

How to play

PROGRESSIVE



Ultimate Texas Hold'em Terminology

Ante & Blind: Two bets of equal value made by a player before the cards are dealt.

Check: To refrain from betting, but without folding.

Community Cards: Cards face up in the middle of the table used by all players to make their best five-card Poker hand.

Flop: After all players have either Checked or bet, the Dealer will display the first three Community Cards known as the 'Flop'.

Fold: To discard one's cards and take no further part in that hand.

Push: No money is won or lost.

Trips: The Trips bonus bet pays according to the value of the player's hand as per the table's layout regardless of the value of the Dealer's hand.

Jackpot: The Jackpot bonus bet pays, for a qualifying hand, according to the value of the player's hand regardless of the strength of the Dealer's hand. (See page 6 for more information.)

Table limits

Table Games have varying minimum and maximum bets. Before you sit down, please check the sign displaying the betting range at the table.

Good luck... and remember

As with all Table Games, if you are not sure about a bet or the rules of the game, just ask one of our Dealers for assistance. They will be happy to explain anything about the game that you may not understand, or provide you with further information in relation to the rules.

Play responsibly and be in to win

SkyCity prides itself on being a responsible host. As such, we would encourage you to play only at levels you can afford. If you wish to discuss your Gaming, please talk to a SkyCity staff member or call the Gambling Helpline on 0800 654 655. Remember – you must be aged 20 years or older to enter the gaming areas of SkyCity.

Ultimate Texas Hold'em

Ultimate Texas Hold'em is similar to a regular Poker game, except that Players compete against the Dealer and not the other players.

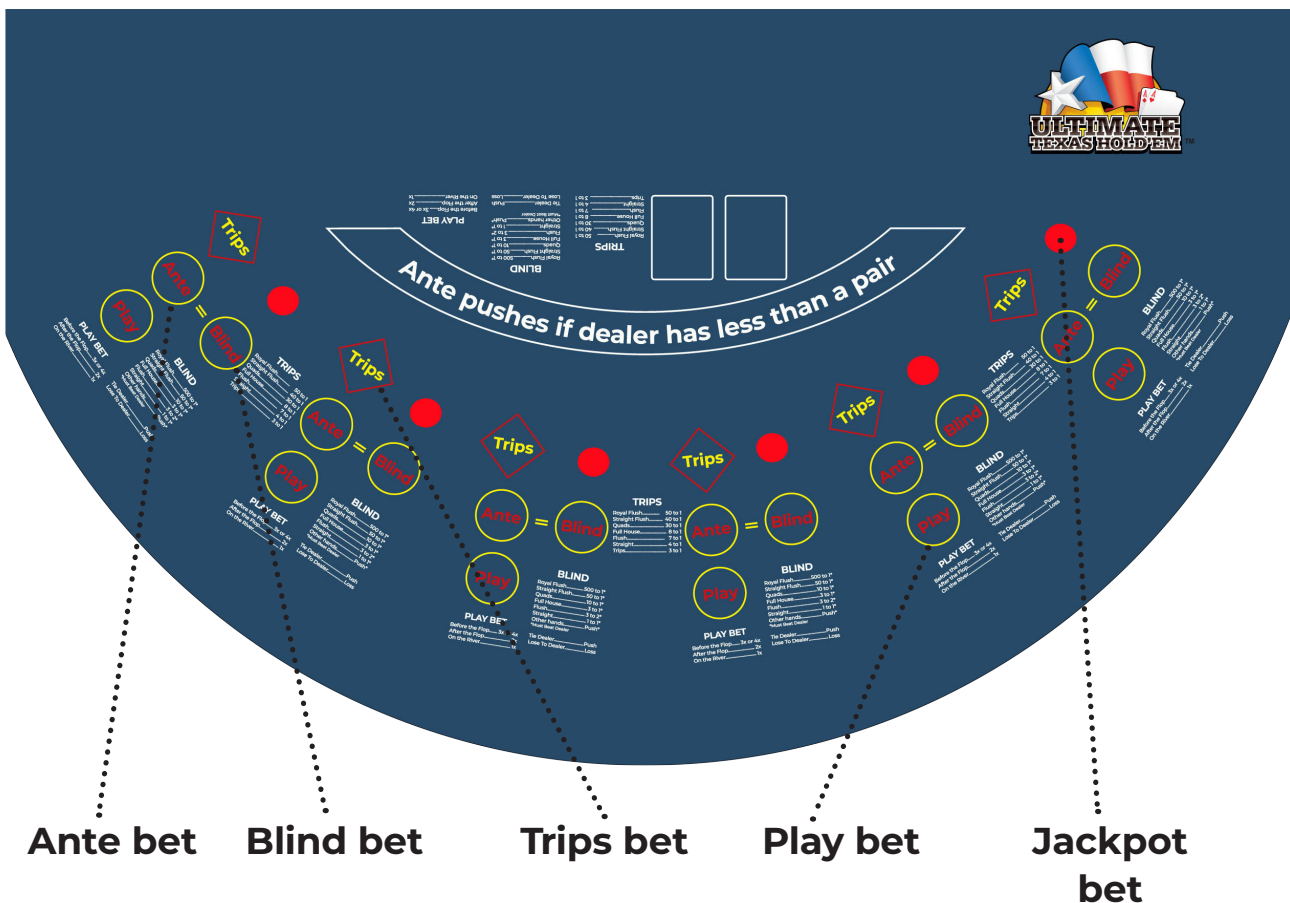
Getting started

To join the action, simply place your cash on the table and the Dealer will exchange it for gaming chips – then you're ready to go!

After playing, go to the cashier to change any chips back to cash or take them to another table to continue the fun.

What is the objective of the game?

To achieve a five-card Poker hand that is higher than that of the Dealer.



How to play

1. To start, each player must place an equal bet in each of the Ante and Blind areas. Players may also place optional additional bets on the Trips and/or Jackpot betting areas.
2. After the initial bets have been placed, all players and the Dealer receive two cards ('Hole Cards') face down.
3. Each player can then look at their Hole Cards and choose whether to Check or bet three or four times their Ante bet by placing an additional bet in the circle marked Play.
4. After all players have either Checked or bet, the Dealer displays the Flop.
5. If a player has not already bet, they can choose to Check again or bet twice their Ante bet by placing an additional bet in the circle marked Play.
6. After all players have either checked or bet, the Dealer displays the last two Community Cards.
7. If a player has not already bet, they must then either place a bet equal to their Ante bet or Fold. If a player Folds, they will lose all their bets for that hand.
8. Each player and the Dealer's Hole Cards will be combined with the Community Cards to make the best five card Poker hand. For the avoidance of doubt, a player may use zero, one or two of their Hole Cards to make the best five card hand.
9. The Dealer can only qualify by having a pair or better. If the Dealer does not qualify, each player's Ante bet will be returned to them, but the Play, Blind and Trips bets are still in action and will be paid out accordingly to any player whose hand is better than the Dealer's hand.
10. If the Dealer qualifies:
 - a. Ante and Play bets win even money if a player's hand beats the Dealer's hand.

- b. Play, Ante and Blind bets lose if the Dealer's hand beats a player's hand.
 - c. Play, Ante and Blind bets are a Push if a player and the Dealer have identical hands.
11. The Blind bet is paid according to the odds displayed at the table only if a player has beat the Dealer with a Straight or higher, anything less is a Push.
12. If a player made a Trips bet at the start of the round, this will be paid according to the Trips odds if the player has Trips or higher, even if the Dealer's hand beats the player's hand.

Ranking of Hands

The descending order of hands is:

Royal Flush Five top cards of the same suit in sequence.

e.g. A♠ K♠ Q♠ J♠ 10♠

Straight Flush Five cards of the same suit in sequence.

e.g. J♥ 10♥ 9♥ 8♥ 7♥

Four of a Kind Four cards of the same rank.

e.g. 9♥ 9♣ 9♦ 9♠ Q♣

Full House Three cards of one rank plus a pair of another rank.

e.g. J♣ J♦ J♠ 7♥ 7♣

Flush Five cards of the same suit.

e.g. K♣ J♣ 10♣ 8♣ 7♣

Straight Any five cards in sequence not being a Flush.

e.g. A♣ K♦ Q♣ J♥ 10♥ N.B. The Ace can also count as a low card.

e.g. 5♠ 4♦ 3♣ 2♥ A♠ ('Baby Straight')

Three of a Kind Three cards of the same rank.

e.g. 10♣ 10♦ 10♠ 9♣ 7♥

Two Pairs e.g. J♦ J♥ 10♠ 10♦ 8♥

One Pair e.g. K♠ K♦ Q♣ 9♥ 8♦

Five Odd Cards eg. K♥ J♦ 9♣ 8♠ 7♥

The rank of all cards counts e.g. Q:Q:9:9:7 loses to Q:Q:9:9:8.

How to win the Jackpot?

A player will need to place a Progressive Jackpot Wager on the Progressive Jackpot illuminated betting area at the start of the round. The player will win when their Hole Cards together with the first three Community Cards forms a Poker hand which qualifies for a payout as follows, regardless of the strength of the Dealer's hand.

Qualifying winning hand	Payout
Royal Flush	100% of jackpot or 10,000 to 1 (whichever is larger).
Straight Flush	10% of jackpot or 1,000 to 1 (whichever is larger).
Four of a Kind	500 to 1
Full House	150 to 1
Flush	100 to 1

For more information, please speak to your Table Games Dealer.

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