

# **Overview**

In Ultimate Texas Hold'Em<sup>™</sup>, players compete against the dealer.

Players make equal bets on the Ante and Blind. The player and the dealer each receive two cards. They combine them with five community cards to make their best five-card poker hand. The player's objective is to make a better five-card hand than the dealer. Ultimate Texas Hold'Em<sup>™</sup> allows players to bet aggressively. The earlier players commit to their hand, the more they can risk and win.

# How to Play

- 1. The game uses one 52-card deck which is shuffled at the conclusion of each hand.
- 2. To begin the game, the player must make equal bets on the Ante and Blind.
- 3. Both the player and dealer receive two starting cards. The dealer's cards are dealt face down.
- 4. The player has a choice:
  - a. Check; or
  - b. Make a Play bet of 3x or 4x their Ante. All five community cards are then dealt and the player's best five-card poker hand is evaluated against the dealer's best five-card poker hand.
- 5. If the player checks, three community cards are dealt and the player has another choice:
  - a. Check; or
  - b. Make a Play bet of 2x their Ante. The remaining two community cards are then dealt and the player's best five-card poker hand is evaluated against the dealer's best five-card poker hand.
- 6. If the player checks, the remaining two community cards are dealt and the player has a final choice:
  - a. Fold (surrender their Ante and Blind bets) in which case the hand is over; or
  - b. Make a Play bet of 1x their Ante. The dealer's cards are then revealed and the player's best five-card poker hand is evaluated against the dealer's best five-card poker hand.
- 7. If the dealer has less than a pair, the Ante bet pushes. Otherwise, the Ante bet is in play (i.e. can win or lose depending on whose hand is stronger).
- 8. If the dealer has a better hand, the Play, Ante and Blind bets lose.

Exception: Ante pushes if dealer has less than a pair.

- 9. If the player has a better hand, the player wins and is paid as follows:
  - a. Ante: 1:1
  - b. Play: 1:1
  - c. Blind: According to the Blind pay table posted within the game

Exception: Ante pushes if dealer has less than a pair. Note: Blind pushes if player has less than a straight.

- 10. If the player's hand and dealer's hand tie, the Ante, Play and Blind bets push.
- 11. The optional Trips bet is based on the player's final five-card poker hand only and pays even if the player folds their hand. Players are paid according to the Trips pay table posted within the game.

### Hand Rankings

In Ultimate Texas Hold'Em<sup>™</sup>, hands are ranked from highest to lowest as follows:

Royal Flush (contains the following cards of the same suit: A, K, Q, J, 10)
Straight Flush (all cards are in sequential rank and of the same suit)
Four of a Kind (contains four cards of the same rank)
Full House (contains three matching cards of one rank and two matching cards of another rank)
Flush (all cards are of the same suit)
Straight (all cards are of sequential rank in at least two different suits)
Three of a Kind (contains three cards of the same rank)
Two Pair (contains two cards of the same rank, plus two more of another matching rank)
Pair (contains two cards of the same rank)
High Card (hand does not meet the above requirements, highest valued card is counted)

Note that the value of a card ascends sequentially from 2-10, and then according to the following:

Jack (denoted by a J) Queen (denoted by a Q) King (denoted by a K) Ace (denoted by an A)

When evaluating a hand, only the highest possible rank within the player's cards is considered (while a Straight Flush contains both a Straight and a Flush, it is calculated solely as a Straight Flush). Ace is high except in 5-4-3-2-Ace sequence. Note that side bets are paid according to the pay table.

## Theoretical Return To Player

Ultimate Texas Hold'Em™: 99.27%

Trips: 96.5%

#### Malfunctions void all pays and plays.

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