

The logo for Double Down Madness Blackjack features the words "DOUBLE DOWN" in large, gold, 3D block letters with a red and white checkered pattern on the 'O's. Below this, "MADNESS" is written in bold, red, 3D block letters with a black outline. At the bottom, "BLACKJACK" is written in black, serif font on a gold, curved banner. The entire logo is set against a bright yellow sunburst background.

DOUBLE DOWN MADNESS BLACKJACK

Double Down Madness is a variant of Blackjack. It uses a shoe containing 1, 2, 4, 6, or 8 standard decks of playing cards. The point values of cards are the same as in conventional Blackjack. After the player places the main wager, along with any of the optional side wagers, the game initiates.

DEALING PROCEDURES:

The player receives a single face-up card, and the dealer receives a face-up card and a face-down card. Before the player takes any action, the dealer peeks for blackjack when they have an Ace, Ten, Jack, Queen, or King as the up card. If they have blackjack, the game immediately ends and the main wager is lost, regardless of the player's card. Note that Even Money is not available even if the dealer's up-card is an Ace. Otherwise, the player chooses to hit, stand, or double down. Note that surrendering and splitting are not available. The rules for each of these options are as follows:

Hit: The player receives an additional card. If the player hits when they have a single Ace, the player is dealt a single card and is forced to stand.

Stand: The player indicates their actions are complete.

Double Down: The player places an additional wager of value less than or equal to their current wager amount. Note that the player can continue taking actions after doubling down. The player can double down even with three or more cards. The only exception is if they double down with a single Ace in which the player is dealt a single card and is forced to stand.

The player repeatedly chooses from the actions above until they choose to stand, or their hand busts with a score of over 21. If the player busts, they lose their main wager and any additional wagers made from doubling down. If the player has a blackjack, from hitting or doubling down, they immediately win. The pay for winning with a blackjack is dependent on the chosen payable.

The dealer then reveals their face-down card. The dealer hits until their hard-total is 17 or higher; the game can be configured where the dealer hits on soft-17 or stands on a soft-17. If the dealer ends up with a hard total of 22 points, then all non-busted wagers push. Otherwise, the dealer and player hands are compared as in conventional Blackjack.

INSURANCE:

If the dealer's up-card is an Ace, an Insurance Wager is offered to the player at half of the amount of the main wager. The dealer proceeds to peek at their face-down card to check for a blackjack. If so, the Insurance Wager wins 2 to 1. Otherwise, the Insurance Wager is lost.

PUSH 22 SIDE WAGER:

The Push 22 side wager wins if the dealer ends with a total of 22. If the player busts or obtains a blackjack, the dealer will still draw cards for the purpose of resolving the Push 22 side wager. See the payable for awards.

MATCHMAKER MADNESS SIDE WAGER:

The Matchmaker Madness side wager is resolved based on the player's first card and the dealer's face-up card. If the two cards are of the same suit, and/or create a pair, the wager is paid out according to the chosen payable, otherwise the wager loses. Please note this side wager is not available when using a 1-deck shoe.

WAR IS MADNESS SIDE WAGER:

The War is Madness side wager is resolved based on the player's first card and the dealer's face-up card. If the player's card is of a higher rank than the dealer's card it pays out 1 to 1, otherwise the wager loses. The ranks for this side wager from lowest to highest are 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A.

PROGRESSIVE MADNESS SIDE WAGER:

The Progressive Madness side wager is resolved based on the player's first card, the dealer's face-up card, and the dealer's hole card. If these three cards form a winning combination, the player is paid out according to the chosen payable; otherwise, the wager loses. The 'Dealer AK Spades, Player Q Spades', when won, pays out the full contents of the progressive meter which is then reset to its seed value. This side wager is always resolved regardless of the outcome of the main wager.

HOUSE MONEY SIDE WAGER:

The House Money side wager is resolved based on the player's first card and the dealer's face-up card. If the two cards form a winning combination the player is paid out according to the chosen payable, otherwise the wager loses. The paytables are all limited to certain deck configurations.

The House Money side wager gets resolved immediately after the deal, before any other actions, as the player has the option to roll any House Money winnings into their main wager. If the player rolls their winnings forwards and doubles down during the main wager, they double up to the combined value of their original bet and House Money winnings. This combined wager would then win or lose according to the outcome of the main wager.