table 262 RTP = 89.04%	Pay Table 263 RTP = 87.00% 6 decks	Pay Table 264 RTP = 81.81%	Pay Table 265 RTP = 80.09% 6 decks
2 Suited Matches	50 : 1	50 : 1	50 : 1	50 : 1
1 Suited and 1 Non-suited Match	25 : 1	25 : 1	20 : 1	20 : 1
1 Suited Match	11 : 1	11 : 1	9 : 1	9 : 1
2 Non-suited Matches	6 : 1	6 : 1	6 : 1	6 : 1
1 Non-suited Match	3 : 1	3 : 1	3 : 1	3 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

A-2 SPECIAL BET

The object of the »A-2« special bet is to bet that the dealer's up card rank value will fall within the range defined by the player's first two cards. The card ranks have the following order: 2-3-4-5-6-7-8-9-10-J-Q-K-A. If the dealer's up card rank is outside the range of the player's initial two cards, the special bet is lost. The »A-2« special bet does not affect the basic strategy of the game of Blackjack.

3 of a Kind*: The player's initial two cards have the same rank as the dealer's up card.

One-card spread*: The player's initial two cards have only one rank between them and the dealer's up card matches that rank.

Example: The player's cards are a 4 and a 6, the dealer's up card is a 5.

Two-card spread*: The player's initial two cards have two ranks between them and the dealer's up card matches one of the ranks.

Example: The player's cards are a 4 and a 7, the dealer's up card is a 5 or a 6.

All other spreads*: The player's initial two cards have several ranks between them and the dealer's up card matches one of the ranks.

Example: The player's cards are a 4 and a 10, the dealer's up card is a 5, 6, 7, 8 or 9.



	Pay Table 274 RTP = 89.59%	Pay Table 275 RTP = 88.90% 6 decks	Pay Table 276 RTP = 81.34%	Pay Table 277 RTP = 80.80% 6 decks
3 of a Kind	50 : 1	50 : 1	40 : 1	40 : 1
One-card spread	5 : 1	5 : 1	4 : 1	4 : 1
Two-card spread	4 : 1	4 : 1	3 : 1	3 : 1
All other spreads	1 : 1	1 : 1	1 : 1	1 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

BLACKJACK BONUS SPECIAL BET

The object of the »Blackjack Bonus« special bet is to bet on the first two player cards being a blackjack in the same suit or color. If the first two cards dealt to the player are not a blackjack and/or do not have the same color, the special bet is lost. The »Blackjack bonus« special bet does not affect the basic strategy of the game of Blackjack.

Suited Blackjack*: The first two player cards are an Ace and a 10-value card (10, J, Q, K), both of the same suit.

Blackjack same color*: The first two player cards are an Ace and a 10-value card (10, J, Q, K), both in the same color (red or black).



	Pay Table 271 RTP = 87.78%	Pay Table 271 RTP = 87.86% 6 decks	Pay Table 272 RTP = 80.67%	Pay Table 273 RTP = 80.73% 6 decks
Suited Blackjack	50 : 1	50 : 1	50 : 1	50 : 1
Blackjack same color	22 : 1	22 : 1	16 : 1	16 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

POKER 3 SPECIAL BET

The object of the »Poker 3« special bet is to bet on a three cards combination (the first two cards for the Player and the Dealer's face-up card) and does not affect the basic strategy on the game of Blackjack.

Straight Flush*: Three cards of the same suit in sequence.

Three of a Kind*: Three cards of the same rank.

Straight*: Three cards in sequence.

Flush*: Three cards of the same suit.



	Pay Table 234 RTP = 97.26%	Pay Table 235 RTP = 87.11%	Pay Table 236 RTP = 96.76% 6 decks	Pay Table 237 RTP = 86.61% 6 decks
Straight Flush	9 : 1	30 : 1	9 : 1	30 : 1
Three of a Kind	9 : 1	20 : 1	9 : 1	20 : 1
Straight	9 : 1	10 : 1	9 : 1	10 : 1
Flush	9 : 1	5 : 1	9 : 1	5 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

POKER 3 BONUS SPECIAL BET

The object of the »Poker 3 Bonus« special bet is to bet on a three card combination (the first two cards for the Player and the Dealer's up-card). The »Poker 3 Bonus« special bet does not affect the basic strategy of the game of Blackjack.

Suited Three of a Kind*: Three cards of the same rank and the same suit.

Straight Flush*: Three cards of the same suit in sequence.

Three of a Kind*: Three cards of the same rank.



WARNING: The »POKER 3 BONUS« special bet **cannot** be enabled without first enabling the »POKER 3« special bet. A bet on the »POKER 3 BONUS« special bet is allowed only if a bet is placed on the »POKER 3« special bet first.

	Pay Table 238 RTP = 91.00%	Pay Table 239 RTP = 88.93% 6 decks	Pay Table 240 PRTP = 82.00%	Pay Table 241 PRTP = 77.44% 6 decks
Suited Three of a Kind	270 : 1	270 : 1	1000 : 1	1000 : 1
Straight Flush	180 : 1	180 : 1	100 : 1	100 : 1
Three of a Kind	90 : 1	90 : 1	70 : 1	70 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts of card counting on Live Tables.

KK SPECIAL BET

The object of the »KK« special bet is to bet on the first two cards dealt to the Player containing at least one King or having a combined total of 20. If neither of the initial two player cards is a King or the card total is not 20, the special bet is lost. The »KK« special bet does not affect the basic strategy of the game of Blackjack.

King of Diamonds Pair*: The first two player cards are both Kings of Diamonds.

Matched 20 (same rank and suit)*: The first two player cards have a combined total of 20 in the same rank and suit.

Any 20*: The first two player cards have a combined total of 20 regardless of rank or suit.

One King*: The first two player cards contain only one King.



	Pay Table 246 RTP = 88.51%	Pay Table 247 RTP = 87.78% 6 decks	Pay Table 248 RTP = 80.86%	Pay Table 249 RTP = 80.01% 6 decks
King of Diamonds Pair	200 : 1	200 : 1	200 : 1	200 : 1
Matched 20 (same rank and suit)	20 : 1	20 : 1	25 : 1	25 : 1
Any 20	4 : 1	4 : 1	3 : 1	3 : 1
One King	1 : 1	1 : 1	1 : 1	1 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

JJ SPECIAL BET

The object of the »JJ« special bet is to bet on the first two cards dealt to the Player containing at least one Jack or having a combined total of 20. If neither of the initial two player cards is a Jack or the card total is not 20, the special bet is lost. The »JJ« special bet does not affect the basic strategy of the game of Blackjack.

Jack of Diamonds Pair*: The first two player cards are both Jacks of Diamonds.

Matched 20 (same rank and suit)*: The first two player cards have a combined total of 20 in the same rank and suit.

Any 20*: The first two player cards have a combined total of 20 regardless of rank or suit.

One Jack*: The first two player cards contain only one Jack.



	Pay Table 254 RTP = 88.51%	Pay Table 255 RTP = 87.78% 6 decks	Pay Table 256 RTP = 80.86%	Pay Table 257 RTP = 80.01% 6 decks
Jack of Diamonds Pair	200 : 1	200 : 1	200 : 1	200 : 1
Matched 20 (same rank and suit)	20 : 1	20 : 1	25 : 1	25 : 1
Any 20	4 : 1	4 : 1	3 : 1	3 : 1
One Jack	1 : 1	1 : 1	1 : 1	1 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

QQ SPECIAL BET

The object of the »QQ« special bet is to bet on the first two cards dealt to the Player containing at least one Queen or having a combined total of 20. If neither of the initial two player cards is a Queen or the card total is not 20, the special bet is lost. The »QQ« special bet does not affect the basic strategy of the game of Blackjack.

Queen of Diamonds Pair*: The first two player cards are both Queens of Diamonds.

Matched 20 (same rank and suit)*: The first two player cards have a combined total of 20 in the same rank and suit.

Any 20*: The first two player cards have a combined total of 20 regardless of rank or suit.

One Queen*: The first two player cards contain only one Queen.



	Pay Table 250 RTP = 88.51%	Pay Table 251 RTP = 87.78% 6 decks	Pay Table 252 RTP = 80.86%	Pay Table 253 RTP = 80.01% 6 decks
Queen of Diamonds Pair	200 : 1	200 : 1	200 : 1	200 : 1
Matched 20 (same rank and suit)	20 : 1	20 : 1	25 : 1	25 : 1
Any 20	4 : 1	4 : 1	3 : 1	3 : 1
One Queen	1 : 1	1 : 1	1 : 1	1 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

PAIR SPECIAL BET

The object of the »Pair« special bet is to bet on the first two cards dealt to the player being any kind of pair. If the initial two player cards are not a pair, the special bet is lost. The »Pair« special bet does not affect the basic strategy of the game of Blackjack.

Suited pair*: The first two player cards are a pair of the same suit.

Non-suited pair*: The first two player cards are a pair of different suits.



	Pay Table 258 RTP = 90.12%	Pay Table 259 RTP = 88.10% 6 decks	Pay Table 260 RTP = 84.34%	Pay Table 261 RTP = 82.32% 6 decks
Suited pair	25 : 1	25 : 1	25 : 1	25 : 1
Non-suited pair	7 : 1	7 : 1	6 : 1	6 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

SUITS SPECIAL BET

The object of the »Suits« special bet is to bet on the first two cards dealt to the player being of a matching suit. If the suits are different, the special bet is lost. The »Suits« special bet does not affect the basic strategy of the game of Blackjack.

Suited King and Queen*: The first two player cards are a Queen and a King of the same suit.

2 Cards Suited*: The first two player cards are any two cards of the same suit.



	Pay Table 266 RTP = 88.69%	Pay Table 267 RTP = 88.52% 6 decks	Pay Table 268 RTP = 81.28%	Pay Table 269 RTP = 81.10% 6 decks
2 Suited Matches	50 : 1	50 : 1	25 : 1	25 : 1
1 Suited and 1 Non-suited Match	2 : 1	25 : 1	2 : 1	2 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

19+ SPECIAL BET

The object of the »19 Plus« special bet is to bet on the three cards combination (the first two cards for the Player and the Dealer's up-card). The »19 Plus« special bet does not affect the basic strategy of the game of Blackjack.

Suited 777*: all cards are 7's and of the same suit.

Suited 678*: cards have face values of 6, 7, and 8, and are all the same suit.

777*: All cards are 7's and of different suits.

678*: cards have face values of 6, 7, and 8, and are different suits.

Suited 21*: cards added together make a combined total of 21 and are all the same suit.

21*: cards added together make a combined total of 21 and are different suits.

Any 20*: cards added together make a combined total of 20.

Any 19*: cards added together make a combined total of 19.



	Pay Table 242 RTP = 94.72%	Pay Table 243 RTP = 87.46%	Pay Table 244 RTP = 94.69% 6 decks	Pay Table 245 RTP = 87.43% 6 decks
Suited 777	200 : 1	200 : 1	200 : 1	200 : 1
Suited 678	100 : 1	100 : 1	100 : 1	100 : 1
777	50 : 1	50 : 1	50 : 1	50 : 1
678	30 : 1	30 : 1	30 : 1	30 : 1
Suited 21	10 : 1	10 : 1	10 : 1	10 : 1
21	3 : 1	3 : 1	3 : 1	3 : 1
Any 20	2 : 1	2 : 1	2 : 1	2 : 1
Any 19	2 : 1	1 : 1	2 : 1	1 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

7's SPECIAL BET

The object of the »7's« special bet is to bet on the first of three dealt cards being a 7. Additional 7's dealt within the first three cards bring a higher payout. The sequence in which dealt cards make up a winning combination is: first player card - second player card - first dealer card. If the first card dealt to the player is not a 7, the special bet is lost.

When playing with more than one hand (Multihand Blackjack), each hand with a placed 7's special bet will be checked separately. This for example means that two seven cards dealt on two separate hands are not considered as a 7-7 hit.

The »7's« special bet does not affect the basic strategy of the game of Blackjack.



7-7-7 Suited*: Both of the initial player cards and the first dealer card are all 7's of the same suit.

7-7-7*: Both of the initial player cards and the first dealer card are all 7's of various suits.

First two cards 7-7 suited*: The first two player cards are both 7's of the same suit.

First two cards 7-7*: The first two player cards are both 7's of different suits.

First card is 7*: Only the first player card is a 7.

	Pay Table 278 RTP = 88.41%	Pay Table 279 RTP = 87.77% 6 decks	Pay Table 280 RTP = 81.29%	Pay Table 281 RTP = 80.65% 6 decks
7-7-7 Suited	200 : 1	200 : 1	200 : 1	200 : 1
7-7-7	125 : 1	125 : 1	125 : 1	125 : 1
First two cards 7-7 suited	100 : 1	100 : 1	100 : 1	100 : 1
First two cards 7-7	50 : 1	50 : 1	50 : 1	50 : 1
First card is 7	6 : 1	6 : 1	5 : 1	5 : 1

* Only the highest win pays.

IMPORTANT NOTE: A continuous shuffler is necessary in order to prevent any attempts at card counting on Live Tables.

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Document Revisions	
1.0	Initial document - derived from the 1.1 document containing the old GUI
1.0.1	Special Washington version where "side bet" is replaced with "special bet", updated addresses and disclaimer, rearranged versioning table, contacts and disclaimer to match newer document style (PI-3432)

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