

→ Requisitos mínimos

- Um jogador / 1 croupier
- fichas (chips): white (\$1), red (\$5), green (\$25), black (\$100)
- hole card
- no restrictions in the n° of cards taken until bust
- dealer stands in all 17's
- blackjack pays 3 to 2
- side rules: insurance (pays 2 to 1), surrender (no late surrender), splitting, doubling down
- card count techniques

→ Modes

- Interactive → player plays with the dealer through commands in the command line
- debug → game fully loaded from a file
- simulation → game automatically played with a ^{card} counting strategy (determines in the balance of the player)

→ objetivo → ter uma mão cuja pontuação seja o mais próximo possível de 21

→ deck de 52 cartas sem jokers → várias decks ≡ shoe

→ ~~aposta~~ bet on a hand before deal ⇒ lose

- win → keep bet + win equivalent to bet
- blackjack → 1,5x the bet and keep bet

2 → 10, Q, K, A
10 1/11

hole card → dealer keeps it faced down

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side rules → only used immediately after the deal, before taking more cards

Insurance → dealer face up card is Ace
→ bet whether the dealer has blackjack
→ equals bet → used to avoid the likely loss of the bet

Surrender → give up and get half of the bet

Splitting → 2 starting cards of the same value
→ ~~split~~ make the bet and play with 2 hands
→ each hand treated separately
→ splitting → can't take more cards
→ if blackjack → no bonus

Rolling-down

→ when more your hand will beat the dealer's → double bet
→ can only take 1 more card