

## Game Objective

Infinite Free Bet Blackjack is a Free Bet Blackjack game offering selected free 'Double' and 'Split' bets. The objective of Free Bet Blackjack is to achieve a higher card count than the dealer, but without going over 21. The best hand is Blackjack — when the sum of the values of the first two cards dealt is exactly 21. You compete only against the dealer, not against other players.

- Played with eight decks.
- Dealer always stands on 17.
- Dealer checks for Blackjack on 10-J-Q-K.
- Double on any two initial cards.
- Free Split on all pairs except 10, J, Q, K.
- Free Double on your two-card hard 9, 10 and 11 totals.
- Split initial cards of equal value.
- Split up to four hands.
- Single card dealt to each Split Ace.
- Double after Split.
- Insurance offered when the dealer shows an Ace.
- Blackjack pays 3 to 2 and beats a score of 21.
- Insurance pays 2 to 1.
- Surrender is not available.
- Your bet returned when hands are of equal value.
- Your bet is returned when the dealer busts with a score of 22.

## Game Rules

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

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

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

After the betting time has expired, the dealer deals one card face up to all players, ending with the dealer. The dealer then deals a second card face up to all players, but the dealer's second card is dealt face down. The value of your initial hand is displayed next to your cards.

### **Blackjack**

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

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

### **Insurance**

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

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

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

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

If the value of your initial hand is not 21, you can decide to Double. In this case, you will double your bet and only one additional card will be dealt to your hand.

If your hard total is 9, 10 or 11, you get a "Free Double". If you choose to use the "Free Double", a "Free Bet" will be added to your original bet. If you win the game round, the value of the "Free Bet" will be matched to your original bet. You will be paid accordingly and only your original bet will be returned. If you lose the game, you lose only your original bet. If the game ends in a tie, only your original bet will be returned.

Alternatively, you can decide to Hit to be dealt an additional card to add to the value of your hand. You can Hit more than once to receive additional cards before you decide to Stand once you are satisfied with the value of your hand.

Please note that the player will not be offered a decision option when his/her soft hand score equals 21, as this is the best possible hand.

### **Split**

If your initial hand is a pair of cards of equal value, you can decide to Split the pair to make two separate hands, each with a separate bet.

You may resplit any additional pairs if you choose so.

You can improve the value of hands by deciding to Hit or Double. Again, you can choose to Stand once you are satisfied with the value of your hands. However, if

you Split a pair of Aces, you will receive only one additional card per hand with no option to Hit or Double.

You will be offered a "Free Split" on your hand of pairs, except for pairs of 10s, Jacks, Queens, or Kings. Your original bet will be placed for the first hand (on the right side of table) and the "Free Bet" placed for your second hand (on the left side of table). If you win the game round, the value of the "Free Bet" will be matched to your original bet and you will be paid accordingly. No bet will be returned for the second hand. If you lose on your hand with the "Free Bet", you do not lose your bet. No bet will be returned if the game ends in a tie.

If you decide to split your hand of 10s, Jacks, Queens, or Kings, the bet for your second hand will be equal to your main bet.

### **Outcome**

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

When all players have taken their turns, the dealer reveals the value of his/her downcard. The dealer must Hit on a hand of 16 or less and must Stand on a hand of soft 17 or more. Remember that a 'soft hand' includes an Ace worth 11.

You win when the value of your final hand is closer to 21 than the dealer's hand or when the dealer busts, except when the dealer busts with a score of 22. If the value of your hand is the same as the dealer's, the game round ends in a push and your bet is returned.

### **Dealer busts with 22**

If the dealer's hand consists of cards with a total value of 22, then your bet is returned, and the game round ends in a push, except if the player busts. In this case, the game does not end in a tie and the player loses.

If the player has Blackjack, it is a win for the player. If the player has another score on other seats, then it is a push.

### **Side Bets**

This Blackjack game also includes optional side bets — **Any Pair, 2+1, Hot 3, Bust-O-Rama**. You may place side bets in combination with your main Blackjack bet. You have the chance to win on any side bet, whether you later win or lose on your Blackjack bet.

#### **Any Pair**

The **Any Pair** side bet allows you to bet on the combination of the two first cards of your hand.

The winning combination in this case is any two cards of the same value: e.g. two Queens, two Aces, two 10s, etc.

There are two types of combinations for the Any Pair side bet, each with a different payout:

- Any Pair, e.g. 10 of Clubs and 10 of Hearts.
- Suited Pair, e.g. 2x Aces of Spades.

## 2+1

The **2+1** side bet gives you the chance to win if your first two cards plus the dealer's upcard comprise any of the following winning combinations (similar to those in poker), each with a different payout:

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

## Hot 3

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

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

## Bust-O-Rama

The **Bust-O-Rama** side bet allows you to bet that the total value of the dealer's cards will exceed 21, i.e. he/she will bust.

The **Bust-O-Rama** side bet is pushed if the player has Blackjack.

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

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

## Payouts

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

Your payout depends on the type of bet placed.

Bet	Outcome	Payout
Any Pair	Suited Pair	25:1
	Pair	8:1
2+1	Straight Flush	30:1
	Three of a Kind	20:1
	Straight	10:1
	Flush	5:1
Hot 3	7-7-7	100:1
	Total 21 suited	20:1
	Total 21 unsuited	4:1
	Total 20	2:1
	Total 19	1:1
Bust-O-Rama	Bust with 8 or more cards	250:1
	Bust with 7 cards	100:1
	Bust with 6 cards	50:1
	Bust with 5 cards	7:1
	Bust with 4 cards	2:1
	Bust with 3 cards	1:1

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

## Return to Player

The optimal theoretical payout percentage is:

- Blackjack — 99.25%\*
- Any Pair bet — 95.90%
- 2+1 bet — 87.11%
- Hot 3 bet — 94.60%
- Bust-O-Rama bet — 94.12%

\*Based on the first hand in the shoe.

## Place Bets

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

**\$1–5,000**

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

BALANCE  
**\$ 100,000**

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

**10**

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

PLACE YOUR BETS

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



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

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

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



The DOUBLE (2x) button becomes available after you have placed any bet. Each click/tap doubles all your bets up to the maximum limit. Note that you must have a sufficient account balance to double ALL your placed bets.



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



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

The UNDO button removes the last bet you placed.



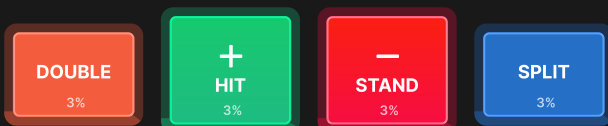
You can click/tap the UNDO button repeatedly to remove bets, one by one, in the reverse order of which they were placed. You can clear all your bets by holding the UNDO button.

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



## Make a Decision

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



The decision options are represented as follows:

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



- FREE SPLIT and FREE DOUBLE: Golden buttons labelled 'Free':



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

- HIT — if your total card value is 11 or less.
- STAND — if it is more than 11.

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

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

- HIT — if your decision was to Double.
- HIT — if your decision was to Split and your total card value is less than 11.
- STAND — if your decision was to Split and your total card value is more than 11.

## Game Number

Each game round is identified by a unique GAME NUMBER.

# 21:10:10

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

## Sound

The SOUND button will mute/unmute all game sounds and voice from the game. Note that if you change tables, the sound will automatically unmute.



You can alter your sound settings by clicking/tapping the SETTINGS button and then selecting the SOUND tab.

## Game History

The HISTORY button will launch a window showing all game rounds you have played and the results of those rounds.





You can review your past gaming activity by viewing your:

- **ACCOUNT HISTORY** — Shows your complete account history as a list of dates, games, bet amounts and payouts. The game round completed most recently appears at the top of the list.
- **GAME HISTORY** — Shows your history related to a particular game once you click/tap the game in the **GAME** column.

## Settings

The **SETTINGS** button launches a menu of user-changeable settings.

Your chosen settings will be applied at once and will be stored to your profile. Stored settings will be launched automatically when you log in from any device.

You can alter your general and game settings.



### **GENERAL**

You can hide/unhide other players' chat messages.

### **VIDEO**

Your video quality is auto-adjusted, but you can manually change your video quality by selecting the specific stream.

### **SOUND**

You can mute/unmute your **PRESENTER'S VOICE** and **GAME SOUND** and adjust their relative volumes.

## Error Handling

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

## Disconnection Policy

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

## Shuffling

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

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

## Shortcut Keys

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

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