

Plan

Game: Black Jarck

Elements:

- Cards
- Dealer Hand
- Player Hand (s)
- \* Balance
- Bets

Game play:

1. Deal hands to player and dealer
  - a. if Dealer has a 10-val and player does not have natural
    - i. Check for Blackjack
      - Y: Collect Bet
      - N: Nothing
  - b. if Dealer has an ace and player does not have a natural
    - i. offer insurance
    - ii. Check for blackjack
      - y: Collect bet
      - Pay Insurance
      - n: Collect Insurance
  - c. Both have naturals
    - i. push
  - d. Only player has natural
    - i. pay 1.5x bet
2. Player Turn
  - a. offer Surrender
    - Y: Collect .5 bet
    - N: Nothing
  - b. if pair
    - i. offer split
      - y: Make two hands
      - n: repeat step 2 for both hands
  - c. offer double
    - y: how much
      - deal another card
      - end turn
    - n: Nothing
  - d. ask to hit
    - y: give card
      - if player exceeds 21, end turn
      - repeat 2.d
    - n: end turn
3. Dealer plays
  - a. check for bust
    - y: collect main bet
    - n: if dealer total is above 16
      - y: stop
      - n: ask for new card
  - b. check for winner
    - i. If Dealer is above 21
      - y: Give main bet
      - n: Check who is higher
        - Player: Give main bet
        - Dealer: Collect Main bet