



Rules of Play

Super Fun 21 Extreme is a variation of the standard game of Blackjack. The game is played with 2, 6 or 8 decks of 52 cards, where the dealer hits on soft 17.

RECOMMENDED DEALING PROCEDURES

1. Players must make a blackjack wager with in the posted limits, set by the casino and may also make the optional Precious Diamond Bonus wager.
2. The Precious Diamond Bonus wager pays 250:1, if the player is dealt a diamond suited blackjack.
3. The dealer follows house procedures for standard blackjack to deliver the cards.
4. All player blackjacks are paid immediately and the cards are removed, paying per house rules.
 - a. If both the player and dealer have Blackjack, this is resolved according to the configured Blackjack Tie rule. Available configurations are:
 - The player Blackjack wins and pays the configured Blackjack pay, regardless of dealer hand.
 - The player's wager pushes.
5. Dealer checks their hand for blackjack, if applicable, and play continues according to the modified rules as follows:
6. Blackjacks pay 2:1, 12:5 or 5:2.
7. Splitting- Players may split equal-valued cards up to three times, making up to four hands, including Aces.
 - a. A 2-card total of 21 after splitting Aces is not considered blackjack and must beat the dealer in order to get paid.
8. Doubling Down- Players may double down on any hand—even after hitting and splitting, including on split Aces and receives one additional card.

9. Re-Doubling- Players may re-double up to 3 doubles total. When re-doubling, the player must double their total wager on that hand.
10. Late Surrender- Players may surrender half of their wager on any hand of 2 or more cards, even after hitting, splitting, doubling and re-doubling.
 - a. Late surrender applies ONLY to non-busted hands.
11. Any non-doubled hand totaling of 20 or less, with six cards is an *instant winner, paying even money.
12. Any non-doubled hand totaling 21, with five or more cards is an *instant winner, paying 2:1.
 - a. *Instant winners are paid immediately and the cards are removed.
13. If the dealer's final hand total is exactly 22, all unresolved hands push. Otherwise, each remaining player hand is compared to the dealer's hand and either paid, pushed or lost.