Texas Hold'em Showdown

Game Rules

Introduction

(1) Texas Hold'em Showdown is played with one standard deck of 52 cards.

(2) Cards are ranked from highest to lowest in the following order: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2, except that the Ace may be the highest or lowest card, depending on the hand. (Thus, an Ace may be used to complete a straight flush or a straight, either one formed with a 2, 3, 4, and 5.) Poker hands are formed with five cards and ranked from highest to lowest as follows:

Hand	Description
Royal Flush	Suited Ace, King, Queen, Jack, and 10.
Straight Flush	Five suited cards in consecutive ranking, other than a royal flush, with King, Queen, Jack, 10, and 9 being the highest, and Ace, 2, 3, 4, and 5 being the lowest.
Four-of-a-Kind	Four cards of the same rank, with four Aces being the highest and four 2s being the lowest.
Full House	A three-of-a-kind and a pair, with three Aces and two Kings being the highest, and three 2s and two 3s being the lowest.
Flush	Five suited cards that are not consecutively ranked, with Ace, King, Queen, Jack, and 9 being the highest, and 2, 3, 4, 5, and 7 being the lowest.
Straight	Five consecutively ranked, unsuited cards, with Ace, King, Queen, Jack, and 10 being the highest, and Ace, 2, 3, 4, and 5 being the lowest.
Three-of-a-Kind	Three cards of the same rank, with three Aces being the highest, and three 2s being the lowest.
Two Pairs	Two different pairs, with two Aces and two Kings being the highest, and two 2s and two 3s being the lowest.
One Pair	Two cards of the same rank, with two Aces being the highest, and two 2s being the lowest.

High Card	When comparing two hands that are of identical rank, or that contain none of the hands listed above, the hand that contains the highest ranking card that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank, then the hands shall tie.

Initial Bet

(1) The Player can select any of the available chips located on the screen. Each chip represents a different denomination.

(2) To make a bet, select a chip and then click or tap on the betting spot. The Player may continue to click or tap on the betting spot to add multiple chips of the same value. To change the value of a chip that will be added to the bet, select a different chip and then click or tap on the betting spot.

(3) The Player begins by making two wagers of equal amounts: Ante and Blind. In addition, the Player may make the optional Triple Up wager. The amount of the Triple Up wager need not be equal to the Ante or Blind wagers. The Player may make a Triple Up wager without making Ante and Blind wagers.

(4) On the initial round, the following betting options are available to the Player:

Option	Result
DEAL	Begins the game after the minimum bet has been placed.
CLEAR	Removes all current bets from the table.
X2	Doubles the amount of the bets currently placed.

Betting Again

(1) After each round, the following options are available to the Player:

Option	Result
REBET	Makes the same bets as the previous round, but allows the Player to add or remove chips.
Chip Selector	Select a chip and tap or click on a betting spot to make new bets.
DEAL	Begins the game after the minimum bet has been placed.

Playing a Hand

(1) Two cards are dealt to the Player and two cards are dealt to the Dealer.

(2) The Player may either check (and bet nothing) or make a Play wager that is three or four times the amount of the Ante wager.
   (a) If the Player checks, then three community cards, known as the flop, are dealt faceup.
   (b) If the Player instead makes a Play wager, then five community cards, known as the board, are dealt faceup, and the Player's hand is resolved under Rule 5 below.

(3) If the Player checked, then the Player may either check again (and bet nothing) or make a Play wager that is twice the amount of the Ante wager.
   (a) If the Player checks, then two community cards, known as the turn and river, are dealt faceup.
   (b) If the Player instead makes a Play wager, then the turn and river cards are dealt faceup, and the Player's hand is resolved under Rule 5 below.

(4) If the Player checked again, then the Player may either fold or make a Play wager that is equal to the amount of the Ante wager.
   (a) If the Player folds, then the Ante and Blind wagers are forfeited. If the Player does not have a Triple Up wager, then the game ends. But if the Player does have a Triple Up wager, then it is resolved under Rule 6 below.
   (b) If the Player instead makes a Play wager, then the Player's hand is resolved under Rule 5 below.

(5) If there is an active Play wager, then the Player's best five-card poker hand is compared to the Dealer's best five-card poker hand:
   (a) The Dealer qualifies with a pair or better. If the Dealer does not qualify, then the Ante wager pushes. Otherwise, the Ante wager remains active.
   (b) Regardless of whether the Dealer qualifies, if the Dealer's hand ties with the Player's hand, then the Player's Ante, Blind, and Play wagers push.
   (c) If the Dealer's hand beats the Player's hand, then the Ante, Blind, and Play wagers are forfeited, except that the Ante pushes if the Dealer does not qualify.
   (d) If the Dealer's hand loses to the Player's hand, then the Ante and Play wagers are each paid 1 to 1, except that the Ante pushes if the Dealer does not qualify. The Player's Blind wager pays as follows:

Hand	Pays
Royal Flush	500 to 1
Straight Flush	50 to 1
Four-of-a-Kind	10 to 1

Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Other Hands	Push

(6) After settling any Ante, Blind, and Play wagers, the Triple Up wager is resolved. The Dealer's hand is irrelevant to the outcome of the Triple Up wager. It pays as follows:

Hand	Pays
Royal Flush	50 to 1
Straight Flush	40 to 1
Four-of-a-Kind	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Three-of-a-Kind	3 to 1
Other Hands	Forfeit

Additional Rules

(1) The 52-card deck is shuffled each round.

(2) Malfunction voids all pays and plays.

(3) Only the Player's highest hand is used when paying winning bets.

Options

Animation

Options	Description
On	Plays all animations.
Off	Plays limited animations to speed up play.
Lightning Bolt	Animation speeds can be changed during game play using the lightning bolt on screen.

Music

Options	Description
On	Plays all game music.
Off	Turns off all game music.

Sound FX

Options	Description
On	Plays all game sounds.
Off	Turns off all game sounds.

Left-Handed

Options	Description
On	Swaps the positions of the buttons for a left-handed Player.
Off	Button positions are optimal for a right-handed Player.

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