

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 game presenter's hand by getting the best possible five-card hand, made out of 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 game presenter deals two cards face up to you and two cards face down to the game presenter. After a short pause, the game presenter deals three community cards face up in the middle of the table (called the "Flop"). After a pause, the game presenter deals two final community cards (called the "Turn" and the "River").

You and the game presenter 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 for the game presenter, 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 betting 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 game presenter achieves.

All bets must be placed before betting time expires. Once betting time has expired, the game presenter 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 game presenter 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:



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.



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.



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 Kind 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.



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 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.



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.



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 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 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.



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 and the highest value Kicker determines the winner.



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. 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 game presenter's best 5 card hands (combining the player/game presenter 2 cards with the 5 community cards).

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

Outcomes quick-reference table

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

Result	ANTE	BLIND	PLAY
Game presenter does not qualify, and you win	Push	Win*	1:1

Result	ANTE	BLIND	PLAY
Game presenter does not qualify, and you lose	Push	Lose	Lose
Game presenter qualifies and you win	Win	Win*	1:1
Game presenter qualifies and you lose	Lose	Lose	Lose
Game presenter 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 game presenter'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.

\$0.25 - \$1,000.00

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

BALANCE
\$ 100,000

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

PLACE YOUR BETS

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 betting spot on the game table. Each time you click/tap the betting 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 minimise 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.

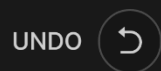
The REPEAT button allows you to repeat all bets from the previous game round. This button is available only before the first chip is placed.



The DOUBLE (2x) 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.

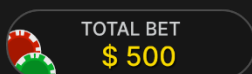


The UNDO button removes the last bet you placed.



You can click/tap the UNDO button repeatedly to remove bets, one by one, in the reverse order of 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.



Make Your Decision

After your cards have been dealt, 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.



PLAY 4x



PLAY 3x



CHECK

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 decision time expires, the CHECK decision will be made for you

automatically. The betting-time indicator will display the message: AUTO CHECKED.



PLAY 2x



CHECK

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 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.



PLAY 1x



FOLD

If 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.

Autoplay

Once you have placed a bet, Autoplay allows you to repeat your selected bet or bets for a chosen number of game rounds.

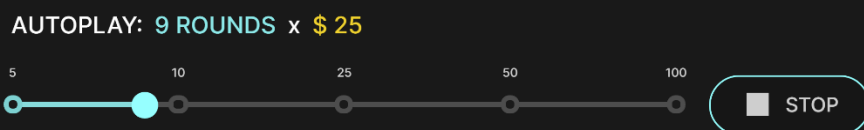
To start Autoplay, place your bets on the betting grid as usual and then click/tap the Autoplay button.



The Autoplay panel will then open, and from here you simply select the number of game rounds you would like your bet to be repeated in. Then click/tap START to Autoplay.



Your selected number of Autoplay rounds will be displayed in an indicator on the Autoplay button. The number of remaining Autoplay rounds will be updated, once Autoplay is started.



Your total Autoplay bet amount can be calculated by multiplying the number of your selected Autoplay rounds with the value of your total bet. Your remaining Autoplay limit can be calculated by multiplying the number of remaining Autoplay rounds with the value of your total bet per one round.

Your automatic game rounds will continue until either your chosen number of Autoplay rounds is complete, or you choose to stop Autoplay.



You can end Autoplay at any time by simply stopping Autoplay.

Placing additional bets on the betting grid or doubling your bets while Autoplay is running will also stop Autoplay.

Chat

You can chat with the game host/presenter and other players. Enter your message in the CHAT field. To post your message, press Enter or the arrow button within the field.

Players who misuse Chat by abusing the Game Presenter or other players, or by using inappropriate and/or offensive language will have their Chat privileges disabled.

Use the CHAT button to enlarge or, alternatively, to close the chat window.



You can resize and move the chat window anywhere on your screen.

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 reference (or take a screenshot of the game number) if you wish to contact Customer Service regarding a particular round.

Sound

The SOUND button will mute/unmute all game sounds and voice from the game. Note that if you change tables, the sound will automatically unmute.



You can alter your sound settings by clicking/tapping the SETTINGS button and then selecting the SOUND tab.

Game History

The HISTORY button will launch a window showing all game rounds you have played and the results of those rounds.



You can review your past gaming activity by viewing your:

- **ACCOUNT HISTORY** – Shows your complete account history as a list of dates, games, bet amounts and payouts. The game round completed most recently appears at the top of the list.
- **GAME HISTORY** – Shows your history related to a particular game once you click/tap the game in the **GAME** column.

Settings

The **SETTINGS** button launches a menu of user-changeable settings.

Your chosen settings will be applied at once and will be stored to your profile. Stored settings will be launched automatically when you log in from any device.

You can alter your general and game settings.



Settings are organised under several main tabs in the **SETTINGS** window:

GENERAL

- You can hide/unhide other players' chat messages.

VIDEO

Your video quality is auto-adjusted, but you can manually change your video quality by selecting the specific stream.

SOUND

You can mute/unmute your **PRESENTER'S VOICE** and **GAME SOUND** and adjust their relative volumes.

Deposit and Withdraw

The CASHIER button will open the cashier/banking window for deposits and withdrawals.



Responsible Gaming

The RESPONSIBLE GAMING button allows you to access the page outlining the Responsible Gaming policy. This page provides useful information and links regarding responsible online gaming behaviour and how to set limitations to your game sessions.



Error Handling

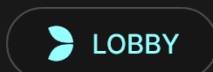
If there is an error in the game, system or game procedure, the game round will be temporarily paused while the game host/presenter notifies the service manager. You and other players will be notified via Chat, or by an on-screen pop-up message, that the issue is being investigated. If the manager can immediately resolve the error, the game round will continue as normal. If immediate resolution is not possible, the game round will be cancelled, and initial bets will be refunded to all 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 betting is closed, placed bets remain valid and are settled in your absence. Upon reconnecting, you can view bet outcomes in the History window.

More Games

The LOBBY button can be selected at any time from any game.

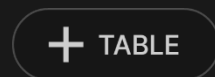


It allows you to easily change the game table or select any other live game. You will not be removed from this game until you have actually selected the new game/table you wish to join. You can use the LOBBY to browse other games while still playing in your current game.

Multi-Game Play

If you enjoy non-stop action, you can join up to four different game tables simultaneously and view them all in the same browser window!

After you have joined at least one game table, click on LOBBY. In the lobby or game, click the +TABLE button associated with that table to join it. (Certain tables may be unavailable for multi-game play and will therefore not display a +TABLE button).



After you have joined multiple tables, you will be able to resize your browser window as a whole, but you will not be able to resize each game table window separately.

You can exit any table without affecting your presence at other tables you have joined. To exit a table, click the X button.

Please note:

- You will exit a table automatically if you join the same table through a different device/browser.
- If you click directly on a table icon instead of the +TABLE button, you will merely *switch* tables instead of joining the chosen table *in addition* to the table you joined previously.

We kindly advise you to join only as many tables as your screen can accommodate while still allowing you to place bets deliberately and accurately.

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. Click 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.
ESC	When applicable, the ESC key can be used to: • Exit full-screen mode • Close an open pop-up window (History, Help, Settings, etc.)