



HEADS-UP HOLD'EM

HOW TO PLAY

Player makes an ANTE and ODDS bet of equal amounts, and the optional Trips Plus and Pocket Bonus bets.

Player receives two cards, on which they can check (not bet the Raise), or Raise three times the Ante amount on the Raise bet spot.

Dealer shows three community cards. Player may now check or Raise two times their Ante bet.

Dealer shows Turn and River cards. Player may now bet one times their Ante bet or fold.

Dealer compares hand to player's hand. Dealer will pay winning Raise bet even money, or takes a losing hand Raise bet, or pushes if a hand copy.

If Dealer qualified with a pair or better, dealer also takes or pays the Ante bet, or else the Ante bet is a push.

Dealer takes or pays the Trips Plus bet and/or the Pocket Bonus bet, according to pay tables listed on the gaming table.

WAGERS

TRIPS PLUS

Using your 2 Pocket Cards and the 5 Community Cards, you can win one of the exciting awards shown on the posted payable.

POCKET BONUS

Compare your two Pocket Cards with the posted payable for a generous reward.

ANTE

Using your 2 Pocket Cards and the 5 Community Cards, you are playing "Heads-up" against the dealer's hand.

ODDS

Must equal "Ante" wager. Obtain one of the hands listed, beat the dealer's hand and you've won! If the hand loses to the dealer, (a "Bad Beat") you've won even more!

RAISE

Playing against the dealer's hand, you may "Check" or "Bet" after your "Pocket" cards, or the "Flop". After the River, you must Bet or Fold. Your Ante may be multiplied depending upon when you bet.



HEADS-UP HOLD'EM (CONT'D.)

PLAYER WINS	PAYOUT
Royal Flush	500 to 1
Straight Flush	50 to 1
Quads	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
All Others	Push

BAD BEAT PAYTABLE	PAYOUT
Royal Flush	n/a
Straight Flush	500 to 1
Quads	25 to 1
Full House	6 to 1
Flush	5 to 1
Straight	4 to 1
All Others	Loss

TRIPS PLUS BET- HAND	PAYOUT
Royal Flush	100 to 1
Straight Flush	40 to 1
Quads	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Trips	3 to 1

POCKET BONUS BET	PAYOUT
Pair of Aces	30 to 1
Ace-Face Suited	20 to 1
Ace-Face (Unsuited)	10 to 1
Pair 2's - K's	4 to 1