Texas Hold'em

The number of decks used in the game is 1. Player clicks on chips of selected denomination and then on *Ante* field to place Ante bet. After placing bet, player clicks *DEAL* for the cards to be dealt. Player is dealt 2 cards face-up to make their initial hand, also called "hole cards". Dealer is dealt two cards face-down.

Player has to evaluate their hand strength and choose one of the following options:

- **Fold** – by clicking **FOLD** player forfeits **Ante** bet. The game is over.
- **Raise** – by clicking **RAISE** player continues playing by placing an additional **Raise** bet that equals twice the **Ante** bet. Three community cards called the **Flop** are then dealt on the table.

At this point, player has to re-evaluate their hand that is now made up of their two hole cards and 3 community cards to decide on one of the following options:

- **Bet** – by clicking **BET** player places an additional bet – **Turn**, that equals **Ante** bet and a 4th card, called "Turn" will then be dealt;
- **Check** – by clicking **CHECK** player continues playing without increasing the bet size and the 4th card will be dealt.

Once the 4th card has been dealt player once again has to re-evaluate their hand that is now made up of their two hole cards and 4 community cards to decide on one of the following options:

- **Bet** – by clicking **BET** player places an additional bet – **River**, that equals **Ante** bet and a 5th card, called "River" will then be dealt;
- **Check** – by clicking **CHECK** player continues playing without increasing the bet size and the 5th card will be dealt.

Once all 5 "community cards" are out, the dealer's cards are turned over. Player's and dealer's hole card are compared as to which one makes the best 5-card poker hand using any combination of the 2 own 'hole" cards and the 5 "community cards". The best 5-card poker hand wins.

RTP is 98.75%

Game Outcomes

- If the dealer's hand beats player's, all the bets (**Ante**, **Raise**, **Turn** and **River**) are lost.
- If player's hand and the dealer's hand tie, it is a push and all bets are returned to player.
- If player's hand beats the dealer's hand:
  - With a hand lower than a Straight, the **Raise**, **Turn** and **River** bets are paid 1:1 and **Ante** pushes.
  - With a Straight or higher, the **Ante**, **Raise**, **Turn** and **River** bets are paid 1:1.

Paytable

Hand	Ante Payoff	Raise, Turn, River Payoff
Royal Flush	1:1	1:1
Straight Flush	1:1	1:1
Four of a Kind	1:1	1:1
Full House	1:1	1:1
Flush	1:1	1:1
Straight	1:1	1:1
Three of a Kind	Push	1:1
Two Pairs	Push	1:1
One Pair	Push	1:1
High Card	Push	1:1

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. If the game requires "Collect" - "Collect" will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.