

# Game Rules

Ultimate Texas Hold'em is a variant of the popular Texas Hold'em poker. Ultimate Texas Hold'em differs from Texas Hold'em in that it is played against the house rather than against other players.

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

An unlimited number of players can play simultaneously at one Ultimate Texas Hold'em table. Each player can take only one seat at the table.

Ultimate Texas Hold'em is played with one standard 52-card deck (jokers excluded). The deck is shuffled after every game round.

At the beginning of the round, you place a bet in the ANTE spot. When your ANTE bet has been placed, a BLIND bet of the same value is automatically placed for you by the system.

The dealer deals two cards face up to you and two cards face down to the dealer. After a short pause, the dealer deals three community cards face up in the middle of the table (called the "Flop"). After a pause, the dealer deals two final community cards (called the "Turn" and the "River").

You and the dealer can use the cards in your hand and the community cards to make the best five-card hand.

During the pauses in the game, you can decide to PLAY or CHECK.

The PLAY bet gives you three different opportunities during the game round to raise your ANTE bet. However, you may only raise once during each game round. The earlier you raise, the more money you can bet and the more you can potentially win. CHECK means you do nothing — you just stick with your initial bet.

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

# Side Bets

## TRIPS BET

The TRIPS bet is an optional side bet that you can place before the game round begins.

This bet is placed in the blinking TRIPS bet spot after your ANTE bet has been accepted.

You win on your TRIPS bet when your final five-card hand is Three-of-a-Kind or better, no matter what hand the dealer achieves.



All bets must be placed before the betting time expires. Once the betting time has expired, the dealer will begin to deal. During the game round, you will be offered opportunities to place a PLAY bet, but your PLAY bet decisions will not affect the outcome of your TRIPS bet.

At the end of the round, the dealer turns all his/her cards face up and announces the result. Winning players are also notified by an on-screen animation.

## 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:



A Royal Flush is a Straight Flush that contains the Ace, King, Queen, Jack, and 10 all in the same suit. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.



A 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. Two Straight Flushes are ranked by comparing the highest card of each. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.



A Four of a Kind is a hand that contains all four cards of one rank plus any other card. For example, four Aces in your hand would be Four of a Kind. Quads with higher-ranking cards defeat those with lower-ranking cards. If two Four of a Kinds are of equal rank, the fifth card (the “Kicker”) is used to break the tie. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.



A 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 the two Full House hands, the one with the higher ranking three cards wins. In the case of the three cards being of the same value in Full House (and therefore tied), the two cards of the same value are ranked against each other. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.



A Flush is a hand where all five cards are of the same suit, but not sequential, e.g. five cards that are all Clubs. Two Flushes are compared as if they were high card hands; the highest-ranking card in each hand 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.



A 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 in each hand. Two Straights with the same high card are of equal value and therefore tie, 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 that 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 defeats lower-valued Three of a Kind. If two hands contain Three of a Kind of the same value, the Kickers (that is, the other two cards in the hand) are compared to break the tie.



Two Pairs is a 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 highest value Kicker determines the winner.



A Pair is a hand that contains two cards of one rank (e.g. two Kings), plus three cards that are not of this rank or the same as each other. A Pair is the lowest hand that 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 and the highest-value Kicker determines the winner.



A High Card 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. If two hands have the same High Card value, the other cards in the hand are compared in descending order to determine the winner.

## Game Outcomes and Payouts

The outcomes are determined by comparing the player’s and dealer’s best 5-card hands (combining the player/dealer’s 2 cards with the 5 community cards).

The dealer must have a pair or better to qualify.

If the player wins, the ANTE and PLAY bets pay as follows:

- Ante bet pays 1:1 if the dealer qualifies with a pair or better.
- Ante bet pushes if the dealer does not qualify.
- Play bet pays 1:1 regardless of the dealer’s hand.

### Outcomes quick-reference table

The quick way to check game outcomes, whether you win, lose or tie.

Result	ANTE	BLIND	PLAY
Dealer does not qualify, and you win	Push	Win	1:1
Dealer does not qualify, and you lose	Push	Lose	Lose
Dealer qualifies and you win	Win	Win	1:1

Result	ANTE BLIND PLAY
Dealer qualifies and you lose	Lose Lose Lose
Dealer qualifies and you tie	Push Push Push
Player folds	Lose Lose –

\*Blind bet pays according to the Blind payout table below.

## BLIND

Hand	Payout
Royal Flush	500:1
Straight Flush	50:1
Four of a Kind	10:1
Full House	3:1
Flush	1.5:1
Straight	1:1
All other hands	Push

## TRIPS

Hand	Payout
Royal Flush	50:1
Straight Flush	40:1
Four of a Kind	30:1
Full House	8:1
Flush	7:1
Straight	4:1
Three of a Kind	3:1

The TRIPS payout is based on the rank of your best 5 out of 7 card hand and pays regardless of the dealer's and regardless of whether the player places a PLAY bet.

Malfunction voids all pays and play.

# Return to Player

The theoretical Return-To-Player assuming perfect play is:

- Total main bet: 99.47%
- Initial main bet: 97.82%
- Trips bonus bet: 96.50%.

# Place Bets

The BET LIMITS panel shows the minimum and maximum allowed bet limits at the table, which may change from time to time. Open the Bet Limits to check your current limits.

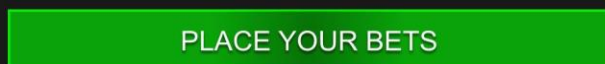
To participate in the game, you must have sufficient funds to cover your bets. You can see your current BALANCE on your screen.



In the Immersive view, the TIMER informs you of the duration of the betting time. After it expires, betting is closed and no more bets are accepted.



In the classic view, the TRAFFIC LIGHTS tell you the current status in the game round by informing you when you can bet (GREEN light), when betting time is nearly over (YELLOW light), and when betting time has expired (RED light).



The CHIP DISPLAY allows you to select the value of each chip you wish to bet. Only chips of denominations that can be covered by your current balance will be enabled.



Once you have selected a chip, place your bet by simply clicking/tapping the appropriate bet spot on the game table. Each time you click/tap the bet spot, the amount of your bet increases by the value of the selected chip or up to the maximum limit for the type of bet you have selected. Once you have bet the maximum limit, no additional funds will be accepted for that bet, and a message will appear above your bet to notify you that you have bet the maximum.

NOTE: Please do not minimize your browser or open any other tab in your browser while betting time remains, and you have placed bets on the table. Such actions may be interpreted as leaving the game, and your bets will therefore be declined for that particular game round.

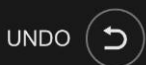
The REPEAT button allows you to repeat all bets from the previous game round. This button is only available before the first chip is placed.



The DOUBLE (x2) button becomes available after you have placed any bet. Each click/tap doubles all your bets up to the maximum limit. Note that you must have a sufficient account balance to double ALL your placed bets.



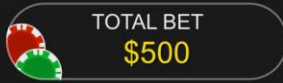
The UNDO button removes the last bet you placed.



You can click/tap the UNDO button repeatedly to remove bets, one by one, in the reverse order in which they were placed. You can clear all your bets by holding the UNDO button.



The TOTAL BET indicator displays the total amount of all bets placed in the current round.



## Live Support

Contact Live Support for game-related inquiries.



## Make Your Decision

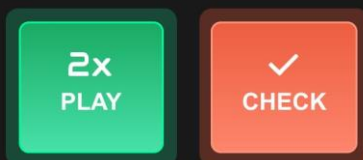
After the Flop, your card combination and the “MAKE YOUR DECISION” window will be displayed.



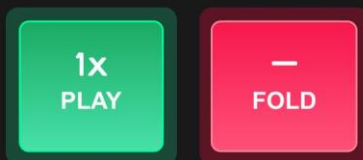
You must now decide whether to PLAY 4x (raise 4x) or PLAY 3x (raise 3x) the value of your ANTE bet or to CHECK (decide not to raise). If you choose to PLAY 4x or PLAY 3x, no additional decision options will be offered in this game round, and the appropriate chip value (ANTE 4x or ANTE 3x) will be placed in the PLAY bet spot. If you choose CHECK, additional decision options will be offered to you later in the current game round. If you have not made a decision before decision time expires, the CHECK decision will be made for you automatically. The betting-time indicator will display the message: AUTO CHECKED.



Three community cards (called the “Flop”) are now shown. If you choose CHECK in the previous step, you are now given the option to PLAY 2x (raise 2x) or to CHECK. If you choose PLAY 2x, no additional decision options will be offered to you in this game round and the appropriate chip value (ANTE 2x) will be placed in the PLAY bet spot. If you choose CHECK, one additional PLAY bet decision choice will be offered to you later in the current game round. If you have not made a decision before the decision time expires, the CHECK decision will be made for you automatically. The betting-time indicator will display the message: AUTO CHECKED.



The last two community cards (called the “Turn” and the “River”) are now shown. If you chose CHECK in the previous step, you are given the option to PLAY 1x (raise 1x) or to FOLD. If you choose to PLAY 1x, the appropriate chip value is placed in the PLAY bet spot. If you choose FOLD, no PLAY bet will be placed and you will lose your ANTE and BLIND bets.



If the decision time expires and you have not yet made a decision to PLAY 1x or FOLD, your hand will be folded automatically, and you will lose your ANTE and BLIND bets. The betting-time indicator will display the message: AUTO FOLDED.

## Decision Statistics

Shows the percentage of decisions made by all the players during the current decision phase.

## Chat

Chat with other players and/or with a game presenter.



## Game Number

Each game round is identified by a unique GAME NUMBER.

# 21:10:10

This number reflects when the game round began in terms of GMT by *hour: minute: second*. Please use this game number for the reference (or take a screenshot of the game number) if you wish to contact Customer Service regarding a particular round.

## Sound

Sound controls all sounds in the game.



## Game History

Game History displays your Evolution game rounds and results.



## Settings

Settings let you customize user preferences that are saved to your profile.



## Error Handling

If there is an error in the game, system, or game procedure, the game round will be temporarily paused while the game host notifies the service manager. You and other players will be notified via Chat, or by an on-screen pop-up message, that the issue is being investigated. If the manager can immediately resolve the error, the game round will continue as normal. If immediate resolution is not possible, the game round will be canceled, and the initial bets will be refunded to all the players who participated in the game round.

## Disconnection Policy

If you are disconnected from a game round while betting time remains, any bets placed will be void and the bets returned to you. If you are disconnected after the betting is closed, placed bets remain valid and are settled in your absence. Upon reconnecting, you can view the bet outcomes in the History window.

## Automated Chat Moderation

Players' messages in Chat are subject to automated decision-making. In cases of misuse, such as the abuse of the game host or other players or inappropriate and/or offensive language, the player will be issued a warning. If the warning is disregarded, chat privileges will be disabled. If you disagree with any automated decision, we encourage you to contact your Casino support for further assistance.

## More Games

Evolution Lobby — easy game selection without exiting your current game until a new game is chosen.

## Shortcut Keys

Shortcut keys can be used to quickly perform useful game functions.

KEY	FUNCTION
Number Keys from 1 onwards	Select the desired chip from the chip display. Key “1” corresponds to the leftmost chip with the lowest value. Key “2” selects the next highest value chip, and so on.
SPACEBAR	Repeat your most recent bet. Press SPACEBAR a second time to double your bet.
CTRL+Z (CMD+Z), DELETE, BACKSPACE	Undo your last bet. Hold for 3 seconds to remove all your bets.
	When applicable, the ESC key can be used to:
ESC	<ul style="list-style-type: none"><li>• Exit the full-screen mode</li><li>• Close an open pop-up window (History, How To Play, Settings, etc.)</li></ul>