

# BLACKJACK SURRENDER TOUCH™

Game Type: Table Game

Return to Player: 99.65%

Blackjack Classic Touch™ is a 3-hand and 6-deck card game from NetEnt™. The game includes state-of-the-art card animations. The object of the game is to create a hand with a value that is equal to or closer to 21 than the dealer's hand without going over. Depending on the stage in the game, players can deal, hit, stand, split, double, accept even money, buy insurance, or surrender their hands.



Game Sheet Version: 0.0  
Date: 2020-07-23

**NETENT**

## ABOUT BLACK JACK SURRENDER TOUCH

GENERAL INFORMATION	
Game Type	Table Game
Chip Values (€)	Default values: 1, 5, 10, 50, 100, 500
Min / Max Bet (€)	Default: 1 / 500
GAME FEATURES	
	<ul style="list-style-type: none"> <li>• Up to 3 hand simultaneous gameplay</li> <li>• Double</li> <li>• Split</li> <li>• Insurance</li> <li>• Even Money</li> <li>• Surrender</li> </ul>
PAYOUT	
Return to Player	99.65%
Maximum Win (€)	Default: 3750.0
RESPONSIBLE GAMING	
Player Limits	<ul style="list-style-type: none"> <li>• Player and casino operator can set the following play limits: Bet &amp; loss per session, day, week or month. Block all play for a specified period of time. Restrict session play length in minutes.</li> <li>• Playing for real is restricted by player account funds (i.e. cannot play for credit).</li> <li>• (Italy jurisdiction only) Player can initially have a maximum of 1.000 € in the wallet. Since each game is a user session, the player's wallet may exceed this limit during play.</li> </ul>
Other	<ul style="list-style-type: none"> <li>• Play for Fun</li> <li>• Variable bet levels</li> <li>• G4 mode</li> </ul>
TECHNICAL INFORMATION	
Game ID	blackjack3_surrender_mobile_html (basic wallet) blackjack3_surrender_mobile_html_sw (seamless wallet)
Compatible Operating Systems	iOS Android
Display Resolution	960 x 600
Aspect Ratio	16:10
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

## GAME DESIGN



Surrender

### Surrender

During the game play, players can choose to discontinue playing a hand by surrendering half of their original bet. A player can surrender only if the dealer does not have a Blackjack.

Once players surrender a hand, they are not allowed to take any other action on that hand. The original bet is equally divided among the player and the dealer, and the hand gets over.



Double

### Double and Split

During game play players get the opportunity to increase the stakes by splitting or doubling according to the game rules. Doubling allows the players to double their initial bet, while splitting allows the player to split two cards of equal rank into two new hands.



Split



Insurance



Even Money

## Insurance and Even Money

Blackjack Classic Touch™ also offers players an insurance when the dealer's visible card is an Ace. Insurance comes at a cost of half the original bet. The game also gives an option of even money when the dealer's visible card is an Ace and the player has a Blackjack.

When an option for insurance or even money is available, the player simply answers by clicking Yes or No to accept or decline.

# PAYOUT

## Payout Summary

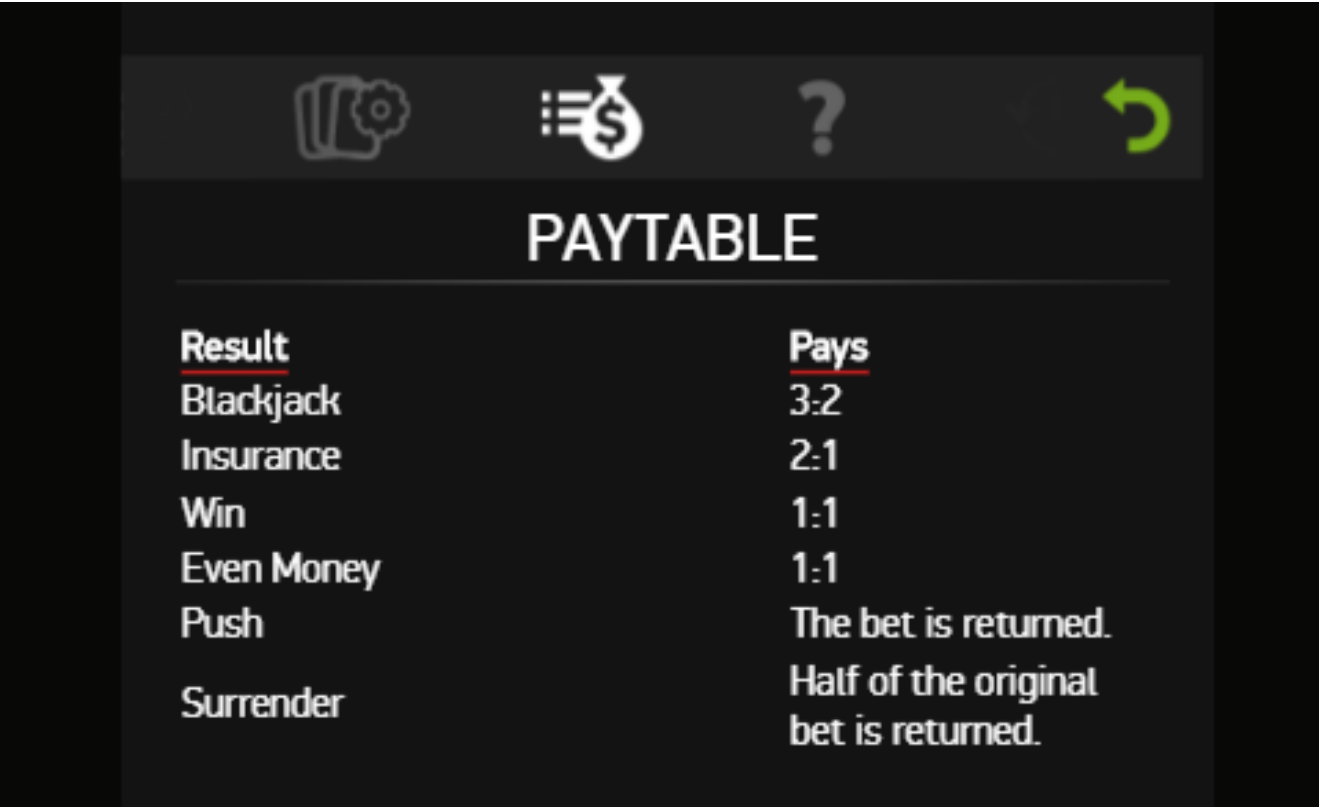
### GAME RETURN TO PLAYER (RTP)

99.65%

### MAXIMUM WIN (€)

Default: 3750.0

## Paytable



<u>Result</u>	<u>Pays</u>
Blackjack	3:2
Insurance	2:1
Win	1:1
Even Money	1:1
Push	The bet is returned.
Surrender	Half of the original bet is returned.

Paytable

## ADDITIONAL INFORMATION

### Randomisation

#### Random Number Generator (RNG)

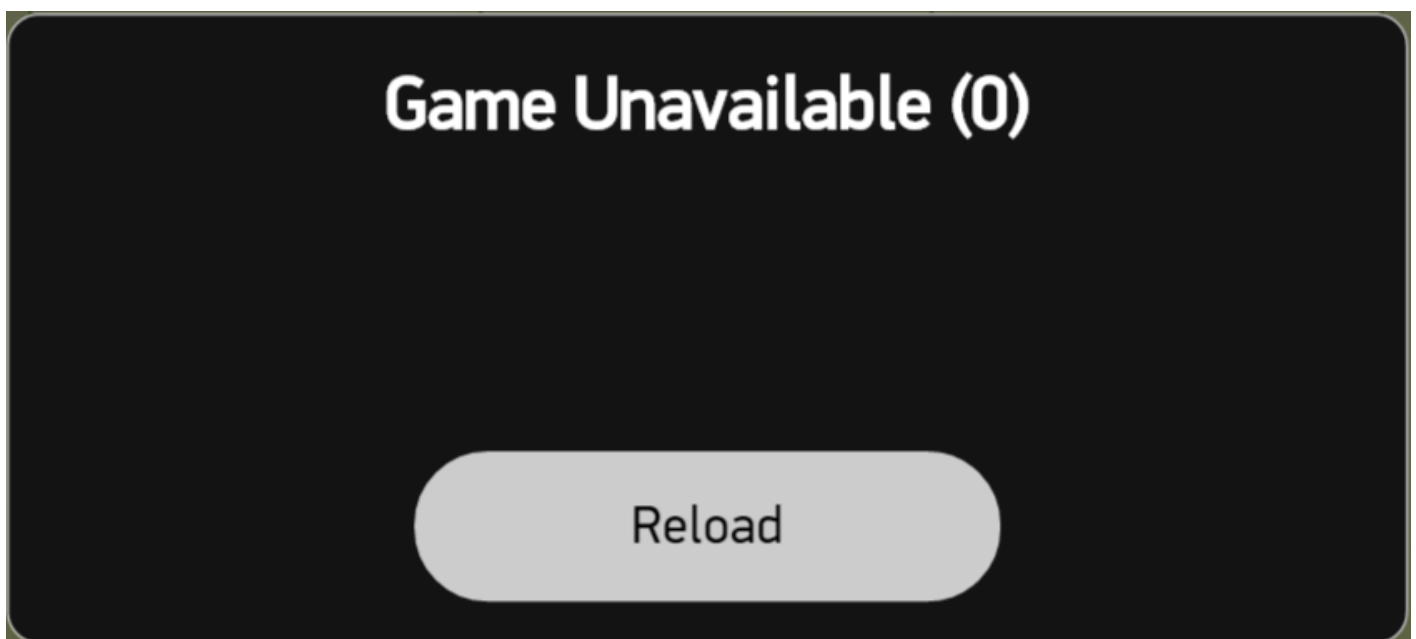
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

The Random Number Generator and its implementation has been tested and approved/certified for randomness according to prevailing industry standards by an accredited, independent, 3rd party test facility.

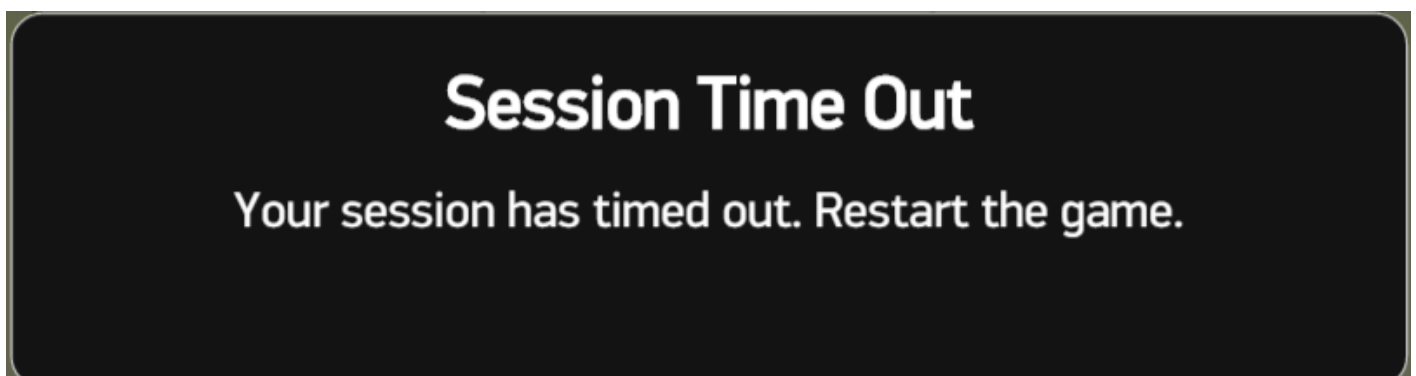
#### Malfunction Management

If a player attempts to access a game using an invalidated session, (for example, due to inactivity or system restart) an error message is displayed in the game. The player can then log on again and resume game play. The game state is always stored so the player can resume game play exactly where he or she left off.

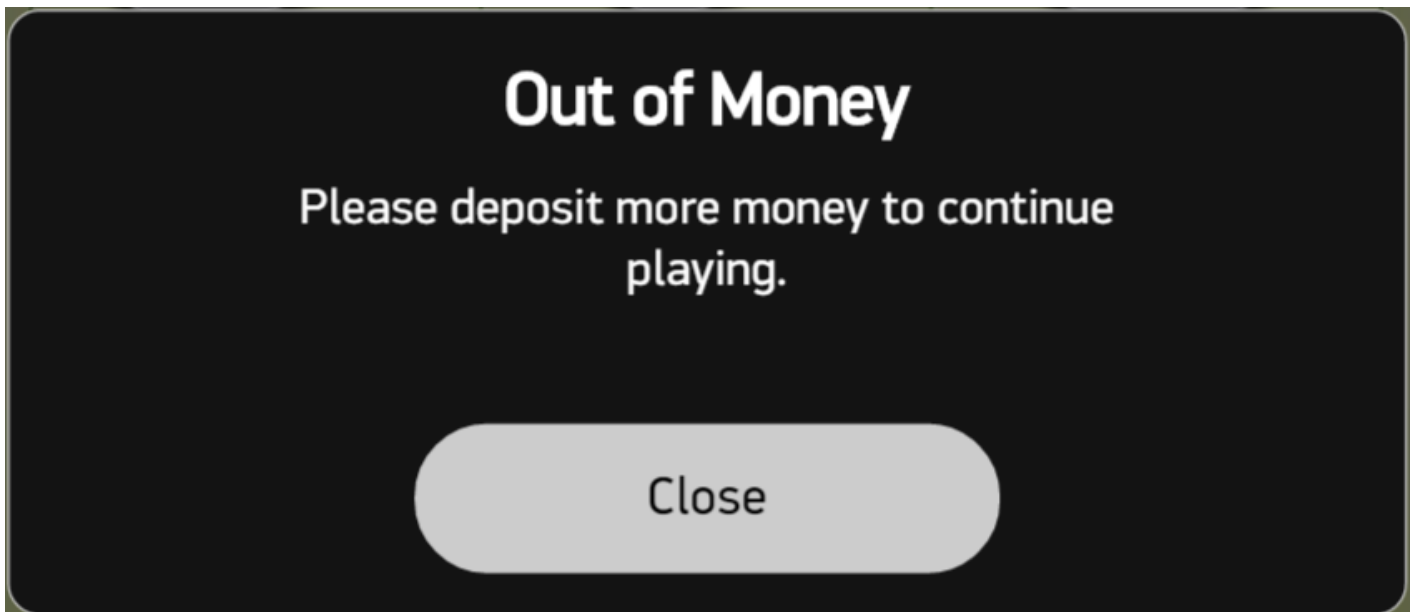
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.



In case of an "out of money" event, an "out of money" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.



(Italy jurisdiction only) Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

Information regarding session timeouts and malfunctions is provided to the player via the game rules. Specifically, the player is informed that "In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded."

### **Information to the Player**

Players receive a response required message every hour of continuous play: They cannot continue playing unless they respond to the message which provides them with details about the amount bet and won so far during game play.

Players also have access to their game session history and game rules from within the game at all times.

### **Game Simulation**

A demo version of the game is available at <http://www.netent.com/games/>

## DOCUMENT VERSION HISTORY

VERSION	WHEN	WHAT
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