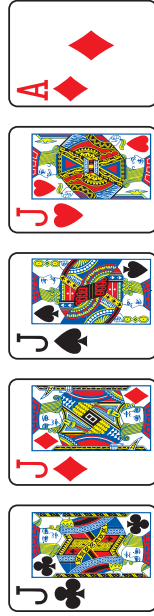


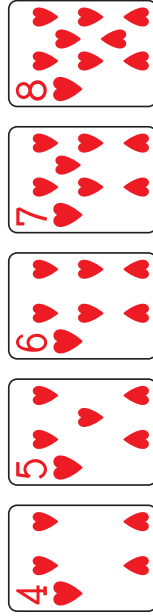
6. Flush



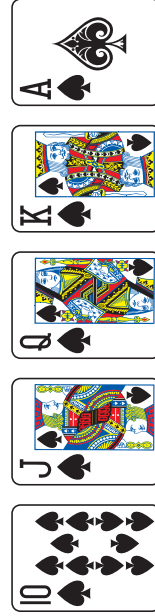
7. Full House



8. Four of a Kind



9. Straight Flush



10. Royal Flush



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CASINO ROYALE 7F

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## Texas Hold'em Rules



**Number of players:**  
2 to 10

- Requirements:**
- One poker deck of 52 cards
  - Casino Royale Poker Chips
  - Dealer Button

**Preparations:**  
Before starting the game, the 'Buy-in' for all players must be decided on, i.e., the number of chips they can buy. Alternatively, the chips can be divided equally among all players.

The first dealer is determined by drawing cards. The person who draws the highest card is the dealer. This position rotates clockwise after every newly-dealt hand and can be indicated by placing the dealer button on the table in front of the dealer.

**The game:**

**The aim**

The aim of the game is to form the best possible hand to win the pot (the total number of poker chips bet by the players). A hand consists of the highest possible combination of five cards chosen from the two personal cards which are not shown to anyone else (also called 'Pocket cards') and the five 'Community cards' that are visible and available to everyone.

**How to play**

Before the cards are dealt, the player to the left of the dealer must post a previously agreed bet (this is the 'Small blind'). The player to the left of the small blind position must post twice as much as the small blind (this is called the 'Big blind'). These bets ensure that there are always chips to be won.

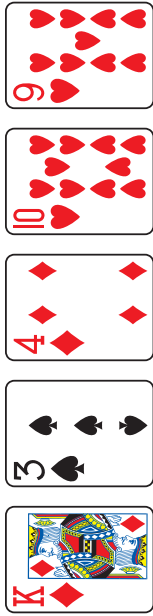
Each player is dealt two cards, one at a time, face down on the table, starting with the player to the dealer's left (in the small blind position). The player to the left of the big blind position may begin the first betting round, which continues clockwise. Each player may then match the bet of the previous player ('Call'), raise the bet ('Raise'), or abandon their hand by placing his personal or pocket cards on the table, face down, thereby indicating that he has abandoned the game ('Fold'). The players who posted the blinds may count these chips as part of their bet in the first round. In the following rounds, the players also have the possibility of betting zero if no other player has bet yet.

In 'No-limit poker', betting goes on until every player has called or folded, and consequently, everyone who is still in the game has bet the same number of chips. In a 'Limit game', there is a limit, not only on the size of the bet, but also on the number of raises; there can be no more than three.

When the first betting round is finished, the dealer removes the top card of the deck and lays it aside (this is known as the 'Burn' card). He then takes the next three cards and flips them face up on the table. These three cards are called the 'Flop', and are the first three of the total of five community cards that are used in the game. With these community cards and the two cards dealt to each of the players personally, the players must form the best possible poker hand. (See below for the ranking of poker hands.) The players are not dealt any more cards in this game.

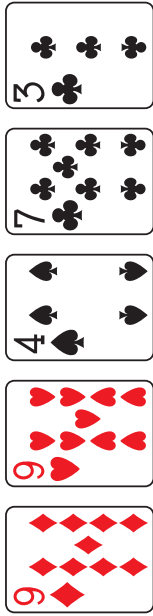
This is followed by a new betting round. The dealer once again lays aside the top card and flips another card face up on the table (this sixth card is called the 'Turn' or 'Fourth street'). This is followed by another betting round. Finally, the seventh and last card is flipped face up on the table, the so-called 'River' or 'Fifth Street', after which the fourth and last betting round starts.

## Poker Hands (from poorest to strongest hand)



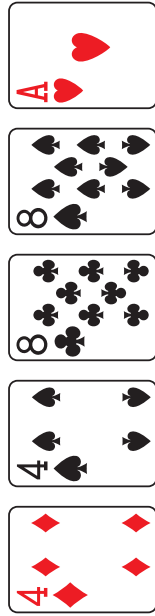
### 1. High Card

La carta più alta vince. In caso di parità vince chi ha la seconda carta più alta. In caso di parità vince chi ha la terza carta più alta e così di seguito. Probabilità di avere questa mano: 1/1



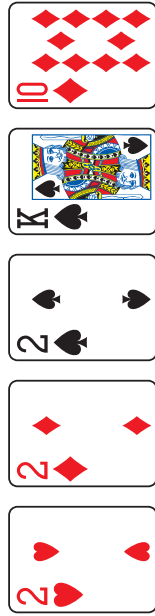
### 2. One Pair

Due coppie di carte dello stesso valore. Se ambo i giocatori hanno la stessa coppia più alta vince il giocatore con la seconda coppia di valore maggiore. Probabilità di avere questa mano: 20/1



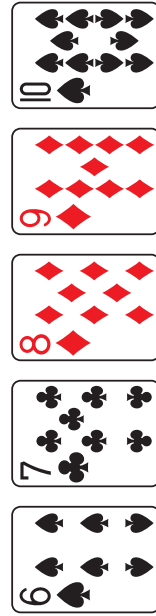
### 3. Two Pair

Tre carte dello stesso valore. L'esempio mostra un tris di due. Probabilità di avere questa mano: 46/1



### 4. Three of a Kind

Cinque carte dello stesso seme ma non in successione. L'esempio mostra un colore di denari. La carta più alta del colore determina il vincitore in caso di parità. Probabilità di avere questa mano: 508/1



### 5. Straight

Un tris più una coppia. In caso di parità vince il tris più alto. Probabilità di avere questa mano: 693/1

Quattro carte dello stesso valore. Probabilità di avere questa mano: 4,164/1

Scala con cinque carte dello stesso seme. La carta più alta della Scala reale minima determina il vincitore in caso di pareggio. Probabilità di avere questa mano: 72,192/1

Scala con le cinque carte più alte dello stesso seme, dai dieci all'asso. Probabilità di avere questa mano: 649,739/1

Le fiche non hanno valore intrinseco - Cartamundi parte dal presupposto che con questo gioco non si giochi per soldi.

