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ELECTRONIC BLACKJACK

Ready to take on the machine and win the hand without going over 21?

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CARDS VALUE

· all face cards (jack, queen, king) are worth 10 points; ·

the ace is worth 1 or 11, at the player's choice;

· the other cards have the value of their number.

GAME PLAY

At the start of the game, to bet, simply slide the desired number of chips onto the screen when the message "Place your bets" appears.

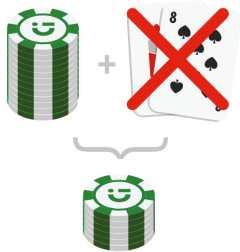
When the screen says "No more bets," you can no longer bet.
Each player receives 2 cards. The banker also receives 2 cards, one of which remains face down.

Depending on your game, you can consider yourself "SERVED" if your score is satisfactory. You can also request one or more additional "CARDS" to get closer to 21.
Then the machine plays for her according to a simple and codified rule: "the bank draws at 16, stays at 17."

END OF THE GAME

Whoever does better than the bank wins!

Winners are paid the equivalent of their stake. In the event of a tie, the player keeps their stake.



If his score is higher than 21, we say that the player "busts" and he loses his initial bet.

If the bank finally goes over (exceeds 21), all players still in the running win!

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Blackjack is **a game where the goal is to get more points than the bank, without ever exceeding 21 points.**

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THE "BLACK JACK"

Having 21 in two cards (an ace and a 10, or an ace and a face card) allows the player to be paid one and a half times his bet.

Blackjack trumps any other 21 rolled with more than two cards.

Blackjack is a friendly game where players like to work together, with a single motto: "Every man for himself and everyone against the bank!"

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Entry to the games room is reserved for adults who are not prohibited from gambling, upon presentation of a valid identity document.