What is Claimed:

1. A method for playing on an electronic game apparatus, the method comprising:

receiving, via a graphical user interface (GUI), a credit selection to initiate a first credit amount on a first round of a blackjack game event;

providing, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game icon is individually selectable, wherein a selection of a first sub-game icon initiates a second credit selection for a second credit amount on the first sub-game icon, wherein each sub-game is based on but independent from the blackjack game event, and wherein the first credit amount and the second credit amount are associated with a same player;

setting a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window for making a game decision during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event; and

initiating the first round of the blackjack game event.

2. The method of claim 1, further comprising: providing, on the GUI, an icon, which when selected, initiates a credit for all sub-games for the first round.

3. The method of claim 2, wherein the credit is initially a lowest available credit value and may be adjusted by player input to a higher value.

4. The method of claim 1, further comprising:

providing, on the GUI, three action areas, wherein each action area is associated with a separate blackjack hand playable during at least one round of the blackjack game event.

5. The method of claim 1, further comprising:

starting the time window of the decision cycle time upon completion of the first round; and

setting a credit amount for the second round of the blackjack game event after the time window expires,

wherein the credit amount for the second round corresponds to a credit selection received during the time window, and

wherein the credit amount for the second round corresponds to the first credit amount when the credit selection is not received during the time window.

6. The method of claim 1, further comprising setting a second decision cycle time, the second decision cycle time defining a time window for playing between rounds of the blackjack game event.

7. The method of claim 1, wherein the game decision is at least one of hitting, standing, doubling, and splitting a hand of blackjack.

8. An electronic game system, comprising:

a live game table upon which a dealer may deal and collect cards;

a player station comprising a graphical user interface and coupled to the live game table;

a processor; and

a memory storing instructions, which when executed by the processor, cause the processor to:

receive, via the graphical user interface (GUI), a credit selection to initiate a first credit amount on a first round of a blackjack game event;

provide, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game icon is individually selectable, wherein a selection of a first sub-game icon initiates a second credit selection for a second credit amount on the first sub-game icon, wherein each sub-game is based on but is independent of the blackjack game event and wherein the first credit amount and the second credit amount are associated with a same player;

set a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window for making a game decision during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event; and

initiate the first round of the blackjack game event based on the decision cycle and when the dealer deals cards on live game table.

9. The electronic game system of claim 8, wherein the game decision is at least one of hitting, standing, doubling, and splitting a hand of blackjack.

10. The electronic game system of claim 8, wherein the sub-games include one or more of: a 21+3 sub-game, a top 21+3 sub-game, a bust sub-game, a C3 sub-game, a lucky aces sub-game, a lucky ladies sub-game, a lucky lucky sub-game, a match sub-game, an A-2 sub-game, a blackjack bonus sub-game, a poker 3 sub-game, a poker 3 bonus sub-game, a KK sub-game, a JJ sub-game, a QQ sub-game, a pairs sub-game, a suits sub-game, a 19+ sub-game, and a 7's sub-game.

11. The electronic game system of claim 8, wherein the window of the decision cycle time is one or more of less than five seconds, less than ten seconds, less than thirty seconds, and less than sixty seconds.

12. The electronic game system of claim 8, further comprising a peripheral configured to receive player input.

13. The electronic game system of claim 8, wherein the blackjack game event reflects cards drawn by a live dealer.

14. The electronic game system of claim 8, further comprising instructions to set a second decision cycle time, the second decision cycle time defining a time window for playing between rounds of the blackjack game event.

15. A non-transitory computer-readable storage medium comprising instructions stored thereon that cause a computing device to at least:

receive, via a graphical user interface (GUI), a credit selection to initiate a first credit amount on a first round of a blackjack game event;

provide, on the GUI, a plurality of sub-game icons around a virtual play area associated with the blackjack game event, wherein each sub-game icon is individually selectable, wherein a selection of a first sub-game icon initiates a second credit selection for a second credit amount on the first sub-game icon, wherein each sub-game is based on but is independent of the blackjack game event, and wherein the first credit amount and the second credit amount are associated with a same player;

set a decision cycle time for a duration of the blackjack game event, wherein the decision cycle time defines a time window for making a game decision related to playing a hand of

blackjack during a round of the blackjack game event, and wherein the decision cycle time is adjustable by player input at the GUI prior to a start of the blackjack game event; and

initiate the first round of the blackjack game event.