

Battlefield – 2P81 Group project

Camden Macoretta
Abdullah Obeidi
Atheer Alqadri
Heduin Ravell Bandeira de Morais

Objective

The objective of the game is to have a higher sum of cards than the dealer.

Components

- One player and dealer (minimum)
- 52 card deck
- Cash value chips

General Rules

Cards 2-10 are equal to the value listed on each specific card. Face cards are equal to 10 and aces are equal to 11. No sum of cards can be less than 4 or greater than 22. The dealer must always deal counterclockwise. In the event of a tie, the players original cards become dead and are not included in the new sum. The maximum number of cards that can be dealt to a player during the game is four.

Setup

The dealer will begin by asking the player(s) to place their bets in cash value chips. After the initial bet is placed, it cannot be changed into a lower amount. The dealer will then deal each player one individual card face up while finishing with themselves. The player(s) will receive their second card at a later time.

Starting The Game

Once the player(s) received their first card they have three options. The player(s) can either keep their initial bet the same or double it. The player(s) can also place an independent side bet of the same value of their initial bet that their sum of cards will equal the sum of the dealer.

Winning and Losing The Game

After the second round of potential bets are placed, the dealer deals the player(s) their second card. If the dealer has a higher sum of cards than the player(s) then the dealer wins their total bets placed. If the dealer has a lower sum of cards than the player(s) then the player(s) wins twice fold their total bets placed. If the player(s) bet on a tie, they win tenfold their side bet. In the event of a tie in which the player(s) didn't bet on a tie, they will have the option to take half their bet and leave half for the dealer or double their total bets placed. They are no longer able to bet on a tie.

Second Turn

If the player(s) chooses to double after a tie, the dealer deals them two new cards face up and then themselves two new cards. The same rules apply if the dealer has a lower or higher sum than the player(s). In the event of another tie, the player wins threefold their total bets.