



CRACKJACK INSTRUCTIONS

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1 Introduction

From the makers who brought you Coker, we introduce Crackjack: the new drinking card game that adds an exciting spin to the casino game you know and love! If you know how to play Blackjack, then you essentially know how to play Crackjack (Crazy Blackjack). The motivation for Crackjack was a method for adding a little madness to your standard Blackjack game. There are a few things that may be unfamiliar to the regular player, but in general, all rules that apply in Blackjack (dealing, betting order, splitting, etc.) apply to Crackjack (unless otherwise stated). Lastly, for those players with less time on the tables, do not be scared by the idea of adding more rules to an already complicated game. If anything, I view Crackjack as a way to even the playing field. Don't be afraid to hit on a soft 17, do a punishment, or challenge the Dealer to a showdown. Remember: you're just trying to get drunk.

2 Setup

To purchase Crackjack, proceed to <https://tinyurl.com/buy-crackjack>.

2.1 Blackjack

For an in-depth guide to playing Blackjack, visit this link: <https://tinyurl.com/blackjack-guide>.

2.2 What you will need

Besides the items provided, a Crackjack game requires:

- A deck of standard playing cards (including two Jokers)
- Poker chips
- Small Blind and Dealer markers. Preferably, there are the type you get in a set of poker chips, but they can be any sort of marker as long as each position is distinguishable from the other
- The final page of this instruction manual (the board)

2.3 Start of Game

To begin, each player is given three chips. Decide who will be Dealer first (this is often done by dealing out cards until the first Jack comes up; this person is the first Dealer). The first Dealer will get the Dealer marker placed in front of them, one player to their left will be the first Small Blind. Separate the Rule and Punishment cards into two piles (the color and letter on the back of the card denote which is which). Place each pile in front of its designated spot on the board, and flip over the top of each pile.

2.4 Rule and Punishment Cards

There are two cards each round that affect the way the game is played. Those cards are the Rule and Punishment Cards, and they each have different functions. The Rule card changes the abilities of the cards themselves, and the Punishment card indicates the punishment that the player must do if they bust (their hand exceeds 21). To start each round, there should be one of each card face up on the board in its designated spot. Each card is changed with a different frequency:

- **Rule (42 in total):** Every round (a round refers to one complete cycle of play, starting when the Dealer deals the initial cards and ending when all player hands are resolved and the Dealer finishes their hand).
- **Punishment (33 in total):** Every time the Dealer changes (with a maximum of one full rotation of the Small Blind)

Punishments are dolled out at the end of the round, and performed in order starting with the Small Blind and moving to the left. Some punishments have a (+) at the end. For this punishment type, if multiple people bust in the round, only the player farthest to the right of the Small Blind has to do it (the Dealer counts as furthest to the left and only has to do this type of punishment if no one else busts). To avoid having to do a punishment, players can pay 1 chip.

2.5 Jokers

Jokers automatically take the hand to 21, no matter what the current value of the hand is.

3 Gameplay

The goal of the game is to be the first player to get **10 chips**. There are three ways to receive chips:

1. **Completing a round as the Dealer:** If the Dealer that starts a round makes it to the end of the round without being replaced, they receive 1 chip. To replace the Dealer, a player must get 21. If they get 21 in a round, they become the Dealer for the next round, and the current Dealer does not receive a chip. The Dealer can block the player from replacing them by getting 21 themselves. If multiple players get 21, the player with the fewest chips is Dealer. If both players have the same chips, the player furthest to the right of the Small Blind (closest to the Dealer's right) is Dealer. In this case, the Dealer must get as many 21s as were gotten by the table, dealing extra separate hands after all non-Dealer players have gone.
2. **Challenging the Dealer to a showdown:** At the beginning of a round, after the new Rule card has been flipped, the players are asked in order, starting from the Small Blind and moving left, if they would like to challenge the Dealer to a showdown. Only one non-Dealer player may challenge the Dealer in a round. If a player chooses to challenge the Dealer, they must put in 1 chip. If the challenger beats the Dealer at showdown (has a better Blackjack hand at the end of the round, considering the Rule card in play) they get 2 chips: their original chip back + 1 chip paid by the Dealer. If the challenger loses, the Dealer receives the 1 chip. Tie = push (bet returned). The winner of the showdown (player with the higher Blackjack hand) receives a chip from the other player. A player can only challenge the Dealer if they have chips and the Dealer has chips.

3. **Getting a Solo 21 as the Dealer:** If the Dealer gets 21 and none of the non-Dealer players do, the Dealer gets an extra chip on top of the one they get for completing the round.

3.1 Start of Round

The round begins with a Rule card being turned over. The Dealer then deals, two face up cards to all non-dealer players and one face down and one face up to themselves. Starting with the Small Blind, regular Blackjack ensues with the added Rule card enforced. The player may split just like in regular Blackjack, but if both hands bust, they must do double the punishment. All non-Dealer players must play every round, but the Dealer has the option to watch every hand before deciding if they would like to play or not.

3.2 End of Round

If the player busts, they must perform the punishment at the end of the round, unless they pay 1 chip to avoid the punishment. If the player does not bust and does not get 21, then nothing happens to them. Once the round is over, the Small Blind moves to the left one player, and the deal starts at them this round. If the Dealer changes, the Small Blind moves to the immediate left of the new Dealer.

3.3 End of Game

The game ends when a player reaches 10 chips. This is done by either completing a round as Dealer without being replaced or by receiving a chip for winning a showdown with the Dealer. If these things happen simultaneously, gameplay continues until one player has the most chips over 10. The number of chips can change from 10 to however long or short you would like the game to be.

4 FAQs

Q: What are the blank Rule/Punishment cards?

A: These are cards that the players can use to make their own Rules and Punishments.

Q: What's up with this "Flip 7" card?

A: Flip 7 is another fun card game where the objective is to flip as many cards over without repeating the rank. Just like in Flip 7, when this Rule card is up, you cannot repeat cards in your hand with the same rank. If you do, you do not bust, but your turn is over. Face cards all count as different rank.

Q: How does it work for the Dealer if multiple players get 21?

A: To block all players that received 21 in a round, the Dealer must continue getting 21 until they reach the next player. After the Dealer's original hand is complete (assuming the Dealer got 21), the Dealer flips over two more cards and attempts to get 21. This process is continued until the Dealer busts or gets as many 21s as were on the table.

Q: How does a splitting work if the player is in a showdown with the Dealer?

A: If the player is in a showdown with the Dealer and chooses to split, they must add an extra chip to their bet. If both hands beat the Dealer's, they receive two chips from the Dealer. If only one does, then it is a push. If both lose, both chips must be given to the Dealer. A player can only split in a showdown if they have another chip to bet.

R

Change every round

P

Change every dealer