

Blackjack Dice Edition

By Justin Markhoff

Abstract

Blackjack Dice Edition sets out to alter the standard rules to Blackjack as we know today played in casinos around the world however with a twist. Instead of cards being used this game will be using a 12 sided dice to dictate whether you will hit that 21 or bust.

Materials

20 sided dice

Luck

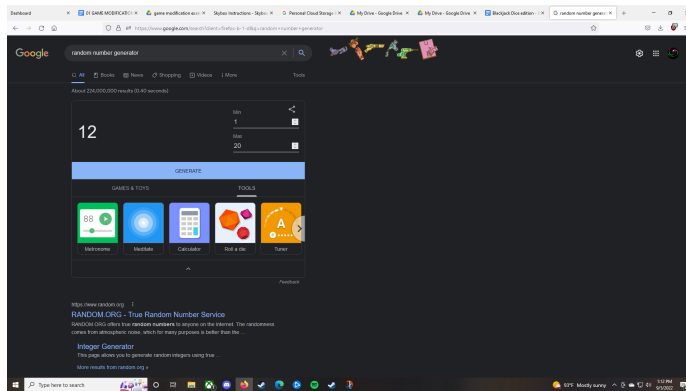
Pen and paper to keep track of math

Rules

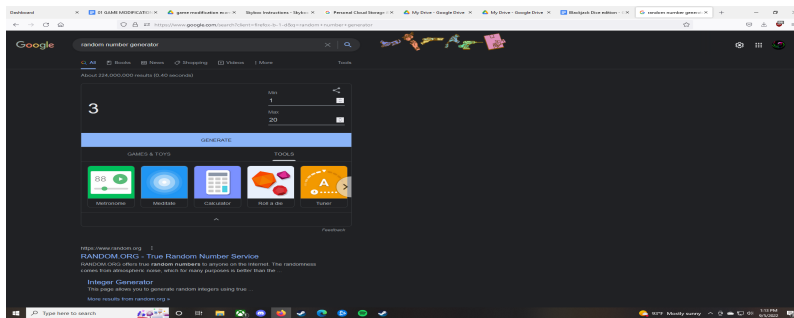
- The standard rules for Blackjack apply to this version of the game.
- Dealers roll the dice and showcase to the player their number on a 20 sided dice.
- Numbers past 12 dip you into the negative numbers and the player can either try to roll a 1 or 11 to reset back to 0 or test their luck getting numbers 12 and below back up to 21.
- Specific numbers like 1,10,11,and 12 are the face cards of the dice representing the king,queen, and Ace 10 and 12 respectively both count as 10.
- 1 and 11 are the Ace where it can be counted as either one and if in the negatives you can reset your count to 0.
- The rest of the numbers on the dice are the average number you add up to try to get to 21.
- Dealers roll for one player fully at a time as this is a house vs players game.
- After the Dealer fully rolls for the player the Dealer will roll for themself under the same ruleset.
- First or closest to 21 wins!

Design Process

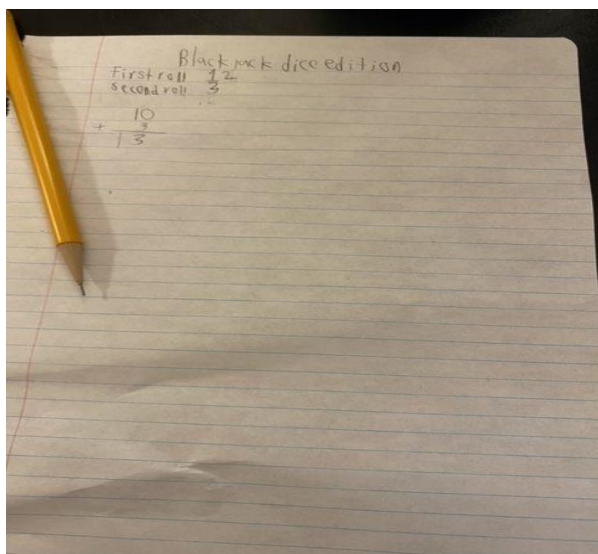
My thought process on coming up with a dice version of blackjack kind of peaked my interest as the game was already created with a finite set of rules that are followed by every single casino around the world. Especially with a 20 sided dice how could I set out to alter the game in a way that still keeps the thrill of blackjack but not be too overbearing. When coming up with the rules I thought what if I made numbers 13-20 on the dice negative that would lower the number the player had to below 0 down to a threshold of negative 21. Where either getting consistent 2-12 can get you back up or rolling a 1 or 11 to fully reset your count 0 and hoping your luck will get you to positive 21. Adding the negative numbers adds another layer of randomness to the game where it can swing in a multitude of ways. One moment your first roll could be a 20 making your count -20 and then rolling again getting a 1 or 11 and resetting it to 0 to then roll into a perfect 21 with a 10 and 11. It gives that similar feeling to blackjack when you are at the casino and the dealers are dealing out their cards. However the chances vary even higher as its all in how your dealer could roll the dice to dictate what happens next instead of one card. Overall I was seeking to make a similar experience to what I felt when playing standard blackjack with a deck and adding a twist to it I feel was quite fun to play around with and test. And in some cases the rounds between dealer and player can be a roller coaster with the possibility of 1 and 11 fully resetting the count only to get a face card then to roll a 20 and manage to reset again. It is quite an experience to try out for sure especially when betting actual money.



First roll is 12 which equals as 10 due to it being a face card.



Second is 3 so that equals to 13 player can either choose to hold or roll again.



In total the players overall score is 13.

