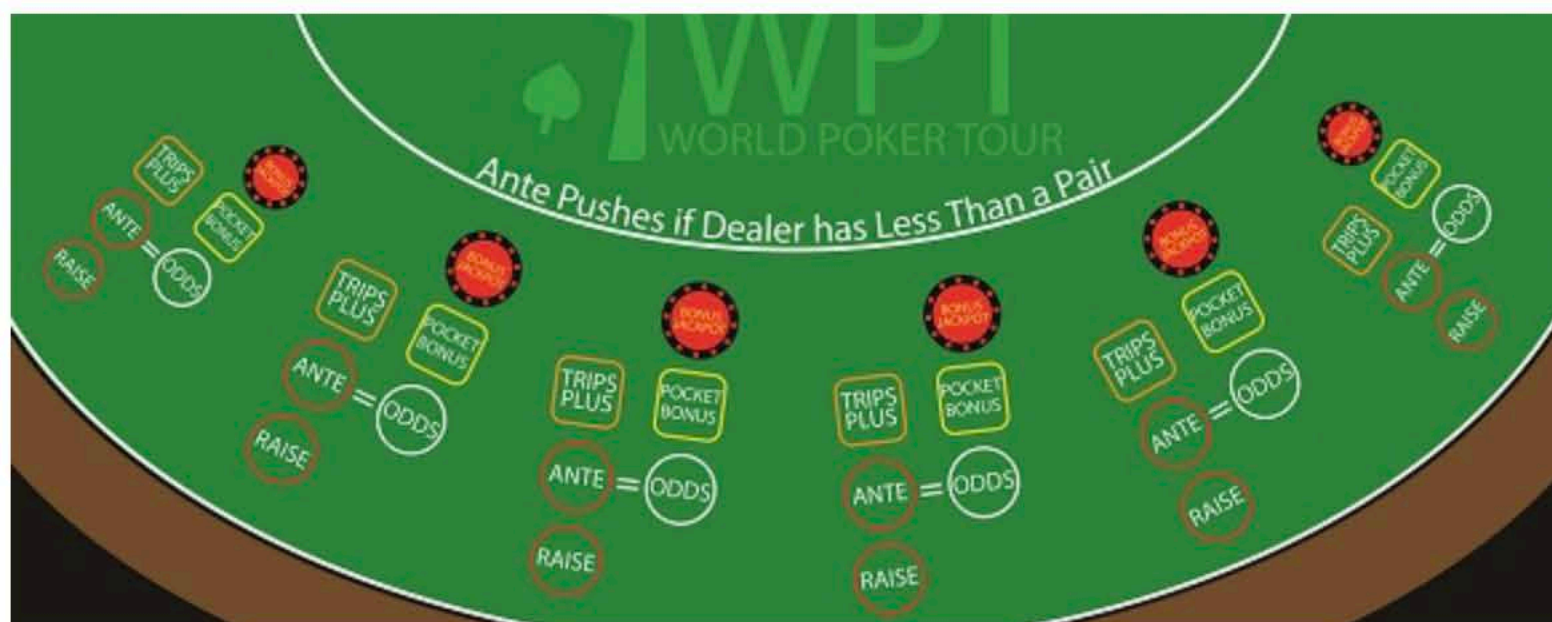


# Heads Up Hold'em

Heads Up Hold'em is a variation of Ultimate Texas Hold'em, which was based on the classic Texas Hold'em. This exciting game features exciting Trips Plus and Pocket Bonus Wagers along with the Ante, Odds, and Raise bets!

## The Bet



Players make Ante and Odds bets of equal amounts, and they also have the choice of making the optional Trips Plus and/or Pocket Bonus Bets.

## Ante Wager

Using you 2 Pocket Cards and the 5 Community Cards, you are playing "Heads-Up" against the Dealer's Hand. Players combine their 2 Cards with 5 Community Cards to make their best 5-Card Poker Hand.

## Odds Wager

Odds bet 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!

## Odds Bet

	*Win	Bad Beat
Royal Flush	500 to 1	N/A
Straight Flush	50 to 1	500 to 1
Four-of-a-Kind (Quads)	10 to 1	25 to 1
Full House	3 to 1	6 to 1
Flush	3 to 2	5 to 1
Straight	1 to 1	4 to 1
Other Hands	Push	

\*Must beat Dealer

## Trips Plus Wager

Using your 2 Pocket Cards and the 5 Community Cards, you can win one of the exciting awards shown below!

## Trips Plus Bet

	*Win
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
3-of-a-Kind (Trips)	3 to 1

\*Note: A Player may fold, forfeiting their Ante and Odds Wagers, and still win the Trips Plus wagers if they have a hand listed on the posted pay table.

## Pocket Bonus Wager

Compare your 2 Pocket Cards with the payable below for a generous reward!

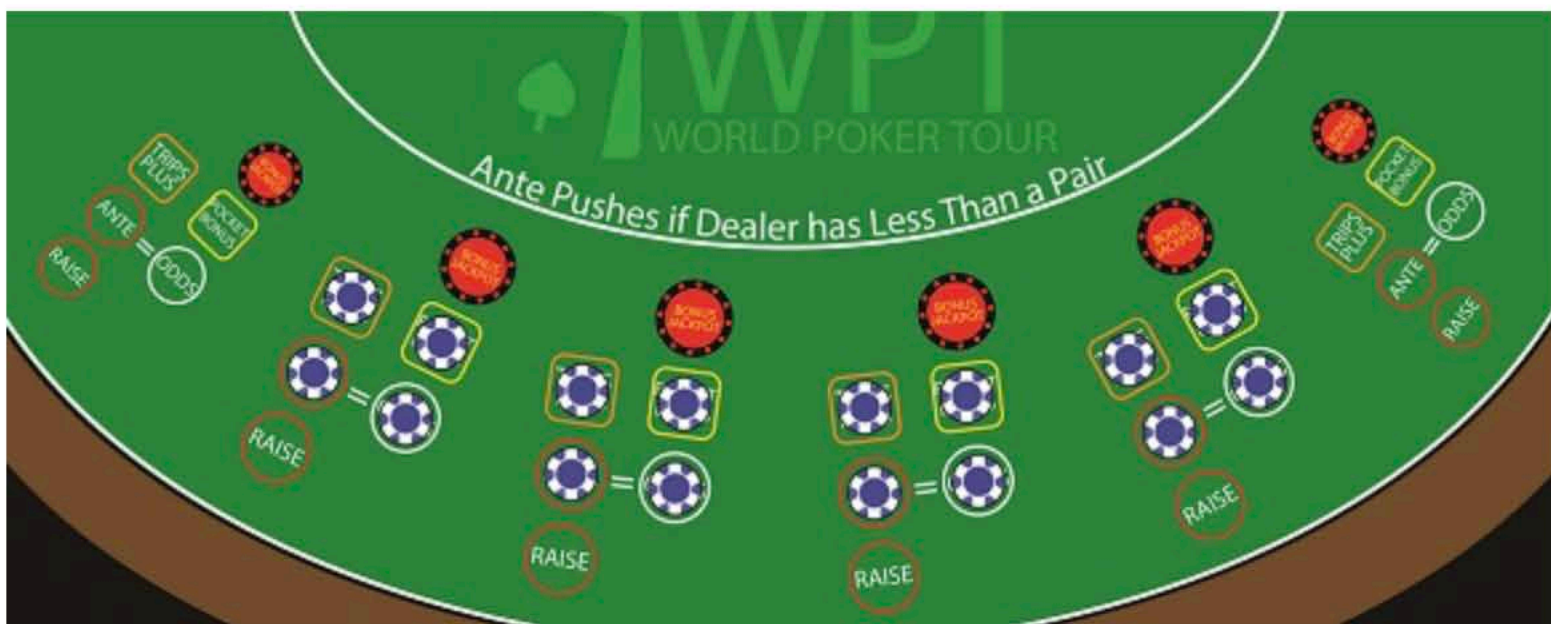
## Pocket Bonus Bet

	*Win
Pair of Aces	25 to 1
Ace + Face Suited	20 to 1
Ace + Face (Unsuited)	10 to 1
Pair (2's - K's)	5 to 1

\*Note: If the Player folds their Hand the Pocket Bonus Bet may be paid if the Player's Hold Cards contain a Hand listed on the Pocket Bonus pay table and then will relinquish interest in the game and all other bets will lose.

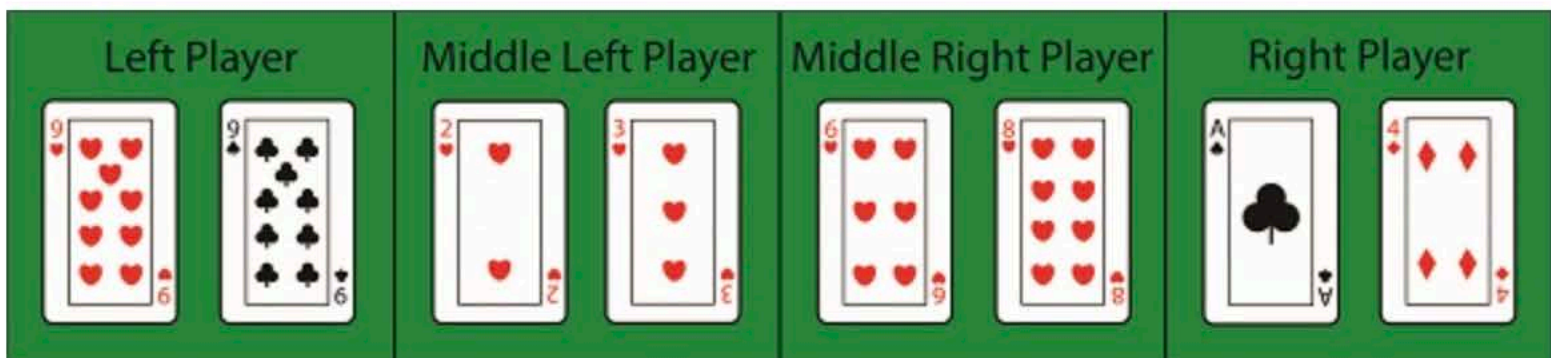
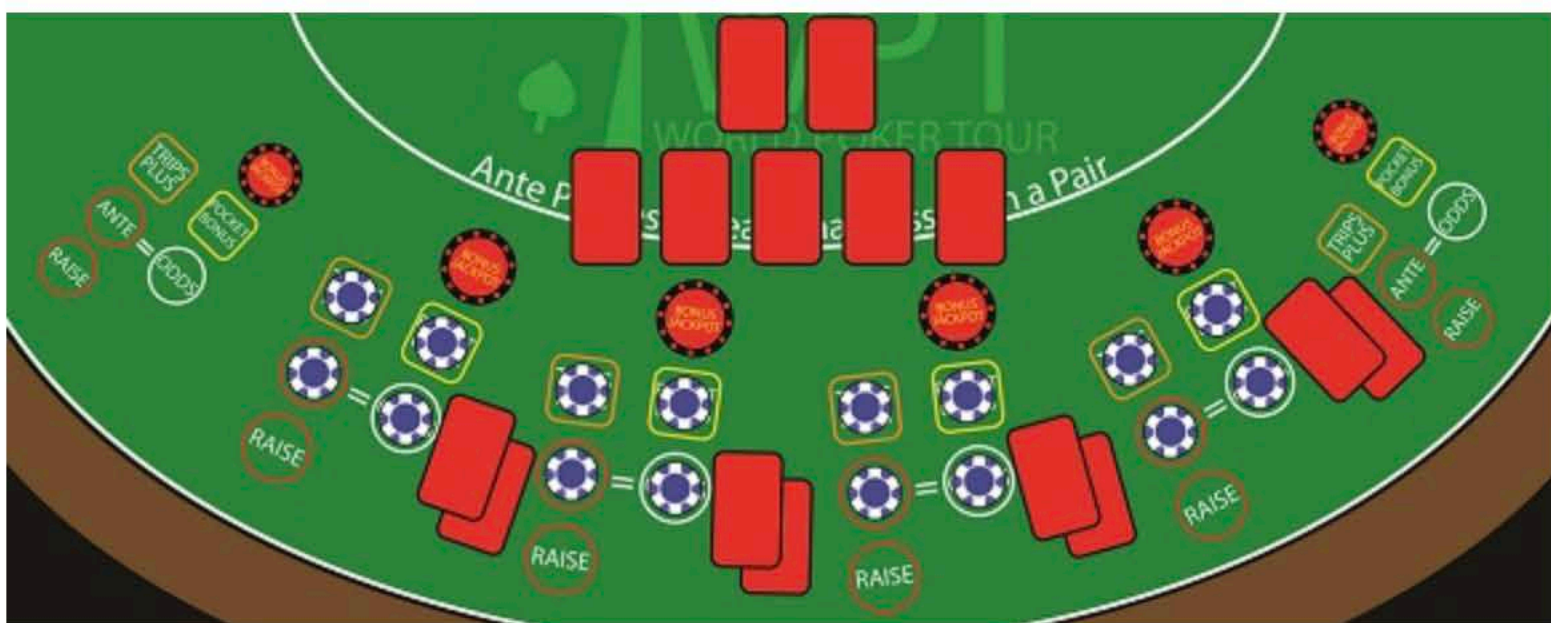


All the Players below placed Ante, Odds, Trips Plus, and Pocket Bonus wagers.



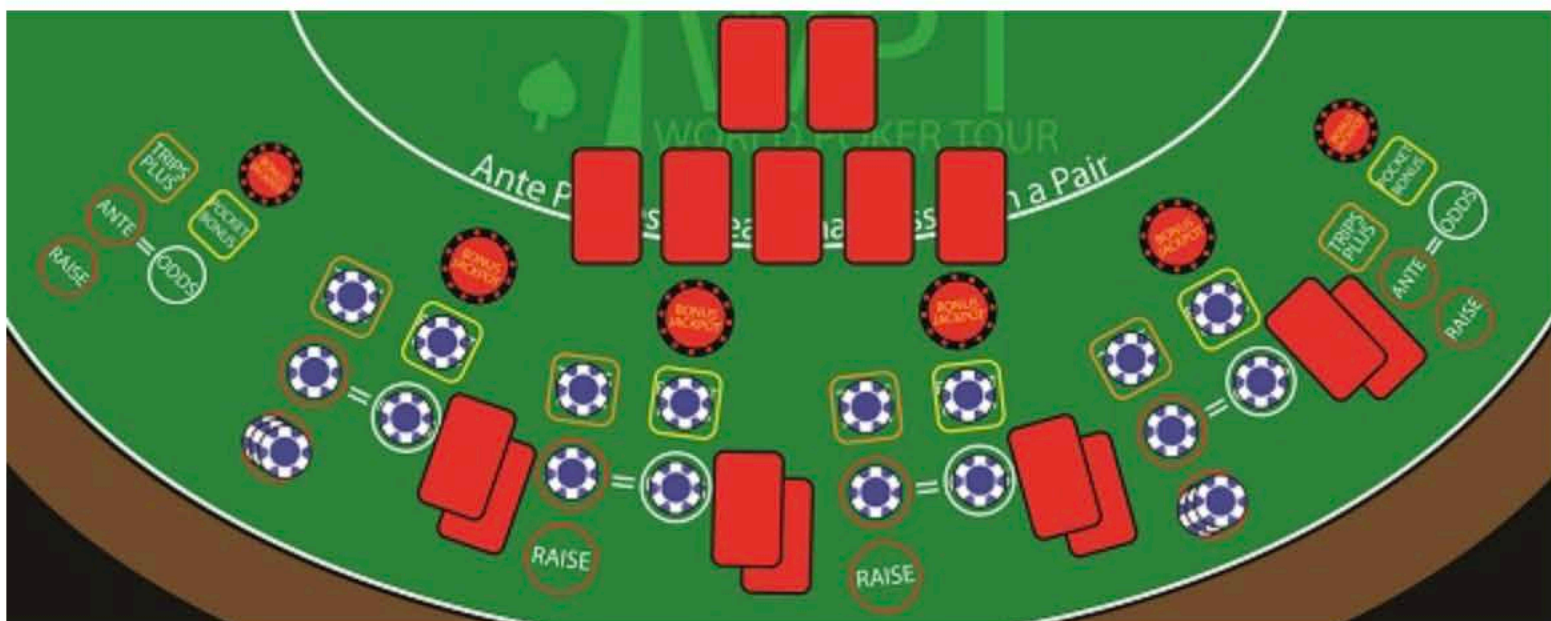
### The Deal

After placing their bets, all Players will receive 2 face-down Hole Cards, and The Dealer will also deal 5 face-down Community Cards.



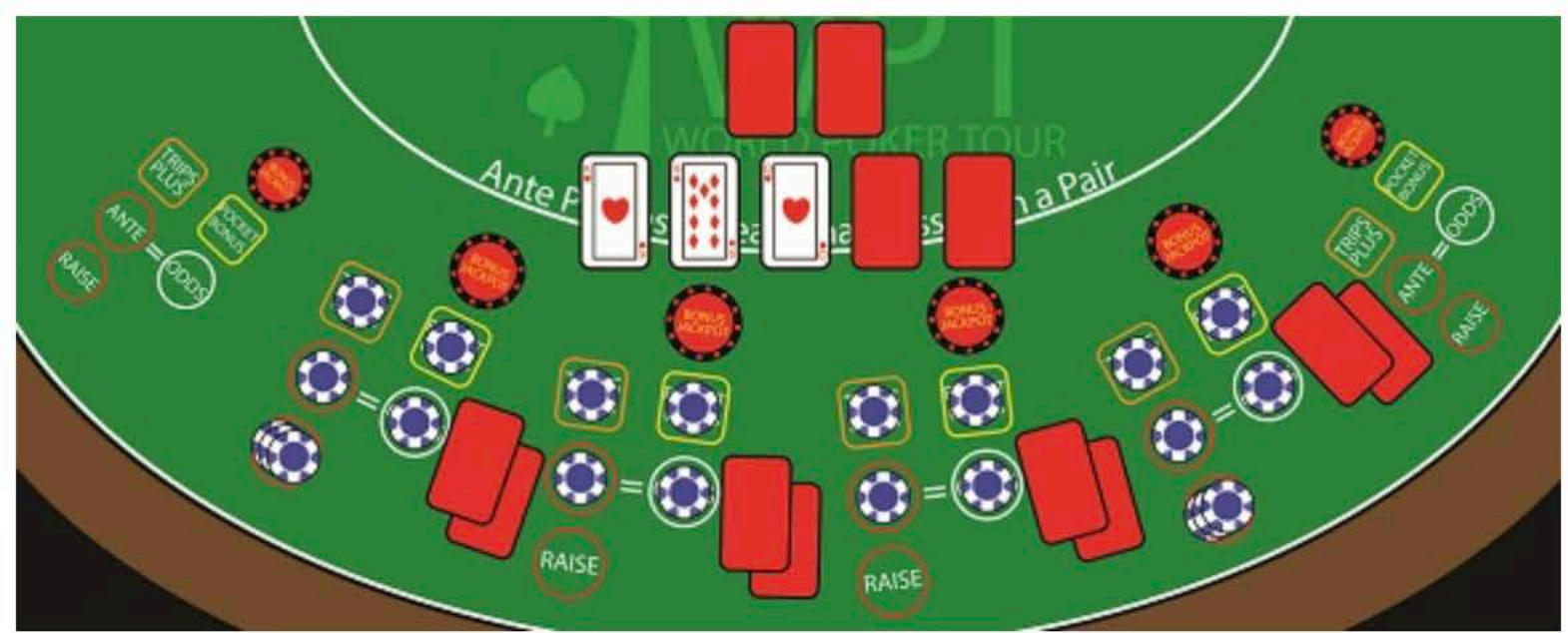
Once the Dealer has dealt all the cards, Players will look at their Hole Cards and decide whether they want to check or raise 3x the Ante amount.

In the image below, the Left and Right Players chose to make a 3x the Ante bet, which they place on the Raise bet spot. The Left Middle and Right Middle Players chose to check.



Then, the Dealer shows 3 Community Cards, which are a King of Hearts, 9 of Diamonds, and Queen of Hearts.





After the Dealer reveals the 3-Card Flop, Players who have not already placed a Raise bet can either check, place a Raise bet that is 2x their Ante bet, or fold. In the image below, both the Left Middle and Right Middle Players chose to make a 2x the Ante bet, which they place on the Raise bet spot.



Once the Players have checked placed their Raise bets, or folded, the Dealers shows the final Turn and River Community Cards. The Turn and River Community Cards are a 9 of Spades and an Ace of Hearts.

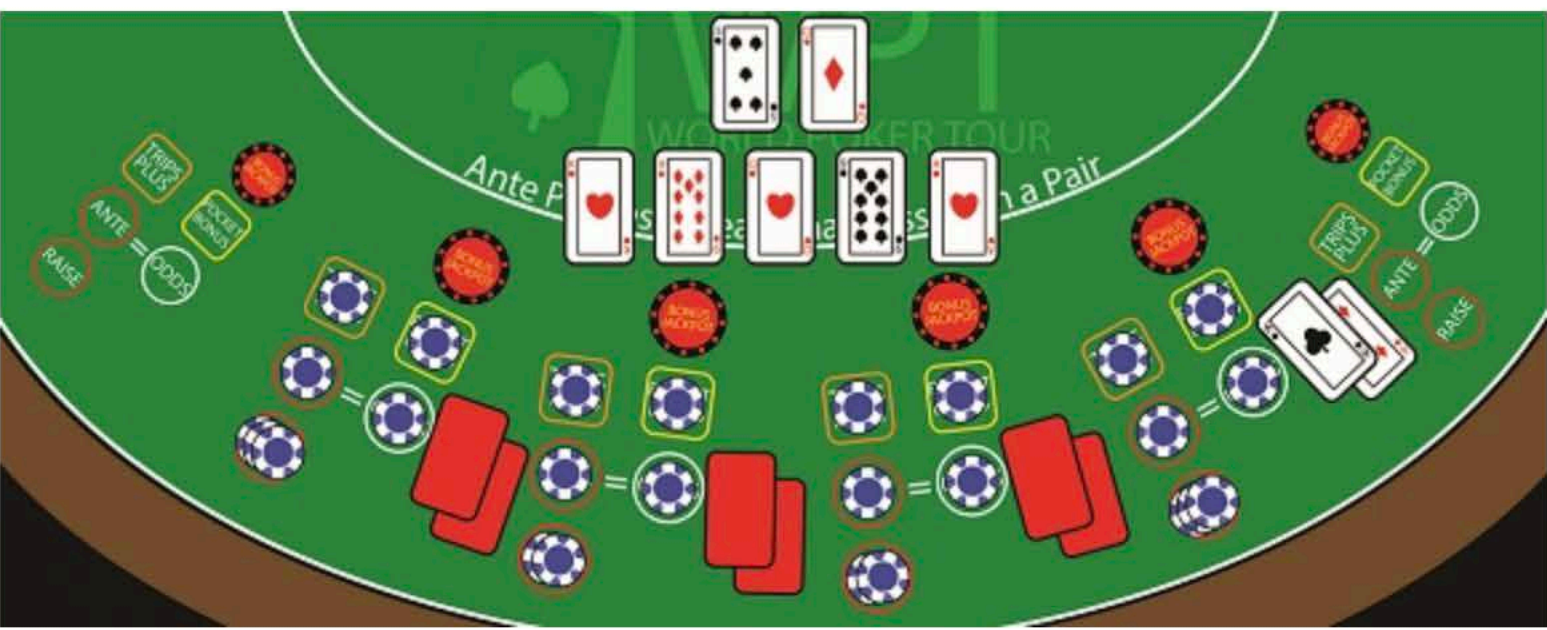


Players may now bet 1x their Ante bet or fold. Since all the Players already placed Raise bets, all the Players check. Once all the Players have checked, placed their final Raise bets, or folded, the Dealer reveals their Hand and compares it Hand to the Player's Hand. The Dealer takes or pays the Ante bet, or else the Ante bet is a push. The Dealer will pay winning Raise bets even money, takes a losing Hand's Raise bet, or pushes if it is a Tie Hand. The Dealer also takes or pays the Trips Plus bet and/or the Pocket Bonus bet according to the pay tables listed above. The Dealer's Cards are a Queen of Diamonds and a 5 of Spades.

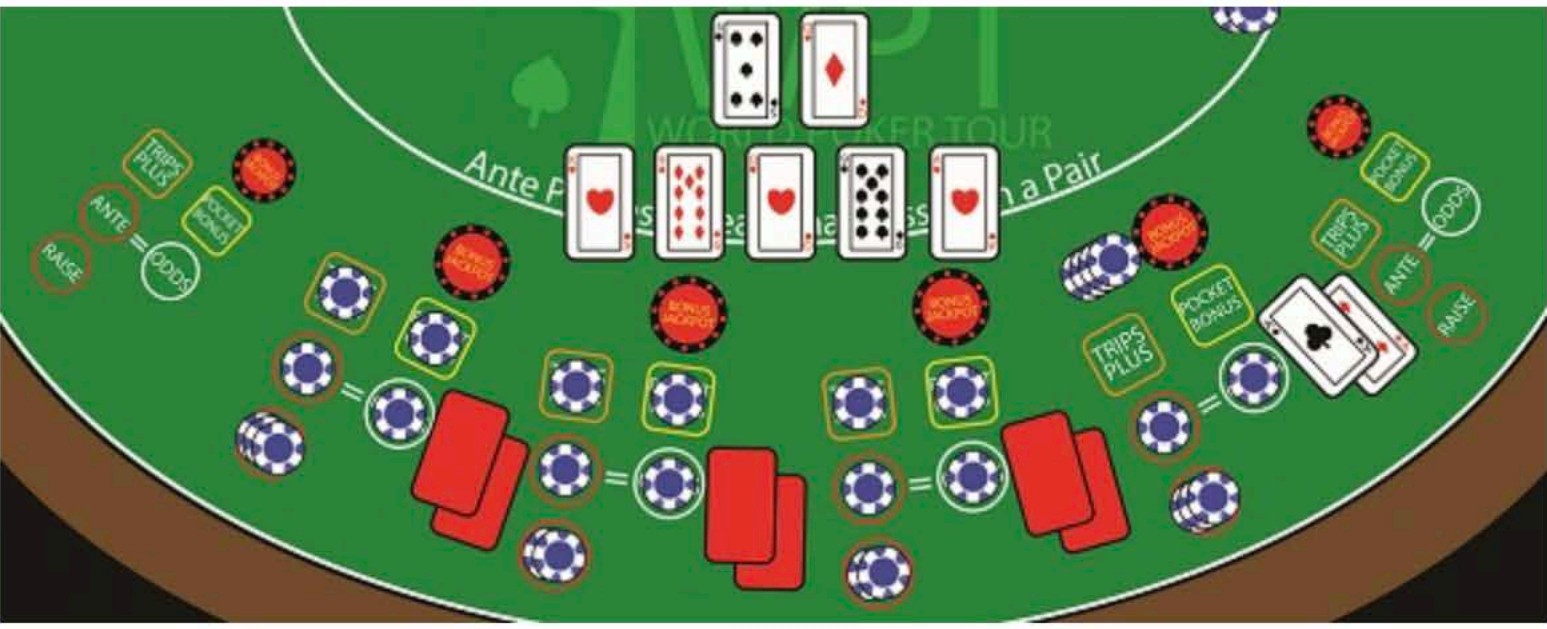




The Right Player's Hole Cards are an Ace of Clubs and 4 of Diamonds, which gives the Right Player a pair of Aces when combined with the Community Cards.



Because a pair of Aces beats the Dealer's pair of Queens, the Right Player wins a 1-to-1 payout on his Ante and Raise bets. However, he did not qualify for an Odds payout, so the Odds Bet pushes. The Right Player also does not qualify for a Trips Plus or Pocket Bonus payout, so he loses both those bets.



The Right Middle Player's Hole Cards are a 6 of Hearts and an 8 of Hearts, which gives the Right Middle Player a flush when combined with the King, Queen, and Ace of Hearts in the Community Cards.





The Right Middle Player's Flush beats the Dealer's pair of Queens, so the Right Middle Player wins a 1-to-1 payout on his Ante and Raise bets, a 1.5-to-1 payout on his Odds bet, and a 7-to-1 payout on his Trips Plus bet. The Right Middle Player does not qualify for a Pocket Bonus payout, so he loses his Pocket Bonus wager.



The Left Middle Player's Hole Cards are a 2 of Hearts and a 3 of Hearts, which gives the Left Middle Player a straight flush when combined with the King, Queen, and Ace of Hearts in the Community Cards.



The Left Middle Player's Straight Flush beats the Dealer's pair of Queens, so the Left Middle Player wins a 1-to-1 payout on his Ante and Raise bets, a 50-to-1 payout on his Odds bet, and a 40-to-1 payout on his Trips Plus bet. The Left Middle Player does not qualify for a Pocket Bonus payout, so he loses his Pocket Bonus wager.



The Left Player's Hole Cards are a pair of 9s, which gives the Left Player a 4-of-a-Kind when combined with the 9 of Diamonds and 9 of Spades in the Community Cards.





The Left Player's 4-of-a-Kind beats the Dealer's pair of Queens, so the Left Player wins a 1-to-1 payout on his Ante and Raise bets, a 10-to-1 payout on his Odds bet, a 30-to-1 payout on his Trips Plus bet, and a 5-to-1 payout on his Pocket Bonus bet.



Once all the payouts have been paid, the Dealer collects all the remaining cards.

