



OFFICIAL RULES

LEARN TO PLAY – PLAY TO WIN



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THE GAME

Blackjack Extreme is a playing-card game developed and patented by MADtek Games, LLC. Each player acts in turn as a “player/dealer” (dealer), and plays the hand the other players must beat. **The dealer must bank all the wagers made by the players.** In return for being exposed to a higher limit of risk, the dealer enjoys the strategic edge of acting last, having the options to surrender, bluff and hit any soft hand.

This active dealer version is a hybrid of Poker and Blackjack. The game is played on a poker table with one or two standard decks of 52 cards.

The unique aspects of BlackJack eXtreme are:

- Each player must place a blind bet within set limits prior to deal
- Cards are dealt to players one up and one down
- Both dealer cards are dealt face down – revealed card is dealer’s choice
- A betting round allows for adjustment before resolving the hands
- Players may surrender or raise their bet with no limit on raised amount
- Player’s down cards are revealed and the hands resolved
- Raised hands may receive more than one card as needed
- No limits on splitting pairs
- Dealer may surrender prior to resolving player hands
- Dealer may hit any soft hand but must stand on hard 17 or higher or may stand on soft 17 or higher if desired.
- Card counting is encouraged.



INSTRUCTIONS & TOURNAMENT RULES

BJX is played at a poker table. Each player gets to be the dealer in turn.

Dealers back bets from all players.

FIRST BETTING ROUND

Each **player** makes a **BLIND BET**, capped at 3 times the minimum. The minimum will go up every 20 minutes.

THE DEAL

The **dealer** gives each **player** one card down and one card up. **Players** may look at their down card at any time. Both **dealer** cards are down. The **dealer** looks at his cards and **URNS ONE UP**.

SECOND BETTING ROUND

Players then adjust their bets:

RAISE – increase bet to at least double but may be more.

“Double UP” hands must get 1 more card but may take more to improve their final hand.

CHECK – Play the Blind Bet only.

FOLD – Surrender the hand and keep ½ the Blind Bet.

DEALER SURRENDER

Dealer may **FOLD** and pay 1/2 Blind Bet to remaining **players**, or **PLAY**.

THE PLAY

Players turn up hole cards. Dealer pays “Natural Blackjacks” 150% (3:2). If a player has Doubled Up on a Blackjack it is played as an eleven and must get at least one card. Players take cards as needed to improve hand. The Dealer collects all bets from hands that go “bust”.

SPLITTING PAIRS

Any pair may be split. The **player** must match the total bet (BLIND BET and any DOUBLE UP) on the second hand, third hand etc. Blackjacks on split hands pay 1:1.

DEALER HAND IS PLAYED

Dealer reveals his hole card and plays out hand. The **dealer** then may **elect to hit any “soft” hand** but must stand on a “hard 17” or higher. Losing bets are collected, winners paid and ties push.

CONTINUED

DEALER IS SHORT STACKED.

If the **dealer** has sufficient chips to pay any table position (in order) at least the minimum bet, that position is required to play, but can play for any amount. **Players** may require a chip count and elect to not play the hand if the **dealer** could not pay at least the minimum to the **player**. If the dealer cannot cover even one minimum and no players want to play, the deal passes.

Short stack payouts are as follows:

1. All losing bets are collected.
2. Blackjacks paid full value
3. Winners paid minimum **BLIND BET** in clockwise order
4. Winners paid balance of **BLIND BET** in clockwise order
5. Winners are paid full amount of **DOUBLE UP** in clockwise order. On split hands the second, third etc. the entire hand is considered a **DOUBLE UP** and paid on the last round.

When the **dealer** runs out of chips, unpaid winners will pull back their bets.

HEADS UP PLAY.

When only one **player** and a **dealer** remain, the **dealer** will not be forced to stay on a losing hand (17-20) but may continue taking cards until they win, tie or go over 21.

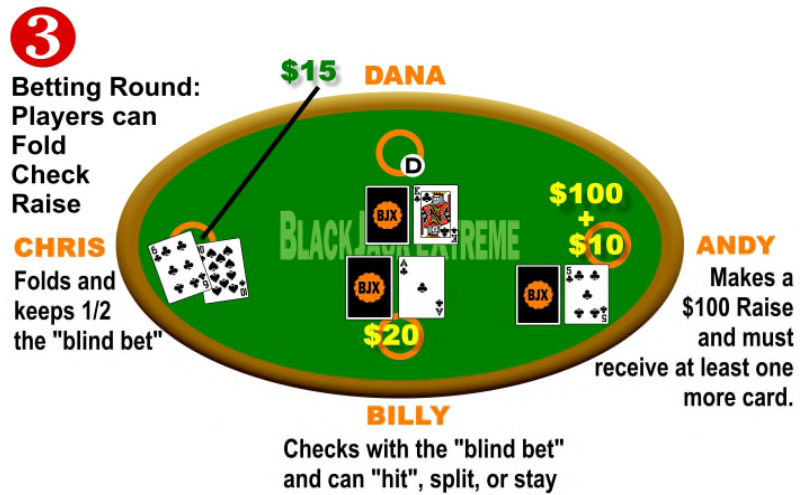
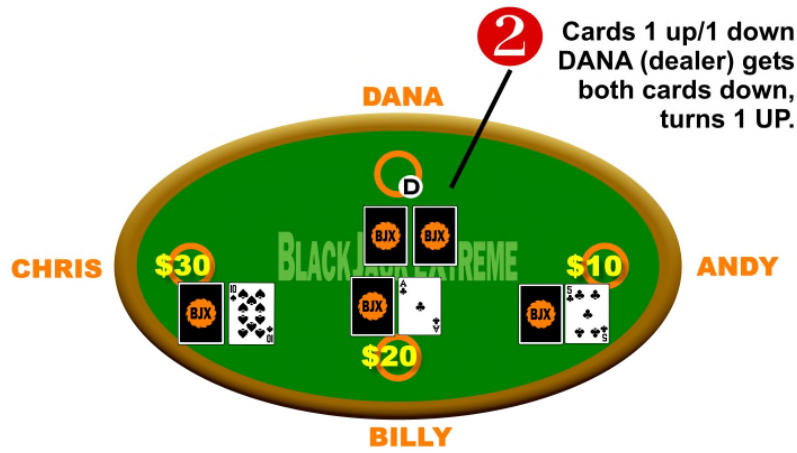
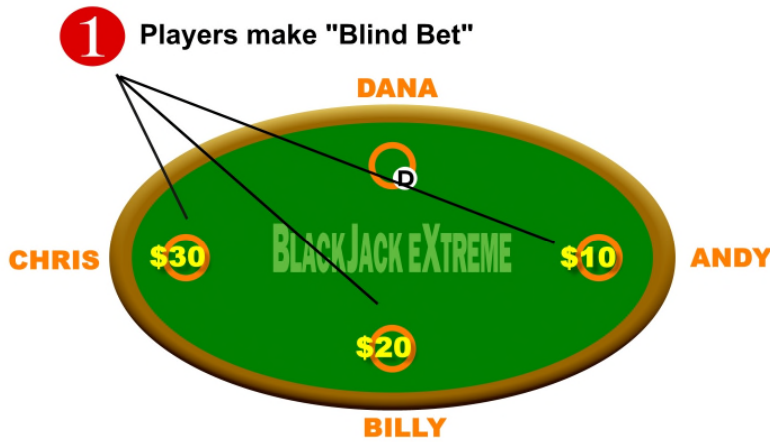
Obvious mistakes made in dealing the cards will be corrected if possible. If not, then all cards will be revealed, mucked and the hand re-dealt. If the **dealer** or any **player** turns over their down card by mistake, the hand is played out normally.

MULTILEVEL TOURNAMENTS.

Since players must move up to the next level with equal starting chips, the early level tables must be equally balanced by the tournament director. Once play begins at a table players remain until a table winner is determined. Winners move up to the next level.

**HERE IS A SAMPLE HAND WHICH SHOWS SOME OF THE
UNIQUE ASPECTS OF BLACKJACK EXTREME**





4 DEALER decides to play or pay 1/2 Blind Bet to remaining players. DANA elects to play.

CHRIS DANA BILLY ANDY

Players turn up their down card.

5 Players get cards.

CHRIS DANA BILLY ANDY

DANA reveals hole card, must hit 12 must hit 16 gets 23 BUST

6

ANDY Takes 2 cards.

BILLY Stands

CHRIS DANA BILLY ANDY

Total lost:
\$15 - \$130 = \$115

7 Deal moves to ANDY.

CHRIS DANA BILLY ANDY

BILLY Wins! \$20

ANDY Wins! \$110

Blind Bets			
Level 1	20	40	60
Level 2	40	80	120
Level 3	60	120	180
Level 4	80	160	240
Level 5	100	200	300
Level 6	150	300	450
Level 7	200	400	600
Level 8	250	500	750
Level 9	300	600	900
Level 10	400	800	1200
Level 11	500	1000	1500
Level 12	1000	2000	3000
Level 13	2500	5000	7500
Level 14	5000	10000	15000

RING GAMES Players may join or leave the game at will, but may not begin play until the button has passed their seat. The host may set the minimum chip buy-in and all play is “table stakes” meaning that no player may wager more than the amount of chips he has on the table when the hand begins. Players may “re-buy” chips once the hand is over. If the dealer has run out of chips and elects to stay in the game, she must re-buy sufficient chips to pay off all losses in that hand in full.

TOURNAMENTS BlackJack eXtreme was designed to be a challenging tournament game. The chart gives some suggested blind structures. For new players, using only a small and large blind can make learning the basics easier. Also you can go turbo and only use the odd or even numbered levels.

For six players beginning chip stacks should be 100 times the first small blind, or 2,000 chips for this chart. For ten players use the middle blind, or 4,000. Because you want to have a strong stack when it’s your turn to act as dealer, BJX games need more chips than most poker games to start.

The host can determine if re-buys are allowed, or if it is a total “freeze-out” format, and set the timing of blind levels.

Keep the blind levels between five and ten minutes each to speed up play. This rate should keep the game to about an hour. We suggest playing two tourneys a night to keep things interesting for all. Blind level times can be progressively shortened as the number of players shrinks. After level 14 we recommend doubling the blinds for each period.

Players knocked out early can take over the dealing chores which will speed up the remainder of play.

You can watch the demonstration video anytime at our website. If you have suggestions or questions use the contact page on the website.

SUPPLIES

You can play with a single deck, but will need to reshuffle more often. Two decks from a shoe works best. A blind timer dealer button is also very handy. Finally, make sure you have plenty of chips. If you want to order any of these supplies online visit www.pokergamingsupplies.com.

Have fun, play nice and remember – there’s no whining in BlackJack eXtreme.

MADtek Entertainment, LLC

www.playBJX.com