

Double Exposure

Description

Double Exposure is a variant of blackjack in which both of the dealer's cards are dealt face up. This leads to an extremely low house edge and beneficial player opportunities. At the same time, the dealer wins on all ties and there are a few rules that favor the dealer to compensate for making his both cards visible.

RTP is 99.3%

Objective

In Double Exposure, player's goal is to have a hand with points value closer to 21 points than the Dealer's without exceeding 21 or by the Dealer's hand going over 21 ("bust").

Cards

8 decks are used, 52 cards each. Cards are shuffled after each round.

The value of a hand is the sum of points of each card in the hand. Card values are as follows:

- The cards from 2 through 10 have their numerical values shown on the card.
- Jack, Queen, and King, also called "face cards" are all valued at 10.
- An Ace can be counted as either 1 or 11. An Ace always has the value that makes the best hand. Suppose you have (Ace, 7). The value of this hand can be either 8 or 18. If you stop here, it will be 18. But let's assume you've drawn one more card. The hand contains (Ace, 7, 8). Its total value is 16.
- The suite of the card does not have any influence in the game.
- Blackjack is an initial two-card equal to 21, with the combination consisting of an ace and a ten-value card.

How To Bet

To:	Tip:
Select bet size	Click on the selected value chip at the bottom of the table
Place your bet	Click on betting field to place chip of selected value there
Increase your bet	Every click on the betting field adds one chip of the selected value to existing bet
Remove your bet	Choose the X-chip option and CLICK on the betting field
Play again	Click NEW BETS after the game is completed to place bets differently
Repeat your bet	Click REBET to place the same amount and value of bets as in the previous round
Total bet	To see the total bet you are going to play with check the right bottom corner of the table
Balance	To see the current player balance check the left bottom corner of the table

Betting Limits

Min/Max table displays minimum and maximum amount that can be placed on each betting field.

Play

Player can bet on up to three hands, placing chips on the left, central and right betting boxes. After placing bets, click **DEAL** to start dealing cards. Both the Player and the Dealer are dealt two cards. Both the Dealer and Player have their cards dealt face up. In case of multiple hands, each hand will be played separately against the Dealer.

Check for Blackjack

- If either the Dealer or the Player have Blackjack, the game is over.
- If there is no Blackjack, the game proceeds as usual per described below.

Game flow

You then have one of the following options during the game:

- **Hit** - Click **Hit** button to draw an additional card. You can draw as many cards as you need. If the total reaches 21, dealing automatically stops. If your hand busts (its total exceeds 21), you hand loses.

- **Stand** - Click **Stand** to stop drawing cards. Once STAND is clicked you either move to play the next hand or if it is the last hand then the Dealer's starts playing his hand.
- **Double** – Option to increase the bet x2 is offered if player's initial hand value is 9, 10 or 11. Only one card is dealt when player opts to double. This option is not available in case the hand was split.
- **Split** – If the first 2 cards are of the same value (e.g. 2 Aces, 2 Sevens, or 2 cards with a value of 10 like 10, Jack, Queen or King), you can split them into two separate hands by clicking SPLIT. This will place an extra bet equal to your original bet. You can then proceed with drawing cards for the first split hand. You can only split your hand once.

Note: When splitting a pair of Aces, you are only allowed to draw one additional card for each Ace. If you draw a ten-valued card on one of the split Aces, your hand is not considered to be a Blackjack, it will be treated as a normal 21.

Dealer's Hand

The Dealer starts playing his hand once all the player's hands are completed. The Dealer must hit if the sum of his cards is less than 17. The Dealer stands if his hand is a Soft 17 (a hand that includes an Ace valued as "11", for example a hand consisting of Ace+6, or Ace+2+4) or a hard 17 or higher.

Game Outcomes

- After a player stands (stops drawing cards) and once the Dealer completes her hand, the Player's and the Dealer's hands are compared. The winning hand is the one closest in value to 21. If a hand is a **Blackjack**, it will beat any other hand including a regular 21. If the hand total is greater than 21, the hand busts.
- A regular winning hand pays out 1 to 1. For example, If you bet \$10 and beat the dealer, your \$10 will be returned and you will win \$10, \$20 in total.
- **Blackjack** pays out 1 to 1. For example, if you bet \$10 and your hand is a **Blackjack**, your \$10 will be returned and you and you will win \$10, \$20 in total.
- In case of the hands tie, the Dealer wins.

Result	Payoff
Winning Hand	1 to 1
Player's Blackjack	1 to 1
Tied Blackjack	1 to 1
Tied hands	0

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. If the game requires "Collect" - "Collect" will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.