

ABOUT THE GAME

OBJECTIVE OF THE GAME

Casino Hold'em, also known as Caribbean Hold'em Poker, was created in the year 2000 by Stephen Au-Yeung and is now being played in casinos worldwide. Live Casino Hold'em is variation of five-card poker. The game runs very similar to Texas Hold'em, however it differs in that it is played against the house rather than against other players.

The aim of Casino Hold'em is to beat the dealer's hand by getting the best possible five-card hand, made out of the two cards dealt to the player and five community cards.

To add to the excitement, it is also possible to place a side bet i.e. Bonus bet that pays out if a pair of Aces or higher is dealt in the first five cards (Player's two cards plus three Community cards). Bonus bet is optional.

GAME RULES

Casino Hold'em is played with one standard 52 card deck (Jokers are excluded). Only one game is played with one deck of cards, and cards are shuffled after each game round.

All Players play the same hand.

To play the game player has to place a bet on the **ANTE bet** (initial bet). Optionally player can also place a **BONUS bet**.

Before dealing cards, the deck has to be cut with special cutting card. This is done by the shuffler.

The dealer deals out initial cards in following order:

- one card face up to the player
- one card face down to the dealer
- one card face up to the player
- one card face down to the dealer
- three community cards face up in the middle of the table

These three community cards are common for the player and the dealer for making up the hand. Player sees initial cards dealt from the left to the right.

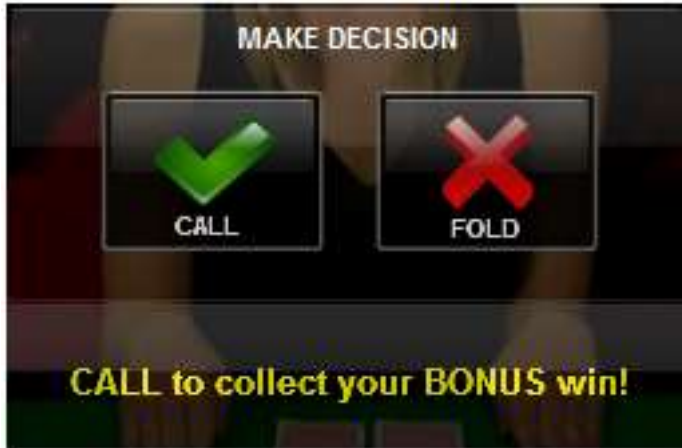
After dealing the initial cards player can see the name of the combination displayed on the screen, near the betting spots.



Now player has to estimate the chances of winning and to decide whether to make a **CALL bet** and continue playing, or **FOLD** and lose all bets made.



If the player has a winning Bonus bet, the message "CALL to collect your BONUS win!" beneath the CALL/ FOLD decision pop-up window is displayed.



3 seconds before decision time will end yellow line starts to shimmer around pop-up message, thus paying player's attention that decision time soon will be over.

Player has to CALL to receive Bonus bet payout.

By clicking **CALL** player will continue to play the game and place the Call bet, which is **always double the Ante bet**. The Call bet is automatically taken from player's balance and placed on the Call bet spot. Player sees chip physically moving to CALL bet spot.

By clicking **FOLD** player will lose all bets placed – the Ante and the Bonus bet. When player Folds, he will still see the remainder of the game played out, but he will not participate in the game. Player will need to wait until next game round to place new bets.

If decision time is over and player has not made CALL or FOLD decision, the hand will be automatically folded and player will lose all bets. The traffic lights game information indicator will display the message AUTO FOLDED.



When decision time is finished, the dealer deals two more community cards (called "Turn" and "River") and also turns the dealer's initial two cards face up.



To find a winner, the best paying hands are formed automatically and compared for the player and for the dealer, using five out of seven available cards.

GAME OUTCOMES

The dealer must have a pair of 4s or higher to qualify.

If the Dealer qualifies with Pair of Fours or higher, his hand is compared with Player's hand.

Player wins if the dealer doesn't qualify. The Ante bet is paid out according to the payout table, but the Call bet is returned to the player.

Player wins if the dealer's hand qualifies and dealer's hand is lower than the player's. The Ante bet is paid out according to the payout table and the Call bet pays 1:1.

Player loses if the dealer's hand qualifies and dealer's hand is higher than the player's hand. Player loses both Ante bet and Call bet.

It is a Push when the player and the dealer have exactly the same hand. A Push means nobody wins or loses. Player gets back Ante bet and Call bet.

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, 9, 8 beats a flush of 10, 9, 8, 7, 6).

When the player and the dealer tie, the next highest card that is not part of the paying hand, known as the 'Kicker', determines the winner.

Malfunction voids all pays and play.

PAYOUTS

When player hovers mouse over the limit plate on the screen and the Ante and Bonus bet pay tables are displayed.

HAND	ANTE	BONUS
Royal Flush	100:1	100:1
Straight Flush	20:1	50:1
4 of a Kind	10:1	40:1
Full House	3:1	30:1
Flush	2:1	20:1
Straight or less	1:1	-
Pair of Aces to Straight	-	7:1

Call bet payout is 1:1.

Player must CALL to collect Bonus bet winning! If player FOLD, the Bonus bet is lost, even if there is valid hand.

All winnings are paid out to the Player at the end of each game round.

WINNING HANDS

The individual cards are ranked in descending order: Ace (high or low), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

An Ace can be the highest value card in a Straight of A, K, Q, J, 10 or the lowest value card in a Straight of 5, 4, 3, 2, A.

Possible hands from the highest payouts to the lowest:



Royal Flush is a straight flush involving the Ace, King, Queen, Jack and 10 all in the same suit.



Straight Flush is a hand that contains five cards in sequence, all of the same suit, for example: Nine, Eight, Seven, Six and Five, all Hearts.



Four of a Kind is a hand that contains all four cards of one rank and any other card. For example, a four Aces in your hand would be Four of a Kind. Quads with higher ranking cards defeat lower ranking ones.



Full House is a hand that contains three matching cards of one rank and two matching cards of another rank, e.g. three Kings and two Sixes. Between two full houses, the one with the higher ranking three cards wins.



Flush is a hand where all five cards are of the same suit, but not in a sequence, e.g. five cards that are all Clubs. Two flushes are compared as if they were high card hands; the highest ranking card of each is compared to determine the winner. If both hands have the same highest card, then the second-highest ranking card is compared, and so on until a difference is found.



Straight is a hand that contains five cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven, Six and Five in two or more suits. Two straights are ranked by comparing the highest card of each. Two straights with the same high card are of equal value, as suits are not used to separate them.



Three of a Kind is a hand that contains three cards of the same rank, plus two cards which are not of this rank or the same as each other. For example, a player having three Kings in their hand would have Three of a Kind. Higher-valued Three of a Kind defeat lower-valued Three of a Kind. If two hands contain Three of a Kind of the same value, the Kickers are compared to break the tie.



Two Pairs is hand that contains two cards of the same rank, plus two cards of another rank (that match each other but not the first pair), plus any card not of either rank. An example of this would be having two Aces and two Kings. To rank two hands both containing Two Pairs, the higher ranking pair of each is first compared, and the higher pair wins. If both hands have the same top pair, then the second pair of each is compared. If both hands have the same two pairs, the Kicker determines the winner.



Pair is a hand that contains two cards of one rank (e.g. two Kings), plus three cards which are not of this rank or the same as each other. Pair is the lowest hand you can be paid out for. Higher ranking pairs defeat lower ranking pairs. If two hands have the same pair, the Kickers are compared in descending order to determine the winner.



High Card is a high-card or no-pair hand is a poker hand made of any five cards not meeting any of the above requirements. Essentially, no hand is made, and the only thing of any meaning in the player's hand is their highest card.