



# Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

January 28, 2025

Ms. Lindsey Perez  
Interblock Gaming  
6900 S. Decatur Blvd.  
Las Vegas, NV 89118

Re: Multi-hand Blackjack– Electronic Table Games–updated

Dear Ms. Perez,

Thank you for requesting approval to market the game of “Multi-hand Blackjack – Updated Game Description/Rules of play” and additional 19 special bets (listed below) to Washington State Tribal casinos utilizing Electronic Table Games (ETG’s).

- 21+3
- Top 21+3
- QQ AS Lucky Ladies
- C3
- Lucky Aces
- Lucky Ladies
- Lucky Lucky
- Match
- A-2
- Blackjack Bonus
- Poker 3
- Poker 3 Bonus
- KK
- JJ
- QQ
- Pair
- Suits
- 19+
- 7’s

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Spokane, WA 99201  
509-325-7900

Based on our review of the documentation we received from Interblock, the Washington State Gambling Commission will approve the game and special bets under the conditions listed below:

#### Tribal Casinos

- The game(s) shall be played and operated under the terms and conditions set forth under the “Multi-hand Blackjack – Updated Game Description/Rules of play” and the individual special bets – rules of play.
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- No modifications may be made to allow the game to be played online or via the internet in Washington. In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Jim Nicks  
Assistant Director

cc: Tina Griffin, Assistant Director Licensing Operations Division  
Julie Lies, Tribal Liaison  
Kelly Main, Special Agent Supervisor Tribal Gaming  
File

Enclosures

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# MULTI-HAND BLACKJACK

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Game description

## CONTENTS

<b>1</b>	<b>INTRODUCTION</b>	<b>4</b>
<b>2</b>	<b>INTERBLOCK MULTI-HAND BLACKJACK</b>	<b>4</b>
<b>3</b>	<b>GAME FLOW</b>	<b>5</b>
<b>3.1</b>	<b>START OF THE GAME</b>	<b>5</b>
3.1.1	BET ALL BUTTON (GV 4.0 ONWARDS)	6
<b>3.2</b>	<b>INITIAL DEAL</b>	<b>6</b>
3.2.1	CARD-DEALING PROCESS	6
3.2.2	HAND VALUE IN THE INITIAL DEAL	7
3.2.3	AFTER THE INITIAL DEAL	7
<b>3.3</b>	<b>DECISIONS</b>	<b>8</b>
3.3.1	DOUBLE DOWN	8
3.3.2	HIT	8
3.3.3	SPLIT	8
3.3.4	STAND	9
3.3.5	(LATE) SURRENDER	9
3.3.6	INSURANCE	9
<b>3.4</b>	<b>DECISION TIMERS</b>	<b>10</b>
<b>3.5</b>	<b>TWO-STRIKE RULE</b>	<b>10</b>
<b>3.6</b>	<b>LET IT PLAY</b>	<b>11</b>
<b>3.7</b>	<b>BURN CARDS</b>	<b>11</b>
<b>3.8</b>	<b>DISPUTE (OPTIONAL) – GV 2.0</b>	<b>11</b>
<b>3.9</b>	<b>END GAME AND PAYOUTS</b>	<b>12</b>
3.9.1	10 CARD CHARLIE	12
<b>3.10</b>	<b>DELAYED RESULT</b>	<b>12</b>
<b>3.11</b>	<b>WIN AMOUNT</b>	<b>12</b>
<b>3.12</b>	<b>VIDEO RNG AND THE SPEED OF CARD DEALING PROCESS</b>	<b>14</b>
<b>4</b>	<b>ONE-HAND VS THREE-HAND CONFIGURATION</b>	<b>15</b>
<b>5</b>	<b>MULTI-HAND BLACKJACK GUI</b>	<b>16</b>
<b>5.1</b>	<b>BASIC DESCRIPTION</b>	<b>16</b>
5.1.1	GLOBAL VERSION 6.5	16
5.1.2	GLOBAL VERSION 4.0	16
5.1.3	INTERFLEX, GV 1.0, GV 2.0	16
<b>6</b>	<b>SPECIAL BETS</b>	<b>19</b>
<b>6.1</b>	<b>LUCKY ACES SPECIAL BET</b>	<b>19</b>
<b>6.2</b>	<b>21+3 SPECIAL BET</b>	<b>19</b>

6.3	LUCKY LUCKY SPECIAL BET	20
6.4	C3 SPECIAL BET	20
6.5	TOP 21+3 SPECIAL BET	20
6.6	LUCKY LADIES SPECIAL BET	21
6.7	POKER 3 SPECIAL BET	21
6.8	POKER 3 BONUS SPECIAL BET	21
6.9	19+ SPECIAL BET	22
6.10	KK SPECIAL BET	22
6.11	QQ SPECIAL BET	22
6.12	JJ SPECIAL BET	23
6.13	PAIR SPECIAL BET	23
6.14	MATCH SPECIAL BET	23
6.15	SUITS SPECIAL BET	24
6.16	BLACKJACK BONUS SPECIAL BET	24
6.17	A-2 SPECIAL BET	24
6.18	7'S SPECIAL BET	25
6.19	QQ AS LUCKY LADIES SPECIAL BET	25

## 1 INTRODUCTION

Interblock's Multi Hand Blackjack game is available in many hardware configurations. List of Interblock's machines where Blackjack gameplay is available:

- Diamond Card Generator (configurations with connected EGT Terminals),
- Diamond Video Generator (configurations with connected EGT Terminals),
- Live Card Table (Stadium, Pulse Arena, Smart PIT variants) with dealer assist – community experience,
- Diamond Universal Standalone Video (with internal RGN – not available in all jurisdictions),
- Diamond Universal Cabinet (with Card topper – not available in all jurisdictions),
- Diamond Starbar (with internal RNG or connected to a mechanical or live external generator – not available in all jurisdictions),
- Diamond Bartop (with internal RNG or connected to a mechanical or live external generator – not available in all jurisdictions).

## 2 INTERBLOCK MULTI-HAND BLACKJACK

Interblock's Multi-hand Blackjack offers the player the opportunity to play **one or three hands simultaneously**. The game can be played on all 4 modes – internal, video, auto or live. Depending on the game mode, game flows may slightly differ. (All modes of the game are not available in all jurisdictions.)

The Multi-hand Blackjack game supports an **unlimited number of players at the same time**.

### 3 GAME FLOW

#### 3.1 Start of the game

At the start of each round, players can place wagers on one, two, or all three of the main betting fields (hands). Each hand is considered independent from the others, so player can place different amounts on each hand.

Additionally, the player can also place wagers on special bets. The availability of special bets depends on the number of special bets selected in the Initial Values and version of the software – Global Version 4.0 and later allow up to 9 special bets per hand.

Depending on the "Special bet allowed even if base bet is zero" setting, the player can:

- **0:** Wager on the special bet **only if** they have wagered on the main hand.
- **1:** Wager on the special bet regardless of them wagering on the main hand.
- **2:** Wager on the special bet but the wager amount must be lower or equal to the corresponding main hand wager.



The game mode determines how players start the round. Some game modes require players to wait for a timer to run out before the initial card dealing process starts, while others have a "Deal" button that players can press to start the game. The "Deal" button may be displayed on the screen, or it may be a mechanical button that players must physically press.

### 3.1.1 Bet All button (GV 4.0 onwards)

From **Global Version 4.0 onwards** an additional “BET ALL” button is added to the game. If the player presses this button, wagers are automatically placed on all available bets for one hand.

**NOTE:** The “Bet All” wager amount is displayed underneath the “BET ALL” button from **GV 5.0 onwards**.



The player can press the “BET ALL” button multiple times to increase the wager by its pre-set amount each time the button is pressed.

## 3.2 Initial deal

### 3.2.1 Card-dealing process

Two cards are dealt to all player’s wagered hands. The **initial deal is the same for all players**, meaning all players connected to the same center will receive the same two cards for the first hand, the same two for the second and the same two for the third hand.

When the game is controlled by the **external center**, the player will receive two cards on each hand, regardless of the hand having the bet placed or not. However, when the game is played in the **internal** mode, cards will be dealt only to the wagered hands. (Not applicable for all jurisdictions.)

A **wagered hand** is the hand with chips placed either on the main betting field or the special bet or both.

In the initial deal, the dealer is dealt:

- a) **only one, face-up card** (the No Facedown card pay tables). The second card will be dealt when all hands have completed.
- b) **two cards**, the second being dealt face down.





### 3.2.2 Hand value in the initial deal

The sum of the player's hand in the initial deal can be from 2 to 21. Value of the numbered cards equals their face value, while Jacks, Queens and Kings value 10. An Ace can be counted as 1 or 11, whatever is "preferred" by the player.

If the hand contains an Ace that is currently being counted as 11, this means the hand is "soft". It also means that the hand total in the initial deal does not exceed 21 and the hand did not bust.

*For example, a hand of 8 and 7 is a hard 15, since the player's next card can be 9 and the player will have busted due to the hand total exceeding 21.*

If a hand does not contain an Ace or it does and the Ace is counted as 1, without exceeding 21, the hand is considered as "hard".

*For example, a hand of a 6 and an Ace can be valued as 7 or 17, therefore there is a lesser chance for that hand to bust with the next deal than if that hand would be "hard".*

### 3.2.3 After the initial deal

If a pay table with the "Dealer checks for blackjack" enabled is selected and their face-up card has a value of 10, the dealer checks for a Blackjack by turning their down card and completing their hand. If the second card is an Ace the dealer has a Blackjack. The game will immediately end.

### 3.3 Decisions

In the live game of Blackjack, player's decisions are done by the player using a certain hand gesture and/or a verbal announcement. In Interblock's Blackjack, decisions are made by pressing the button on the GUI in all four game modes (internal, video, auto or live).



When playing MHBj, the player is offered to use either "Hit", "Stand", "Double down" or "Split". With some of the available pay tables, the player will have an additional option to "Surrender".

**NOTE:** Decision buttons will be greyed out when the player does not meet the conditions to use them. This excludes the surrender button which will not be displayed at all if the option of "Surrender" is not available with the selected pay table.

#### 3.3.1 Double down

To **double down** means the player's initial bet on the hand where they have made this decision will be doubled. The player receives only one card on the doubled-down hand. If the **Place "double down" card sideways** setting is set to **True**, the "double down" card is placed sideways, otherwise it is placed with the same orientation as other cards are.

Depending on the pay table, doubling down can be made:

- For **any two cards** in the initial deal.
- Only on score of **10 or 11**, unless the hand is **split**.
- Only on score of **9, 10 or 11** (all other pay tables).

#### 3.3.2 Hit

The Hit decision can be done on any hand, regardless of the pay table selected. If the **Hit on Timeout when possible** setting is **enabled**, the software will **automatically hit** the player's hand with another card if its total value is lower than hard 12 or soft 17. The hand will be an automatic "Stand" if its total is higher or equal to hard 12/soft 17. This setting can be enabled only when the game is played in any **non-internal** mode.

Depending on the pay table selected, the dealer's hand will be dealt a card on the soft 17.

#### 3.3.3 Split

The Split decision can be done when the player's initially dealt cards are of the same value. Splitting creates two separate hands. A second bet equal to the player's initial bet is placed on the split hand. Each split hand can be dealt as many cards as the player likes, except on split Aces. Afterwards, each split hand can be dealt only one card. **An Ace and a 10-value card in a split hand is counted as 21 and not a blackjack.** Splitting can be used regardless of the selected pay table.

### 3.3.4 Stand

The Stand decision means that the player will not receive a card in the following deal or any subsequent deals for this hand within the current game. Stand is permitted on **any hand total**. The hand will also be an **automatic “stand”** if the decision timer has expired, and the player made no decision for the hand in question. This will be done only when the result is generated by and **External RNG**. How the **automatic “stand”** is implemented, is described in more detail in the **“Two-strike rule”** section.

Depending on the pay table, the **dealer’s hand** will either **stand on all** or **just on soft 17s**.

### 3.3.5 (Late) Surrender

Surrender is a decision in Blackjack which allows the player to surrender their hand after the initial two cards are dealt. When a player decides to surrender their hand, half of their initial bet will be automatically lost.

This decision is offered to the player only when the selected pay table enables the **“Late surrender”** option.

### 3.3.6 Insurance

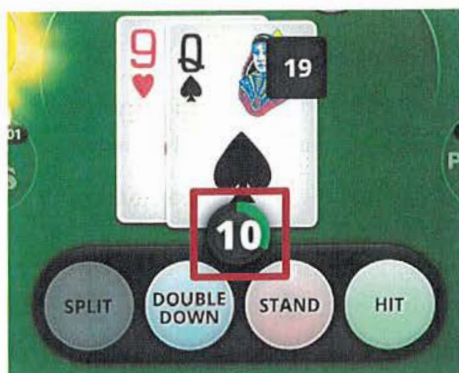
Insurance is considered to be a game of its own within Blackjac. If the dealer has an Ace as their up card, the player is automatically offered to buy insurance for their hand(s). Buying insurance is betting that the dealer will have a blackjack. When the player confirms buying an insurance (by selecting **“Yes”** in the prompt window), an additional wager will be added, equal to **half of the initial bet**. The insurance bet is lost, if the dealer does not have a blackjack. The insurance is paid according to the selected pay table if the dealer does have a blackjack, however the original player’s bet is lost.

**NOTE:** Splitting the hand, taking insurance for it or doubling down the bet will require **additional wager**. Any of these actions are permitted only when the player has enough credits available.

### 3.4 Decision timers

When the rules stipulate a decision on the hand, the player is required to select one of the offered decisions. In **Auto**, **Video** or **Live** game modes, the player has a predetermined amount of time in which they can decide on their next action before a new card is dealt. This allows for a smoother and faster-paced game flow.

If the player does not select any of the decisions before the timer runs out, the default action is automatically selected based on the two-strike rule (described in the next section).



The length of the decision timers is settable in G4Settings and can last up to 25 seconds.

### 3.5 Two-strike rule

The two-strike rule comes into play when a player is not able to make a decision before their timer runs out. How the game enforces the two-strike rule depends on the state of the game:

- If a player wagered on multiple hands and **more than one hand requires the player to make a decision**, the player is **allowed to not decide on any of the options** the first time that a decision is required. If the player does not respond before the timer runs out **for the first time**, the player will be presented with another decision right after. When the player **fails to make a decision on the same hand again (second time in a row)**, an **“automatic action” will be performed** from right to left on all hands without a decision.
- If **only one of the player’s hands requires a decision** and the **player fails** to make one, an **“automatic action” will be performed on the active hand** immediately after the timer runs out on.

The **“automatic action”** depends on the **Hit on Timeout** setting and the configuration in which the game is played. The Hit on Timeout is set in G4Settings under **Param.ini -> Blackjack Multihand Settings -> Hit on Timeout when possible**.

- **HitOnTimeout = True** – The hand without a decision will automatically be **“hit”** with an additional card if the value of said **hand is less than a hard 12 or a soft 17**. After the hand was hit, a new decision will be presented to the player. If the value of the hand without a decision **is more than or equal to a hard 12 or a soft 17**, the decision will automatically **“stand”**.
- **HitOnTimeout = False** – the hand without a decision will automatically **“stand”** regardless of the hand value.

### 3.6 Let it play



The “Let it play” button will be displayed on the hand if this hand has won in the previous game. The button will be displayed after every win, until a pre-set bet limit is reached (**Max possible win for “Let it play” setting**).

Pressing this button will place a bet on the hand equal to the winning from the last game. Special bets are excluded.

The **Let it Play (LIP)** functionality should not be confused with the Play Now feature, but the behavior of the first can depend on the setup of the latter. The Play Now feature places the bet only to the non-wagered betting hand therefore, if the wager was placed using the LIP button, placing the bet using the Play Now feature will not be possible.

### 3.7 Burn cards

Once the decision is done and the decision timer runs out, an extra card will be automatically dealt (external RNG only). If this card is required by the player, the card will be dealt to the required hand. If not, the card is considered “burnt” and will be greyed out in the **History bar**.



A burn card comes from the same “shoe” to provide gaming consistency but does not affect the game result.

### 3.8 Dispute (optional) – GV 2.0



If the player believes that there was an error during the game, they can dispute the current 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 after every card deal until the final result when the Dispute button is enabled and available.

To enable the dispute option:

Outcomes cannot be disputed retroactively. At the end of a game round, the dispute button will remain active for a pre-set amount of time. Once the dispute timer runs out, all results are final.

**NOTE:** Dispute is only possible on live tables with the Croupier Interface.

### 3.9 End game and payouts

At the end, when all cards are dealt to all hands, the dealer will turn over the down card. If there was only one card dealt to the dealer in the initial deal, their hand will be completed after the player ones has.

The player's hand has won if the player ended with a blackjack, or their hand score is higher than the dealer's (without exceeding a total of 21). If both the player's and the dealer's hand end with a blackjack, the bet on the player's blackjacked hand is **pushed**. In this situation, the player neither wins nor loses money, but instead gets back the wagered money.

The player's hand with the blackjack is paid out according to the selected pay table (6:5, 3:2 or 1:1). If the total value of player's hand is closer to 21 than the dealer's, the payout on this hand is 1:1.

If the following conditions are met, no additional card will be dealt to the dealer after the initial deal:

- The **"Stand on Soft 17" pay table**: Their hand total equals or exceeds Soft 17 (since Ace counts as 11).
- The **"Dealer always draws his card to the end"** setting is set to **False** and
- All players hands have busted or ended with a blackjack.

The **Original bets only (OBO)** rule is available only when there will be no face down card dealt to the dealer. When a pay table with the OBO rule is selected and the player's hand loses to the dealer's blackjack, the player will lose only the amount of their initial wager (original bet). All optional bets, such as double down and split bets, will be pushed.

#### 3.9.1 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**.

### 3.10 Delayed result

When results are generated internally (Internal RNG), they can be delayed. This also provides time for the result on a PID to be displayed at the same time, earlier or later as on the player's screen. (Not applicable for all jurisdictions.)

### 3.11 Win amount

The win animation shows the amount the player has won. In the three-hand MHB variant, the amount shows a sum of wins from all hands combined.

**NOTE:** With the GV 4.0, the winning animation was moved to the side to provide a clear view of dealer's cards.



From Global Version 5.0 onwards, the duration of winning animations has become adjustable. The length of the winning animation can be set for every type of win separately (**Regular Win**, **Nice Win** or **Big Win**).

The length of the winning animation can be set **up to 30 seconds** but must be lower than the Place Bets timer (when the timer is enabled) to prevent overlap.

- **Value = -1** – Use animation duration from Common settings.
- **Value > -1** – Extend the animation duration from common settings by set value (in seconds).

Starting with Global version 6.1, the winning animation on Blackjack has been improved to keep the dealt cards on the playing surface until the winning animation ends regardless of the winning animation length.



### 3.12 Video RNG and the speed of card dealing process

When MHBJ is played in the **video** mode by multiple players, the betting time will be shorter than in other modes if all players have pressed the **Deal** button and two of the following conditions are met:

1. All participants playing the game have a MHBJ selected as one of their four active games.
2. **AND:**
  - 2.1 All participants are playing the game having their credits, bets and wins larger than 0
  - OR**
  - 2.2 A Jackpot is in progress.

If any of the combinations from the abovementioned conditions is applied (1. & 2.1 OR 1. & 2.2), the game will start in **up to 2 seconds**. The card dealing process will be selected randomly by the video generator.



### 4 ONE-HAND VS THREE-HAND CONFIGURATION

Multi-hand Blackjack can be configured as a **one-** or **three-hand** game. The game logic is identical, the only difference is in the number of available hands. The 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** (top) and a **single-hand** variation (bottom):



## 5 MULTI-HAND BLACKJACK GUI

### 5.1 Basic Description

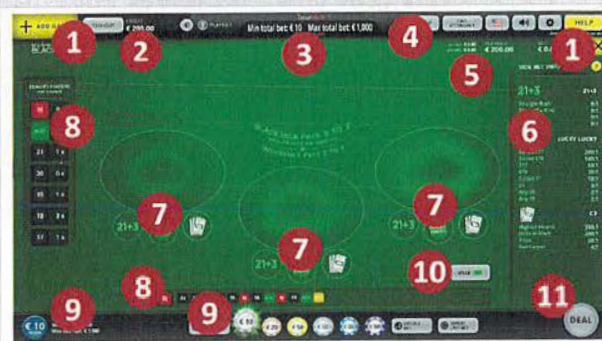
#### 5.1.1 Global Version 6.5



#### 5.1.2 Global version 4.0



#### 5.1.3 INTERFLEX, GV 1.0, GV 2.0



**1** Add game button / Close game (X) button

The player can add up to four games and changes the view of the games. Pressing the X button on the right, will exit the current game. Exiting the game is possible only when there are no bets placed 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

- **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 the »Show bets limits« in the drop down menu, will display all bets limits for the different wagering options for the entire table.
  - **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 window opens where all special bets are explained in detail.

### 7 Blackjack hands

Fields or hands where the player places chips for wagering.

### 8 Dealer History (GV 4.0 onwards)

Shows the dealer's history for the pre-set number of games. If the dealer's win is lower than 17, the outcome is no longer displayed as WIN but with the outcome number instead.

### 8 Dealer Statistic and Player History (INTERFLEX, GV 1.0, GV 2.0)

- **Dealer statistic** shows the number of the most frequent dealer's outcomes (Blackjack, bust, 21, 20 19, 18, 17) in the last pre-set number of games.
- **Player history** shows a pre-set number of player's previous results.

## 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 up to 8 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 placed bets from the table/Clears all bets 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. 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. (Not applicable for all jurisdictions.)
- **BET ALL or BET ALL SPECIALBETS button (configurable in Blackjack Multi-hand game settings)**
  - **Bet all:** Place a single chip of a selected value on the main game and each available special bet. Every time the button is pressed, it will place an additional chip on each available betting field. The 7's and Bust special bets require that a bet be placed on the main game first.
  - **Bet all special bets:** Place a single chip of a selected value on each available special bet (except the Bust special bet). Every time the button is pressed, it will place an additional chip on each available special bet.

## 10 Speed (Shown only when the game is running on the Internal RNG)

Controls the pace of the game. One lit mark is the slowest, three lit mark is the fastest. (Not applicable for all jurisdictions.)

## 11 Deal button (optional)

Starts the game by dealing the cards. (Not applicable for all jurisdictions.)

## 12 Dispute button (optional - not shown in the screenshot)

Initiates a dispute process if the player believes an error has occurred during the game. This button is only visible on live table games, AFTER the initial deal. The dispute button is only available on live tables with Croupier interface.



## 13 Completed hands (not shown in the screenshot)

Shows how many active players have finished their hand. This is used in a multi-station environment.



**NOTE:** The same GUI description applies for the single hand configuration as well.

## 6 SPECIAL BETS

For all main bets and special bets pay tables refer to jurisdictionally approved par sheets.

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

### 6.1 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



For available pay tables refer to jurisdictionally approved par sheets.

### 6.2 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 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.



### 6.3 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.



### 6.4 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



### 6.5 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 Blackjack 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.

**WARNING:** The "TOP 21+3" special bet **cannot** be enabled without first enabling the "21+3" special bet. A bet on the "TOP 21+3" special bet is allowed only if a bet is placed on the "21+3" special bet first.



### 6.6 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.



<b>Queen of Hearts pair w/Dealer BJ:</b>	Pair of Queen of Hearts while the Dealer has Blackjack.
<b>Queen of Hearts pair:</b>	Pair of Queen of Hearts.
<b>Matched 20:</b>	Cards added together make a combined total of 20 and are all the same rank.
<b>Suited 20:</b>	Cards added together make a combined total of 20 and are all the same suit.
<b>Any 20:</b>	Cards added together make a combined total of 20.

### 6.7 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.



### 6.8 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.

### 6.9 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.



### 6.10 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.



### 6.11 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.





### 6.12 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.



### 6.13 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.



### 6.14 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.



### 6.15 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.

### 6.16 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).

### 6.17 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.*

### 6.18 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.

### 6.19 QQ AS Lucky Ladies special bet

From GV6.0 on two optional pay tables we added to all Blackjack experiences – 287 and 288. These pay tables have the same math as the Lucky Ladies special bet, but with different payouts.

The object of the "QQ as 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.



<b>Queen of Hearts pair w/Dealer BJ:</b>	Pair of Queen of Hearts while the Dealer has Blackjack.
<b>Queen of Hearts pair:</b>	Pair of Queen of Hearts.
<b>Matched 20:</b>	Cards added together make a combined total of 20 and are all the same rank.
<b>Suited 20:</b>	Cards added together make a combined total of 20 and are all the same suit.
<b>Any 20:</b>	Cards added together make a combined total of 20.

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Document version: 2.5.1  
Document date: July 4, 2024

### Document Revisions

- 1.0 Initial document
- 1.1 Pay Tables added
- 1.2 Minor vocabulary corrections made, special bet Bust added and some Pay Tables to special bets added
- 1.3 Minor vocabulary, grammatical and formatting changes
- 1.4 Minor corrections
- 1.5 Minor corrections
- 1.6 Grammatical & stylistic corrections, rewritten Two-strikes rule, new images added, footnotes added
- 1.7 Document transferred to new template, added GUI description
- 1.8 Regional offices' addresses corrected
- 1.9 Additional 1 vs 3 hand configuration explanations, graphical improvements
- 2.0 Added reference for Repeat bet in Multiplay mode
- 2.1 Added "Dispute" button description and an additional GUI picture for a live game
- 2.2 Updated "Keep bets on" description (GFOUR-13826)
- 2.3 GFOUR-14856: Internal RNG chapter added; Regional offices' addresses corrected, updated complete MHBJ description, GFOUR-14857 repositioned win animation.
- 2.4 Additional corrections after review (DOC-1151); Updated document for GV6.0 (Blackjack Xtreme) and added all missing updates from GV4.0 and GV5.0 – new naming convention, new GUI, added "Bet All" button, decision timers update, added extended winning animations (DOC-1623).
- 2.5 Blackjack Xtreme was removed from the document. All GUI pictures were updated on GV 6.5. Pay tables were removed from this document. Overview is now in a separate document. (DOC-2165)
- 2.5.1 Iowa specific game description with added special bets. (DOC-2304)

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