

## Appendix: Additional Game Mechanics

### Player Actions

- **Doubling**  
Players may double once at any point during their turn, adding one unit, taking one card, then standing. Unlike traditional blackjack, doubling isn't limited to your first two cards.
- **Folding**  
Players may fold at any point during their turn, forfeiting half their initial unit.
- **Splitting**  
Pairs may be split once per hand. After splitting, hands cannot be doubled or re-split. All split hands may take additional hit cards; a 21 on a split hand counts as 21, not blackjack.

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### Deck & Shuffle

Heads-up play uses one standard deck; three to six players use two decks\*. Cards are reshuffled at approximately 80%\* deck penetration, always finishing the current round first (averaging about 88% actual penetration).

\*subject to change

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### Minimum Buy-in per Player (per full round)

- 4 units for 2 players (heads-up)
- 8 units for 3 players
- 12 units for 4 players
- 16 units for 5 players
- 20 units for 6 players (maximum)

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### Heads-Up Variant: Dana White Rule

In heads-up play only, either player may request a reshuffle between rounds.