

Caribbean Stud Poker rules

Aim of the game

The aim of the game is to beat game presenter's hand by getting a higher combination

Definitions

Ante – in card games, a bet required to begin a hand, before you receive your cards. All Players who wish to receive cards must place a bet in the Ante box. Ante will be paid out always 1:1, if Player won or game presenter doesn't qualify.

Call bet - the bet (double Ante bet), which player can place if he wants to continue the game.

5+1 BONUS- Side bet based on five player card and dealers face up card. Side bet bet win is NOT effected by CALL/FOLD action by player.

Fold – player decides to not continue the game and loses all his bets.

Not Qualified (No Hand) – game presenter 's all cards are lower than Ace/King/ */*/* high (Ace+King+card+card+card) , and there are no any other combinations.

Payout Table (Pay Table) – the sign that tells you what each winning hand will pay.

CALL - player's option – requires to continue playing.

FOLD - player's option – player chooses if decided not to continue the game (will loose Ante).

Poker Combination – in poker, players construct hands of three cards according to predetermined rules, which vary according to which variant of poker is being played.

Push – a tie hand between a game presenter and a Player. A round of play, where neither the Player or casino wins. This will happen occasionally when the Player and game presenter have the same ranking hand.

Game rules of Caribbean Stud Poker

All players play the same hand.

Players see three betting boxes on the game screen - Ante, Call 5+1 BONUS

To begin the game, the player puts an Ante bet (initial bet).

If player wants to play BONUS game, Ante bet is required

Side bet - 5+1 BONUS bet win is NOT effected by CALL/FOLD action by player.

Both the player and game presenter receive five starting cards.

At the beginning of a round of play, the Dealer must deal initial cards from the right to left (from Dealers point of view) in the following order:

Five cards face upward to the Player;

One card face upwards to the Dealer;

Four cards face down to the Dealer in one pile

The player has a choice after initial cards are dealt:

FOLD (surrender their Ante bet) in which case the hand is over or

Make a **CALL** bet of 1x their ANTE.

Game Outcomes

At each stage of the game round, the best available hands are formed automatically by the system. Both - Player's and game presenter's CSP combination are made by using five cards.

If the dealer has less than Ace/King/ */*/* high (Ace+King+card+card+card), the CALL bet pushes (bet is returned to the player) and the ANTE bet is paid 1:1.

If the dealer has Ace/King/ */*/* high (Ace+King+card+card+card) or better, the dealer's hand is evaluated against the player's hand.

If the dealer has a better hand, the CALL and ANTE bets lose.

If the player has a better hand, the ANTE bet is paid 1:1 and CALL pays according to CALL pay table.

If the hands tie, the CALL and ANTE bets push. A PUSH means nobody wins or loses, the ANTE bet is paid 1:1 and CALL bet is paid 1:1.

If the player and the dealer have hands of the same type, the one that includes the card of highest value wins (e.g. three Kings beats three Queens; a flush of Q, J, 10 beats a flush of 10, 9, 8).

Payouts

Ante

A basic bet, has to be placed to start the game (initial cards). Ante bet is evaluated on the player's hand comparing with game presenter's hand.

Ante pays 1:1.

Call

CALL pushes if dealer has less than Ace/King/ */*/* high (Ace+King+card+card+card).

Royal Flush 100:1

Straight Flush 50:1

4-of-a-Kind 20:1

Full House 7:1

Flush 5:1

Straight 4:1

Three of a Kind 3:1

Two-Pair 2:1

One-Pair or less 1:1

BONUS

5+1 BONUS payout is based on five player card and dealer's face up card. Side bet bet win is NOT effected

by CALL/FOLD action by player.

Player's Hand PAYOUT

Royal Flush 1000:1

Straight Flush 200:1

Four of a Kind 100:1

Full House 20:1

Flush 15:1

Straight 10:1

Three of a Kind 7:1