

Game Rules

2 Hand Casino Hold'em is a variant of the popular Casino Hold'em poker game, allowing you to play one or two hands. The game is played against the house rather than against other players.

The aim of 2 Hand Casino Hold'em is to beat the dealer's hand by getting the best possible five-card hand, made out of the player's first two cards and the five community cards. Each of the player's hands is compared with the dealer's hand independently. The best poker hand wins.

An unlimited number of players can play simultaneously at one 2 Hand Casino Hold'em table. Each player sharing the same hand may take only one seat at the table.

2 Hand Casino Hold'em is played with one standard 52 card deck and the cards are shuffled after each game round.

To play the game, place your bet on the Ante bet spot individually for each of your two hands within the betting time. You may also place an additional Bonus bet that pays out if a pair of Aces or better combination is dealt in the first five cards. The Bonus bet is evaluated for each hand independently on the first five cards (3 community cards dealt in Flop, plus your two initial cards).

The dealer deals two face-up cards to you and two face-down cards to him/herself. The dealer then deals the first three community cards (the Flop) in the middle of the table. These three cards are common for you and the dealer for making up a poker hand.

You must now decide whether to PLAY or FOLD. Choose PLAY to continue the round by placing a Play bet, equalling twice the Ante bet. Choose FOLD to end the round, thereby forfeiting your Ante bet. The Bonus bet is not affected by your PLAY/FOLD decision.

After you have made your decision, the dealer will deal two more community cards (called Turn and River). The dealer will also reveal his/her two initial cards.

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

Side Bets

BONUS BET

The Bonus bet is an optional bet and cannot be placed alone. After a chip is placed on the Ante bet spot the Bonus bet spot is activated. Place your Bonus bet in the same way as you place the Ante bet.

The Bonus bet is evaluated for each hand independently on the first five cards (3 community cards dealt in Flop, plus your two initial cards). You win the Bonus bet, if you have a Pair of Aces or better combination and it pays out according to the Bonus pay table. For details, see "Game Outcomes and Payouts".

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 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.



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.

Game Outcomes and Payouts

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

The dealer must have a pair of fours or higher to qualify.

Outcomes quick-reference table

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

Result	ANTE	PLAY
Dealer does not qualify and you win	Win*	Push
Dealer qualifies and you win	Win*	1:1
Dealer qualifies and you lose	Lose	Lose
Dealer qualifies and you tie	Push	Push
Player folds	Lose	Lose

*Ante bet pays according to the Ante payout table below.

ANTE

Hand	Payout
Royal Flush	100:1
Straight Flush	20:1

Hand	Payout
Four of a Kind	10:1
Full House	3:1
Flush	2:1
Straight or lower	1:1

Play bet payout is 1:1.

BONUS

Hand	Payout
Royal Flush	100:1
Straight Flush	50:1
Four of a Kind	40:1
Full House	30:1
Flush	20:1
Straight	7:1
Three of a Kind	7:1
Two Pairs	7:1
Pair of Aces	7:1

Malfunction voids all pays and play.

Return to Player

The optimal theoretic percentage return to the player for the Ante bet is 97.84% and for the Bonus bet is 93.74%.

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.

2 Hand Casino Hold'em \$ 1 – 3,000

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

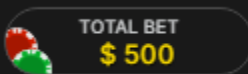


The UNDO button removes the last bet you placed.



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 for both of your hands.



For both of your hands you must decide whether to PLAY to continue the round or FOLD to end the round and forfeit your placed bets for that particular hand.



By clicking/tapping PLAY you will continue to play the game and place the Play bet on a given hand. The Play bet will be placed automatically on the Play bet spot for the given hand.

By clicking/tapping FOLD you will lose all bets placed on a given hand. You will still see the remainder of the game played out, but you will not participate in the game for the given hand. You will of course be able to make further bets on your other hand in the same game round unless, of course, you decide to FOLD on both hands.

If decision time has expired and you have not yet made a decision to PLAY or FOLD on one or both hands, the hand/s will be automatically folded and you will lose all your bets on the hand/s. The betting-time indicator will display the message: AUTO FOLDED.

Strength-o-Meter

Strength-o-Meter shows the strength of your hand, based on the chance to win that hand.



Decision Statistics

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

Chat

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

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 DEALER'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 any error in the game, system or game procedure, the game round will be temporarily paused while the dealer notifies the shift 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 (if applicable) can be selected at any time from any game.



It allows you to easily change 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: <ul style="list-style-type: none"> • Exit full-screen mode • Close an open pop-up window (History, Help, Settings, etc.)