POKERSTARS
EXCLUSIVELY ON
FANDUEL

Download Desktop Client's Help (in English)

November 2025

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1 POKER RULES

Bet Limit Types

There are 3 main betting limit types available. Please note - not all limit types are available for every game variant:

Fixed limit

In fixed limit (or limit) games, you can only bet or raise by a fixed pre-defined amount. There are two betting amounts:

- Small bet: Usually, in the first two betting rounds, a smaller bet amount is used.
- Big bet: Used in the later betting rounds.

If you see for example a $1/$2 fixed limit hold'em game, the small bet is $1 and the big bet is $2.

Pot limit

Pot limit games differ from limit games in terms of the amount players are allowed to bet and raise.

- The minimum allowed raise is equal to the previous "bet" or "raise" in the same hand.

  For example, if the first player bets $10 and the second player wishes to raise, they must raise by at least $10.

- The maximum raise amount is equal to the total pot amount before your opponents' bets in the current round + total bets of your opponents in the current round + the amount you would have to put into call. In addition, the player also has to pay the call amount to participate in the hand.

  For example, there is $50 in the pot. Player A bets $10. Player B calls for $10. To sum up:

  - *Amount in the pot before opponents' raise - $50.*
  - *Total bets of your opponents in the current round - $20.*
  - *Amount you have to put to call - $10.*

  In this case the player can raise up to $90 – the call amount of $10 + the maximum raise of $80 ($50 in the main pot + $20 from past bets in the round + $10 of the player's call).

- The maximum bet amount is equal to the size of the pot. Keep in mind, however, that calculating the pot size may be tricky, as it depends on your position on the table.

  The easiest way to calculate the maximum bet is via the following formula: "maximum bet equals three times the last bet plus the pot size before the bet". Note that the "last bet" refers only to the bets during the current betting round. In other words, if you are the first to bet on any of the streets (flop, turn, or river), there are $0 bets so far. The blinds posted pre-flop also count as bets.
  The following examples will give you a better idea of how the maximum bet is calculated.

  - *Example 1: We have the following situation – the blinds are $1/$2.5; the pot size in the pre-flop is $10; you're the first to act on the flop.*

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In this case, the calculation is straightforward. Since you're the first to act in the betting round, there are no bets (last bet equals $0); the pot size is $10, so the maximum bet you can make is $10.

- *Example 2: We have the following situation – the blinds are $10 and $20; it is the pre-flop, and you are "under the gun" (the position to the immediate left of the Big Blind). In this case, the last bet (the Big Blind) was $20, and the pot size before the last bet was $10. So, we take three times the last bet and add the pot size before the last bet – (3*$20)+ $10. In other words, the maximum you can bet in this situation is $70.*
- *Example 3: We have the following situation – There is $20 in the pot. Player 1 bets $10. Player 2 raises to $30.*
  *In this case, the last bet was $30, and the pot size before the last bet was also $30 ($20 in the pot + $10 bet of Player 1). So, we take three times the last bet and add the pot size before the last bet – (3*30)+ $30. Therefore, the maximum bet amount equals $120.*

Unlike limit games, the stakes in pot limit games are not changed during the later betting rounds.

No limit

No limit games are different than limit games because (other than the player's current table balance), there is no maximum bet or raise.

- The minimum allowed raise will be equal to the previous "bet", or "raise" in the same hand.

  For example, if the first player bets $10 and the second player wishes to raise, they must raise by at least $10.

Unlike limit games, the stakes in no limit games are not changed during the later betting rounds.

Rake

In our poker, you do not play against the cardroom, you play against other players. Therefore, the house takes a charge in the form of a rake from each pot. We do not charge rake if the hand ends before the flop cards are dealt - "No flop no drop".

The table that follows summarizes the rake we charge for Pot Limit and No Limit games. Full Rake tables can be found below:

No Limit and Pot Limit Rake Configs

Stakes	Rake	2 Player Cap	3-4 Player Cap	5+ Player Cap
$0.01/$0.02	n/a	n/a	n/a	n/a
$0.02/$0.05	$0.01 per $0.18 in Pot	$0.50	$1.00	$1.00
$0.05/$0.05	$0.01 per $0.18 in Pot	$0.50	$1.00	$1.00
$0.05/$0.10	$0.01 per $0.18 in Pot	$0.50	$2.00	$2.50
$0.15/$0.30	$0.01 per $0.18 in Pot	$0.50	$2.00	$3.00
$0.25/$0.50	$0.01 per $0.18 in Pot	$0.50	$2.00	$3.00
$0.50/$1	$0.01 per $0.18 in Pot	$1.00	$2.00	$3.00
$1/$2	$0.01 per $0.18 in Pot	$1.00	$2.00	$3.50
$2.50/$5	$0.01 per $0.18 in Pot	$1.00	$2.00	$4.00
$5/$10	$0.01 per $0.20 in Pot	$1.25	$2.00	$4.50

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$10/$20	$0.01 per $0.20 in Pot	$1.75	$2.50	$4.75
$25/$50	$0.01 per $0.20 in Pot	$2.25	$3.00	$5.00
$50/$100	$0.01 per $0.20 in Pot	$2.25	$3.00	$5.00

Limit Rake Configs

Stakes	Rake	2 Player Cap	3-4 Player Cap	5+ Player Cap
$0.02/$0.04	$0.01 per $0.20 in Pot	$0.02	$0.02	$0.02
$0.04/$0.08	$0.01 per $0.20 in Pot	$0.04	$0.04	$0.04
$0.10/$0.20	$0.01 per $0.20 in Pot	$0.10	$0.10	$0.10
$0.20/$0.40	$0.01 per $0.20 in Pot	$0.16	$0.16	$0.16
$0.50/$1.00	$0.01 per $0.20 in Pot	$0.40	$0.40	$0.40
$1/$2	$0.01 per $0.20 in Pot	$0.50	$0.70	$0.80
$3/$6 to $5/$10	$0.01 per $0.20 in Pot	$0.50	$2.00	$3.00
$10/$20	$0.01 per $0.20 in Pot	$0.50	$2.00	$3.00
$20/$40 to $100/$200	$0.01 per $0.20 in Pot	$1.00	$2.00	$3.00

Tournament fee (house fee)

We receive commission on tournaments in the form of an 'entry fee'; a fixed cost of entry taken at time of tournament registration. An additional 'entry fee' may be taken at time of rebuy or add-on during a rebuy tournament.

The 'entry fee' is clearly indicated in the individual tournament lobby and during the registration process. There may not be an 'entry fee' for every tournament; we may offer tournaments without commission.

The same applies for Sit & Go.

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Spin & Go RTP

If the tournament fee is represented by X%, the Spin & Go RTP = 100% – X%.

Note that the Spin & Go RTP varies based on the set tournament fee. This will lead to a change of the Total Wins amount as well.

The Spin & Go RTP is calculated via the following formula: "RTP (%) = 100 * Total Wins / Total Bets".

It has to match the result of: Spin & Go RTP = 100% – X%.

Spin & Go Prize Structures (Winner take all for all multipliers)

$1 Spin

Multiplier	Prize Pool	Probability	Instances (out of 10M)
10,000x	$10,000	0.0001%	10
25x	$25	0.10%	10,000
5x	$5	8.00%	800,000
3x	$3	45.7002%	4,570,020
2x	$2	46.1997%	4,619,970

$5 Spin

Multiplier	Prize Pool	Probability	Instances (out of 10M)
10,000x	$50,000	0.00023%	23
25x	$125	0.10%	10,000
5x	$25	8.50%	850,000
3x	$15	45.90046%	4,590,046
2x	$10	45.49931%	4,549,931

$20 Spin

Multiplier	Prize Pool	Probability	Instances (out of 10M)
5,000x	$100,000	0.00045%	45
25x	$500	0.10%	10,000
5x	$100	10.00%	1,000,000
3x	$60	44.4509%	4,445,090
2x	$40	45.44865%	4,544,865

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$50 Spin

Multiplier	Prize Pool	Probability	Instances (out of 10M)
5,000x	$250,000	0.00045%	45
25x	$1,250	0.10%	10,000
5x	$250	10.00%	1,000,000
3x	$150	44.4509%	4,445,090
2x	$100	45.44865%	4,544,865

$100 Spin

Multiplier	Prize Pool	Probability	Instances (out of 10M)
10,000x	$1,000,000	0.00001%	1
20x	$2,000	0.25000%	25,000
5x	$500	10.00%	1,000,000
3x	$300	54.15002%	5,415,002
2x	$200	35.59997%	3,559,997

Please note that the current calculations are made based on 7% tournament fee. The fee might vary and is subject to change. This will lead to different RTP results accordingly.

Games Interruptions

Due to the nature of online poker gaming, once a game gets interrupted, it cannot continue later on. In other words, if a gameplay interruption occurs due to a technical problem on our side (such as server malfunction), one of the following flows gets triggered:

- If the interruption occurs in a cash game, the current hand gets canceled, and the players receive back the money they have spent from the beginning of the cash game session until the last finished hand.
- If the interruption occurs in a tournament, the tournament gets canceled, and all participants get money or prize refunds depending on the tournament stage when the interruption occurred.

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Connectivity Issues

If a player experiences a connectivity issue (issue caused by the player's connection to the game) while playing poker, one of the following flows gets triggered:

- If the player is playing a cash game when a connectivity issue occurs, the player is put in sit-out status, and the system starts acting on the behalf of the player (checks the hand when possible and folds the hand in all other cases).

  If the player does not manage to return to play within X minutes (where X is a configurable value), the player is dropped out of the cash game. In case the player manages to return to play on time, the player can continue participating in the cash game.

- If the player is participating in a tournament when a connectivity issue occurs, the player is put in sit-out status, and the system starts acting on the behalf of the player (checks the hand when possible and folds the hand in all other cases).

  In case the player manages to return to play before running out of chips, the player can continue participating in the tournament. If the player runs out of chips before returning to play, the usual end of tournament message appears, and the player is dropped out of the tournament.

Read More

Poker Rules
Hand Rankings

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1.1 Hand Rankings

A poker hand consists of the best possible five card combination.

The 10 poker hand ranks

Below are the ten hand ranks for standard "Hi poker" games such as Texas Hold'em & Omaha, where your goal is to make the best possible five card combination.

Royal Flush

Straight flush from 10 to Ace of the same suit. *Theoretically, if the players are using the Run it Twice feature, it is possible to end up in a situation in which two players have royal flushes in different suits. In this case, the pot is split equally among the players.*

Example: 10♦, J♦, Q♦, K♦, A♦

Straight flush

Five sequential cards of the same suit. *When more than one straight flush is competing, the highest straight flush wins. Usually, when this happens, one of the players has the top and the other the bottom of the straight flush. The player with the top straight flush wins.*

Example: 5♥, 6♥, 7♥, 8♥, 9♥

Four of a kind

Four cards of the same value. *When more than one four of a kind is competing, the highest four of a kind wins. If the players have four of a kind hands of the same rank, the player with the highest fifth card (kicker) wins.*

Example: 7♣, 7♦,7♠,7♥

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Full House

Three cards of one value plus one pair. *When more than one full house is competing, the one with the highest ranking group of three wins. In case the group of three cards of the players are of the same rank, the player with the highest pair (belonging to the full house) wins.*

Example: 4♥, 4♣, 4♠, J♦, J♠

Flush

Five cards of the same suit. *When more than one flush is competing, the one with the highest card wins. If the highest cards of the players are of the same rank, the second highest card is taken into consideration, and so on. If all five cards are of the same rank, the pot will be split.*

Example: 10♥, 2♥, J♥, 4♥, A♥

Straight

Five sequential cards. *When more than one straight is competing, the one with the highest card wins. An ace can be considered both high and low (but not high and low in the same hand).*

Example: 6, 7, 8, 9, 10; the suit is irrelevant.

Three of a kind

Three cards of the same value. *When more than one three of a kind is competing, the highest three of a kind wins. If the players have three of a kind of the same rank, the player with the highest card among the remaining two cards wins.*

Example: 7♥, 7♦, 7♠

Two pairs

Two different pairs, each made up by cards of the same value. *When more than one two pair hands are competing, the player with the highest pair wins. If the players have high pairs of the same rank, the player with the stronger low pair wins. In case the players have two pairs of the same rank, the hand with the highest card outside the paired card wins.*

Example: 9♦, 9♠, Q♣, Q♦

One pair

Two cards of the same value. *When more than one pair is competing, the highest one wins. When the players have pairs of the same rank, the hand with the highest card outside the pair wins.*

Example: 8♣, 8♦

Highest Card

When no player has achieved any of the above combinations, the hand with the highest card wins. In case the highest cards of the players are of the same rank, the next highest card is taken into consideration until a winner is determined.

Low Hand Games

In low hand ("Lo") games, your goal is to make the lowest possible hand. Aces are the lowest possible card, counting as one, and there are no straights or flushes.

The best possible hand you can have in a "Lo" game is A,2,3,4,5. The next best hand is A,2,3,4,6 and so on.

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Six Plus Hold'em hand ranking:

- Royal Flush
- Straight flush
- Four of a kind
- Flush
- Full house
- Three of a kind
- Straight
- Two pair
- One pair
- High card

For more information about the Six Plus Hold'em hand ranking, visit the Six Plus Hold'em section.

Read more

Poker Rules

Poker Games

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2 POKER GAMES AND TOURNAMENTS

PlaytechOne offers the following poker games:

- Texas Hold'em
- Six Plus Hold'em
- Omaha
- Omaha Hi-Lo
- Pot Limit Omaha 5 Cards
- 2 – 7 Triple Draw
- 5 Card Draw
- 5 Card Stud
- 7 Card Stud
- 7 Card Stud Hi-Lo
- Razz
- Zoom Poker
- Spin & GoPoker
- Spin & GoArena Tournament
- Mystery Bounty Tournaments
- Progressive Knockout Tournaments

All games are played with a standard deck of playing cards. The bets placed by players accumulate into a pot as the hand progresses. The best poker hand wins the pot, depending on the game variant.

The games are quite similar in concept, but each has its unique strategic differences.

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2.1 TEXAS HOLD'EM

Texas Hold'em is a game with 2-10 players and can be played as no limit, pot limit or fixed limit.

Each player is dealt with two cards that only they can see, and during the hand, up to 5 community cards are revealed. The player should then combine his hole cards with the community cards in order to make the best possible five-card hand.

A Hand of Texas Hold'em (step-by-step)

1. **The Dealer**

   When a new round starts, one player is chosen to be the "dealer"; if this is the first hand at the table, this player is chosen randomly. He is marked with a special chip in front of him, the so-

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called "dealer button". The dealer button moves one position clockwise before each hand start.

2. **Blinds**

   There are two "forced bets" in the game: the blinds. Before any cards are dealt, the player immediately to the left of the dealer has to pay the "Small Blind", the player one seat further to the left has to pay the "Big Blind", which is usually twice the size of the small blind.

3. **Initial Deal**

   Around the table, every player is dealt two cards face down. These are called pocket cards or hole cards and can only be used by the individual who holds them.

4. **First betting round:**

   The betting round begins with the player immediately to the left of the big blind and continues in a clockwise direction around the table, with each player having the option to fold, check, call (highest call before them), bet, or raise.

5. **The Flop**

   Three cards are now dealt face up in the middle of the table. These cards are called "the flop". These are "community" cards and can be used by all the players to help make up their final poker hand.

6. **Second betting round**

   A second round of betting follows. This is carried out exactly as the first betting round, but now the first player to act is the first player left of the dealer that is still active (didn't fold before).

7. **The Turn**

   Another community card (fourth) is dealt face up on the table - this is called "the turn".

8. **Third betting round**

   A third betting round takes place. Again, it's opened by the first player left of the dealer who is still active.

9. **The River**

   A last community card, called "the river", is dealt to help players complete their hand.

10. **Last betting round**

    This final betting round is carried as per previous betting rounds.

11. **Showdown**

    If there are two or more players who have not folded their cards by the end of the final betting round, the winner is determined by a showdown. Each player builds the best five-card poker hand out of his own two pocket cards and the five community cards. Whoever holds the best combination wins. If two or more players have winning hand with the same hand strength, the main and the side pots in which the players have participated are divided evenly.

12. **Next Hand**

    After a hand is completed and the pot taken by the winner, the dealer button is moved one player to the left, and the next hand begins.

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Betting actions

- **Fold**

  If you don't like your cards, you can fold. If you have posted a blind, made a bet or raised a bet, you will lose that money, but you will not lose anymore. After folding, you are out of the game until the next hand begins.

- **Check**

  If nobody has made a bet (the blinds count as a bet so before the flop only the big blind can check), you can check and pass the action to the next player.

- **Call**

  If there has already been a bet or raise in front of you, you can call the bet (or raise it) to stay in the hand. To make a call, you pay the exact amount your opponent has bet.

- **Bet / Raise / Re-Raise**

  If you think your hand is good enough, you can make a bet. If another player has already made a bet, you can raise it.

How often can you raise?

In fixed limit games, there can be one bet and three raises in each round (bet, raise, re-raise, re-raise). After three raises, the betting round is capped, and the next card is dealt (or if it is the final betting round, the best hand is determined).

In pot limit and no limit games, the betting is not capped.

All-in

Whenever you bet or raise all of your remaining chips, you are "all-in". No matter what other players are doing, you cannot be forced to fold your hand.

The betting round then continues until all players have folded or called the third raise, or until a bet has been called by all players (except the one who placed the bet) with no raise taking place.

- When you are all-in, or you call all your chips, the pot is divided into main pot and side pot. All subsequent chips are added to a side pot.
- When the round is over, and the "all-in" player does not have a winning hand, both the side pot and the main pot go to the winning hand, as usual.
- When the round is over, and the "all-in" player has a winning hand, the main pot goes to the "all-in" player, and the side pot goes to the next best hand.
- When several players go all-in, multiple side pots are created. The pots are divided according to hand and order in which the players went all-in. The strongest hand wins the pot that was collected until he/she went all-in. The next strongest hand gets the pot that was collected from there to the point when he/she went all-in, etc.

If two or more players have winning hand with the same hand strength, the main and the side pots in which the players have participated are divided evenly. However, keep in mind that you can only win as many chips from each player as you have invested in the pot. This means that if you and at least one other player have the same best hand, and you are all-in, but there are

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more chips bet after you went all-in, your opponents may receive more chips than you, depending on how many chips are in the pot.

For example, there is a hand with three players. Player A goes all-in with 100 chips, Players B and Player C bet 150 chips each. Player A and Player B have the same best hand, therefore, they would split the 400 chips pot.

Since Player A bet only 100 chips, Player A can only win a total of 100 chips from each player plus the chips Player A has bet (a total of 300 chips). As the pot is split with Player B, Player A can only receive 1/2 of the 300 chips they could have solely won, meaning that Player A receives 150 chips and Player B - 250 chips (since Player A could not match the extra 50 chips bet by Players B and C).

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2.2 Six Plus Hold'em

Six Plus Hold'em is a variant of Texas Hold'em that uses a short deck. Instead of the standard 52 card deck, all cards with the values of 2, 3, 4, 5 (4 deuces, 4 treys, 4 fours, and 4 fives) are removed from the deck, resulting in a 36 card deck, where the lowest card is 6 and the highest A. Six Plus Hold'em follows the same game logic and betting structure as the classic Texas Hold'em. The only exception comes in the hand rankings.

Please note that the aces can still be used for the high straight (AKQJT) as well as for the low straight. This means, that in Six Plus Hold'em, the hand A6789 is equivalent to the A2345 hand in classic Texas Hold'em, which is the weakest straight in both game types.

Six Plus Hold'em has a slightly different hand ranking from the classic Texas Hold'em:

- Royal Flush
- Straight flush
- Four of a kind
- Flush
- Full house
- Three of a kind
- Straight
- Two pair
- One pair
- High card

The two major differences are that Three of a kind now beats a Straight, and Flush beats a Full house. This is implemented to make up for the changed probabilities of hitting, due to the reduced deck as compared to classic Hold'em game with 52 cards.

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Texas Hold'em Poker

Poker Rules

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2.3 Omaha

Omaha poker follows the same rules as Texas Hold'em poker, but with two key exceptions:

- You get dealt four pocket cards instead of two.
- To build your final poker hand, you have to use exactly two of your pocket cards and three of the community cards.

  Be careful and remember this rule. For example, if you get dealt four aces as your pocket cards, you don't have four of a kind. You only have a pair of aces because you have to use exactly two of your pocket cards.

The principle of the game is the same, but the two differences in the rules demand a very different strategy for playing Omaha. Also, Omaha is usually played using a pot limit betting structure.

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Texas Hold'em Poker

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2.4 Omaha Hi-Lo

Owing to its frequently large pots, Omaha Hi/Lo (also called 'Omaha High Low', 'Omaha H/L', 'Omaha/8' or 'Omaha 8-or-better') has become a hugely popular game around the world. Each player in an Omaha Hi/Lo game is dealt four private cards ('hole cards') that belong only to that player. Five community cards are dealt face-up on the 'board'. All players use exactly two cards from their four hole cards in conjunction with exactly three cards from the board to make the best five-card poker hand possible. The pot is divided between the best hand for high and the best hand for low - hence the name, Omaha Hi/Lo. You may use different combinations of two cards from your hand to make your high hand and your low hand, but in each hand you must use precisely two from your hand and three from the board - no more, no less. Visit the **poker hands** page to view the rankings of hands in Omaha Hi/Lo.

Omaha Hi/Lo is played with an '8-or-better' qualifier, which means that a low hand must consist of five different cards - ranked eight or below - to be eligible to win the low portion of the pot. Low hands in Omaha Hi/Lo are determined in exactly the same way they're determined in **7 Card Stud Hi/Lo**. If there is no qualifying low hand, the high hand wins the entire pot.

Omaha Hi/Lo uses the 'Ace to Five' or 'California' system for ranking low hands. Straights and flushes do not count against a hand, and Aces are always low in reading the low hand, so the best possible hand is a "wheel": 5, 4, 3, 2, A. To help understand the ranks of low hands, the following sample qualifying low hands (not a complete list) are ranked from least powerful (#1, will rarely win the low half of the pot) to most powerful (#10, the nuts):

1. 8, 7, 6, 5, 4
2. 8, 7, 6, 5, 3

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3. 8, 6, 4, 2, A
4. 8, 4, 3, 2, A
5. 7, 6, 5, 4, 2
6. 7, 6, 5, 2, A
7. 7, 5, 4, 3, 2
8. 6, 5, 4, 3, 2
9. 6, 4, 3, 2, A
10. 5, 4, 3, 2, A

Note that a low hand is always ranked from its highest card downwards. So for example, hand #9 is known as a 'Six-low' because its highest card is a Six. Hand #5 is a 'Seven-low', and Hand #1 is an 'Eight-low'. In poker slang, you distinguish between close low hands by going further down the ranks, so hand #9 would be called a 'Six-Four low', which beats hand #8, a 'Six-Five low'.

Also remember that straights and flushes do not count against your low hand, so making a qualifying low that is also a straight or a flush is a very powerful hand, that could win both the high and low halves of the pot. That's called a 'scoop'.

Types of Omaha Hi/Lo Games

Omaha Hi/Lo can be played in the following formats:

- **Limit Omaha Hi/Lo** - Specific betting limit applied in each game and on each round of betting.
- **Pot Limit Omaha Hi/Lo** - Bets are limited to the amount of chips in the pot.
- **No Limit Omaha Hi/Lo** - A player can bet all of the chips he has available.
- **Mixed Omaha Hi/Lo** - The game alternates between rounds of Limit and Pot-Limit. The blinds are increased when the game switches from Pot-Limit to Limit, to ensure that the stake levels are consistent.

Rules for Playing Omaha Hi/Lo

In Omaha Hi/Lo, a marker called 'the button' or 'the dealer button' indicates which player is the nominal dealer for the current game. Before the game begins, the player immediately clockwise from the button posts the 'small blind', the first forced bet. The player immediately clockwise from the small blind posts the 'big blind', which is typically twice the size of the small blind, but the blinds can vary depending on the stakes and betting structure being played.

In Limit games, the big blind is the same as the small bet, and the small blind is typically half the size of the big blind but may be larger depending on the stakes. For example, in a $2/$4 Limit game the small blind is $1 and the big blind is $2. In a $15/$30 Limit game, the small blind is $10 and the big blind is $15.

In Pot Limit and No Limit games, the games are referred to by the size of their blinds (for example, a $1/$2 Omaha Hi/Lo game has a small blind of $1 and a big blind of $2).

Now, each player receives their four hole cards. Betting action proceeds clockwise around the table, starting with the player 'under the gun' (immediately clockwise from the big blind).

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Pre-Flop

After seeing his or her hole cards, each player now has the option to play his or her hand by calling or raising the big blind. The action begins to the left of the big blind, which is considered a 'live' bet on this round. That player has the option to fold, call or raise. For example, if the big blind was $2, it would cost $2 to call, or at least $4 to raise. Action then proceeds clockwise around the table.

Note: The betting structure varies with different variations of the game. Explanations of the betting action in Limit Omaha Hi/Lo, No Limit Omaha Hi/Lo, and Pot Limit Omaha Hi/Lo can be found below.

Betting continues on each betting round until all active players (who have not folded) have placed equal bets in the pot.

The Flop

After the first round of betting is complete, the 'flop' is dealt face-up on the board. The flop is the first three community cards available to all active players. Betting begins with the active player immediately clockwise from the button. Another round of betting ensues. In Limit Omaha Hi/Lo, all bets and raises on the flop are in increments of the small bet (for example, $2 in a $2/$4 game).

The Turn

When betting action is completed for the flop round, the 'turn' is dealt face-up on the board. The turn is the fourth community card in an Omaha Hi/Lo game. Play begins with the active player immediately clockwise from the button. Another round of betting ensues. In Limit Omaha Hi/Lo, bets and raises on the turn are in increments of the big bet (for example, $4 in a $2/$4 game).

The River

When betting action is completed for the turn round, the 'river' is dealt face-up on the board. The river is the fifth and final community card in an Omaha Hi/Lo game. Betting begins with the active player immediately clockwise from the button. A final betting round ensues.

The Showdown

If there is more than one remaining player when the final betting round is complete, the last person to bet or raise shows their cards, unless there was no bet on the final round in which case the player immediately clockwise from the button shows their cards first. The player with the best five-card hand for high wins half the pot, and the player with the best five-card hand for low wins the other half. Remember, in all Omaha games, players must use two (and only two) of their four hole cards in combination with exactly three cards from the board. In the event of identical hands, the high and low shares of the pot will be equally divided between the players with the best hands. In the event that no hand qualifies for low (i.e. is an 'eight low' or better), the best hand(s) for high wins the whole pot.

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After the pot is awarded, a new Omaha Hi/Lo game is ready to be played. The button now moves clockwise to the next player.

Limit, Pot Limit, No Limit Omaha Hi/Lo

Omaha Hi/Lo rules remain the same for Limit, No Limit and Pot Limit poker games, with a few exceptions:

- **Limit Omaha Hi/Lo**

  Betting in Limit Omaha Hi/Lo is in pre-determined, structured amounts. Pre-flop and on the flop, all bets and raises are of the same amount as the big blind. On the turn and the river, the size of all bets and raises doubles. In Limit Omaha Hi/Lo, up to four bets are allowed per player during each betting round. This includes a (1) bet, (2) raise, (3) re-raise, and (4) cap (final raise).
- **Pot Limit Omaha Hi/Lo**

  The minimum bet in Pot Limit Omaha Hi/Lo is the same as the size of the big blind, but players can always bet up to the size of the pot.

  Minimum raise: The raise amount must be at least as much as any previous bet or raise in the same round. As an example, if the first player to act bets $5 then the second player must raise a minimum of $5 (total bet of $10).

  Maximum raise: The size of the pot, which is defined as the total of the active pot, plus all bets on the table, plus the amount the active player must first call before raising.

  Example: If the size of the pot is $100, and there is no previous action on a particular betting round, a player may bet a maximum of $100. After that bet, the action moves to the next player clockwise. That player can either fold, call $100, or raise any amount between the minimum ($100 more) and the maximum. The maximum bet in this case is $400 - the raiser would first call $100, bringing the pot size to $300, and then raise $300 more, making a total bet of $400.

  In Pot Limit Omaha Hi/Lo, there is no 'cap' on the number of raises allowed.
- **No Limit Omaha Hi/Lo**

  The minimum bet in No Limit Omaha Hi/Lo is the same as the size of the big blind, but players can always bet as much more as they want, up to all of their chips.

  Minimum raise: In No Limit Omaha Hi/Lo, the raise amount must be at least as much as the previous bet or raise in the same round. As an example, if the first player to act bets $5 then the second player must raise a minimum of $5 (total bet of $10).

  Maximum raise: The size of your stack (your chips on the table).

  In No Limit Omaha Hi/Lo, there is no 'cap' on the number of raises allowed.

  On the PokerStars software, it's not possible to bet less than the minimum or more than the maximum. The bet slider and bet window will only allow you to bet amounts within the allowed thresholds.

Read More

Omaha Poker

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2.5 Pot Limit Omaha 5 Cards

The Pot Limit Omaha 5 Cards (PLO5) is an enhancement of the standard Omaha game. The only addition on top of the currently available Omaha game is the additional 5th card of the player. Everything else regarding the representation of the game, as well as the rules for forming and strength of poker hand, is the same.

The game supports only cash tables and Pot Limit game type. A maximum of 9 players is allowed.

The PLO5 game is listed in the Games filter of the Cash tab.

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2.6 2 - 7 Triple Draw

Game Overview

2–7 Triple Draw is a widely played lowball poker variant where each player receives five face-down cards. Similar to flop games like Texas Hold'em, the game features a dealer, a small blind, and a big blind. However, unlike those games, there are no community cards dealt on the table. Instead, each player is allowed to discard and replace any number of their cards to improve their hand.

The goal of the game is to create the **lowest possible five-card hand**, with **straights and flushes counting against you**. The best possible hand is 2, 3, 4, 5, 7 offsuit. The game consists of **four betting rounds** and **three draw phases** in between. If no winner is determined by the end of the 4th betting round, the outcome is decided via a showdown.

The game uses the standard 52-card deck and follows lowball hand rankings, which are the opposite of the normal hand rankings used in games like Texas Hold'em poker. Details about the hand rankings are provided later in the section.

The game supports three betting formats: Fixed Limit, Pot Limit, and No Limit. For cash games, the rake gets charged from each pot, except when the hand ends before the first betting round and the second draw phase. For tournaments, the rake is collected as an entry fee.

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Gameplay Sequence

1. **First Betting Round:**
   Once the cards are dealt, the first betting round begins with the player to the left of the Big Bind acting first. Each player, in turn (going clockwise), must Fold/Check/Call/Raise.
2. **First Draw Phase:**
   Once the first betting round ends, the first draw phase begins. During the draw phase, each player may choose to:
   - **Stand pat** (keep all five cards)
     OR
   - **Discard** between 1 and 5 cards to draw replacements from the deck.

   Players can select/unselect cards for discarding by clicking/tapping on them. Each player, in turn, must confirm their choice via the "Discard" button.
3. **Second Betting Round:**
   A second round of betting follows. It is carried out exactly as the first betting round, but now the first player to act is the first active player to the left of the dealer.
4. **Second Draw Phase:**
   After the second betting round, players enter the second draw phase. As before, each player may discard and replace any number of cards or stand pat.
5. **Third Betting Round**
   A third betting round takes place after the second draw phase. The structure and order of play remain the same as in previous betting rounds.
6. **Third Draw Phase**
   Once the third betting round is complete, the final draw phase begins. Players again have the opportunity to discard and draw new cards or stand pat.
7. **Fourth Betting Round**
   The fourth and final betting round begins immediately after the third draw phase. It follows the same format as the earlier betting rounds, with the first active player to the left of the dealer acting first.
8. **Showdown:**
   If two or more players remain after the final betting round, the winner is determined by a showdown. All remaining players reveal their hands, and the player with the best (lowest) 5-card hand wins the pot. If two or more players have a winning hand with the same strength, the pot is split.

Hand Rankings

The 2 - 7 Triple Draw poker uses lowball hand rankings, which are the opposite of the traditional hand rankings used in games like Texas Hold'em poker. The goal is to make the lowest possible five-card hand, following the below-listed key rules:

- **Best possible hand**: The strongest hand is the "2-3-4-5-7" offsuit.
- **Worst Possible Hand**: The weakest hand is a straight flush.
- **Aces are high**: Aces are always considered high and cannot be used as a low card in a straight (e.g., "A-2-3-4-5" is **not** a valid low hand).
- **Straights and flushes are penalized**: Straights and flushes count against the player. For example, if Player A and Player B each hold 8-5-4-3-2, but Player A's hand is a flush (all cards of the same suit), while Player B's hand is offsuit, Player B's hand is considered stronger.
- **Tiebreakers**: If two players have the same "low card" (e.g., both have an 8 -low), the next lowest breaks the tie. However, if two or more players have the same hand at showdown, the pot is split.

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Reshuffling

In some situations, the remaining cards in the deck may not be sufficient to fulfill all players' draw requests. To ensure fair play, when the deck runs out of cards, the following reshuffling rules apply:

- **Single draw phase games:** in games with a single draw phase, the discarded cards of the player are not used in the reshuffle, ensuring that the player will not receive back a card they have discarded on the draw.
- **Multiple draw phase games:** in games with multiple draw phases, once a reshuffle has occurred, the server prevents the player from receiving any previously discarded cards.

In both cases, the newly formed deck is used to provide the players with the number of cards they have requested. Depending on the number of players and the flow of the game, multiple reshuffles may occur within a single hand.

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2.7 5 Card Draw

Game Overview

Five Card Draw is a simple variant of poker, where each player is dealt 5 face-down hole cards. Just like in flop games, there is a dealer, a small blind, and a big blind. The game consists of two betting rounds and a draw phase between them. No community cards are dealt on the board. Instead, each player is allowed to replace any number of their cards to improve their hand. The objective of the game is to have the strongest 5-card hand at the showdown and win the pot. The card and hand rankings are the same as in Texas Hold'em poker. The game supports three betting formats: Fixed Limit, Pot Limit, and No Limit. For cash tables, rake gets charged from each pot, except when the hand ends before the draw phase. For tournaments, rake is collected as an entry fee.

Gameplay Sequence

1. **First Betting Round:**

   Once the cards are dealt, the first betting round begins with the player to the left of the Big Blind acting first. Each player in turn (going clockwise) must Fold/Check/Call/Raise.

2. **Draw Phase:**

   After all bets in the first round are complete, the Draw phase begins. During the draw phase, each player can choose not to discard any cards ("Stand pat") or to discard from 1 to 5 of their hole cards and to draw new cards from the deck to replace them. Clicking/tapping on cards will select/unselect them for discarding. Each player in turn must confirm their choice via the "Discard" button.

3. **Second Betting Round:**

   A second round of betting follows. It is carried out exactly as the first betting round, but now the first player to act is the first active player to the left of the dealer.

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4. **Showdown:**

   If there are two or more players who have not folded their cards by the end of the final betting round, the winner is determined by a showdown. The player with the best 5-card hand wins the pot. If two or more players have a winning hand with the same strength, the pot is split. Suits are irrelevant.

Reshuffling

There might be cases when the remaining cards in the deck will not be enough to supply all players with the number of cards they have requested. In such instances, the remaining cards in the original deck and all cards previously discarded by the players are shuffled together to make a new deck. Note that the active player's discarded cards are not included in the reshuffle, therefore, the players cannot receive the same card(s) they have discarded on the draw. This new deck is then used to provide the remaining players with the number of cards they have requested. Multiple reshuffles can occur during a given hand, depending on the number of players participating in the hand and on the gameplay.

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2.8 5 Card Stud

5 Card Stud is pretty much the same game as 7 Card Stud but with fewer cards.

A 5 Card Stud game step-by-step

1. **Antes are paid**: Each player has to pay a small fee to partake in each hand that contributes to each pot – the antes.
2. **Hole cards are dealt**: Every player gets one card face down (only the player can see it), and one card face up (all players can see the card) - the upcard.
3. **First betting round**: The player with the lowest upcard has to start the betting. If two players have the same upcard, the card suit decides. The suit order is in descending rank: spades, hearts, diamonds, and clubs. The starting player can either place a complete bet or a "bring-in". This is smaller than the complete bet, and again, like the "blinds" in other varieties, the player only needs to add the difference if the bet is completed and he decides to call. The other players can call, complete the bet, or raise.
4. **Third street**: Players that are still active in the hand now receive another card face-up, and another betting round takes place. This time, the betting starts with the player with the best possible combination of visible cards. Also, there is no bring-in this time. The first player can check and not pay anything into the pot.
5. **Fourth street**: Another card is dealt face-up to all players. Then another betting round starts, again with the player who holds the best poker hand with his visible cards.
6. **River**: A fifth and final card is dealt face-up to all remaining players, and a final betting round takes place in the same way as on third and fourth street.

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7. **Showdown**: The remaining players now compare their cards. The one with the best five card combination wins the pot.

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2.9 7 Card Stud

7 Card Stud belongs to the group of "stud games". These games do not make use of community cards. Instead, every player gets a certain number of cards and has to make the best of it. The game is usually played in the fixed limit betting structure.

A 7 Card Stud game step-by-step

1. **Antes are paid**: Each player has to pay a small fee to partake in each hand that contributes to each pot – the antes.
2. **Hole cards are dealt**: Every player gets two cards face down (only the player can see them), and one card face up (all players can see the card). The open card is also called the "upcard".
3. **First betting round**: The player with the lowest upcard has to start the betting. If two players have the same upcard the card suit decides. The suit order is in descending rank: spades, hearts, diamonds, and clubs. The starting player can either place a complete bet or a "bring-in". This is smaller than the complete bet, and again, like the "blinds" in other varieties, the player only needs to add the difference if the bet is completed, and he decides to call. The other players can call, complete the bet, or raise.
4. **Fourth street**: Players that are still active in the hand now receive another card face-up, and another betting round takes place. This time, the betting starts with the player with the best possible combination of visible cards. Also, there is no bring-in this time. The first player can also check and not pay anything into the pot.
5. **Fifth street**: Another card is dealt face up to all players. At this stage, you have 2 cards face down and 3 cards face up. Then another betting round starts, again with the player who holds the best poker hand with his visible cards.
6. **Sixth street**: Another card is dealt face up to all players, and a betting round takes place in the same way as on fifth street.
7. **River**: A seventh and final card is dealt face down to all remaining players, and the final betting round takes place in the same way as on fifth and sixth street.
8. **Showdown**: The remaining players now build their final poker hand by taking the best combination of five cards out of the seven cards they have. The player with the best combination wins.

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2.10 7 Card Stud Hi-Lo

7 Card Stud Hi-Lo is played in the same way as 7 Card Stud, only with the addition of the same hi-lo principle that's used in Omaha Hi-Lo:

- Instead of all players competing to get the best hand and win the pot, the pot is split into two pots, and you have to build two very different poker hands from your cards.
- **Hi hand:** The first half of the pot is played out as usual. You try to get the best possible combination, for example, a Royal Flush, to win this pot.
- **Lo hand:** The second half of the pot goes to the worst hand. The lower your cards, the better. A low hand can only contain cards that are an 8 or lower. The ace counts as 1. There are no straights or flushes for the lo hand.

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2.11 Razz

Razz is played the same way as 7 Card Stud, but your goal is this time to make the "worst" hand.

- An ace is the lowest possible card, counting as 1.
- There are no straights, flushes, or pairs.
- Unlike in hi-lo games, there is no condition that every card has to be an 8 or lower. Every hand competes for the pot and can be the "worst" possible hand, even if it contains a king, for example.

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2.12 Zoom Poker

Zoom Poker minimizes the waiting time between hands and empowers you with a sense of action always going. In general, Zoom Poker follows the poker game fundamental rules and supports Texas Hold'em and Omaha games.

Join a Zoom game

Navigate to the "Poker" tab via the main navigation. There select the "Zoom" entry to get an overview of all available Zoom Poker games. Select a game and click the **Join Game** button in the sidebar or simply double-click an entry, to join the game.

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How to play Zoom Poker?

After joining a Zoom Poker game, initially, you are automatically seated alone at a virtual table with the notification that the game will start soon. You are also notified that in the Zoom game the blinds are posted automatically.

When a hand starts, you visually remain on your initial seat. If you want to be seated in another place, you can use the **Take seat** option on an empty seat, and you will be moved immediately to the selected place.

The **Zoom Fold** button allows you to quickly fold the hands you do not like. Clicking on it will move you instantly, or with a minimum delay, to a new table for a new hand.

When you go in sit-out mode, you are moved to a separate empty virtual table, and you sit there alone. You can use **I am back** button to return to the game again.

Following the general poker game rules, when you stay in sit-out mode longer than 5 minutes, you are removed from the Zoom game. You can leave a Zoom game also by closing the table.

Zoom Poker limitations

When playing on Zoom games and regular tables simultaneously, there are no other limitations than the usual – maximum of 16 tables can be opened at a time, no matter cash, tournament, or Zoom game tables.

There is a limitation of 10 tables for one Zoom game instance, but if, for example, you play on 8 tables in one instance and on 8 tables in another instance, you can play on 16 tables at the same time.

There are no private Zoom Hold'em cash games; all of them are open for players from all card rooms.

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2.13 Spin & Go

Spin & Go poker games are fast turbo tournaments with only three players per game.

The winner is rewarded with a random prize that can reach thousands of USDs for buy-ins as low as $1. The prize is randomly determined and presented to all players on the table after the tournament starts and before dealing the first hand. The prize is awarded in a winner-takes-all format: the whole prize pool is awarded to the player who wins the tournament. In case of high Spin & Goprize, the prize will be split among all three players based on the respective tournament prize structure configuration.

Spin & Gotournaments are always available under the Spin & Gosection of the "Poker" entry in the main navigation.

You can launch a Spin & Gotournament by clicking on the desired Spin & Gogame type and choosing the number of tournaments you want to play at the same time. You can play up to six Spin & Gotournaments simultaneously.

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The amount won from a Spin & Go tournament, as well as the date, time, and name of the tournament, is displayed in **My Account > Tournament History > Tournaments tab**.

Upon the start of the tournament, a slot animation will determine the Spin And Go prize pool. For more information about Spin And Go tournaments, click here.

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2.14 MYSTERY BOUNTY TOURNAMENTS

The Mystery Bounty tournaments are an exciting variation of Knock-Out Flight tournaments. In these tournaments, players have the chance to win a randomly determined bounty from a bounty prize pool when they eliminate an opponent.

The mystery bounty prize pool is collected from the knock-out part of the player's buy-ins, while the other part goes towards the regular prize structure of the tournament.

The bounty phase of the tournament begins after a level specified in the tournament info panel, and usually after the end of the late registration period. The system determines the bounty prize structure based on the number of qualified players. The players are then informed about the total bounty pool and its distribution, including the highest bounty prize and all other available bounties.

Throughout the Mystery Bounty phase, players can also check the remaining bounty prizes at their table using the Mystery Bounty widget. The widget updates in real-time as the tournament progresses, providing players with a clear view of the available bounties.

When a player eliminates an opponent during the Mystery Bounty phase, they win a random bounty prize. The amount of the won bounty does not depend on the player's position in the tournament; the entire bounty amount is credited directly to the player's balance.

It's worth noting that the regular prize structure of the tournament applies in addition to the mystery bounties. Therefore, the tournament continues until only one player remains, and the winner receives both the main prize and any bounties they have won along the way. Overall,

Mystery Bounty tournaments are an exciting and unpredictable way to play poker, with the added thrill of the mystery bounty prize pool adding an extra level of excitement to the game.

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Progressive Knockout Tournaments

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2.15 PROGRESSIVE KNOCKOUT TOURNAMENTS

The Progressive Knock-Out (PKO) tournaments are an extension of the already popular Knock Out (KO) tournaments. In this tournament, the bounties gradually increases as the player eliminates his or her opponents in the game.

The total prize pool of the tournament is calculated based on the following components:

- Regular Prize pool – it is calculated by multiplying the number of registered entries by the prize fee.
- Bounty Prize pool – it is calculated by multiplying the number of registered entries by the knockout fee. The bounties are part of the guaranteed prize.

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The Total Prize Pool is generated from the sum of the regular prize pool and the bounty prize pool.



Example: A Progressive Knock-Out tournament has the following configuration:

- 10 Dollars prize fees.
- 10 Dollars bounties.
- 1 Dollars buy-in fee.
- 1000 Dollars guaranteed prize.

If five players register for the tournament, the prize pool will be presented as follows: 950 Dollars regular prize pool and 50 Dollars bounty prize pool for a total tournament prize of 1000 Dollars.

When a player eliminates an opponent, part of the eliminated player's bounty is added to his own bounty, whereas the remaining part is added as immediate cash. The bounty progression (specified by the Knock-out progression factor parameter) defines the percentage of the eliminated player's bounty that will be added as cash/bounty.



Example: Let's consider a PKO tournament with the following configuration:

- 22 Dollars buy-in (10 Dollars prize component + 10 Dollars initial bounty + 2 Dollars tournament fee).
- 50% bounty progression.

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In the so-configured tournament, all players will start with 10 Dollars bounties.

If Player A gets eliminated by Player B, then Player B will receive 5 Dollars to his balance and 5 Dollars to his bounties (his bounty now becomes 15 Dollars). Now if Player B gets eliminated by Player C, Player C will receive 7.50 Dollars as bounty and 7.50 Dollars as cash to his balance. The last remaining player wins the tournament and takes the remaining accumulated bounty amount from their opponent.

There are two types of PKO tournaments:

- Sit & Go PKO tournament
- Scheduled Multi Table PKO tournament

To preserve the main point of the PKO tournaments, which is to eliminate the opponents and to restrict them from registering back to the current tournament, rebuys and add-ons are not allowed.

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Mystery Bounty Tournaments

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3 LOGIN

Logging in

When you launch the Download Desktop client, the Login window appears prompting you to log into the poker room.

Enter your username and password and press the Login button. In case you do not have an account yet, you need to register. Details on how to do this are available below.

Account creation

Press the **Create Account** button to start the registration process.

You will be prompted to fill in some personal information that we need to create and manage your account. This information is kept strictly confidential - we do NOT share it with any third part company or organization.

Click **Create** to complete the creation of your account. You will then be assigned a unique username, which will be sent to your e-mail address. Your password is used for login authentication.

Note: It is very important that you fill in correct and valid information so we will be able to pay you your winnings.

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Lobby

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3.1 POKER PAGE

On the top of the screen, right below the main navigation, you can navigate between the different types of games we offer:

- **Home:** Provides you with quick access to all your favorite games.
- **Cash:** Lists all "normal" cash games.
- **Six Plus Hold'em:** Opens a view with all available Six Plus games.
- **Spin & Go:** Displays a view with all available Spin & Go tournament games.
- **Sit & Go:** Opens a view with all sit and go tournaments.
- **Zoom:** Lists all available Zoom Poker cash games.
- **Tournament:** Displays all multi-table tournaments.

3.1.1 HOME

The "**Home**" tab gives you quick access to all your favorite games. An algorithm based on your recently played games, favorites, available tournament tickets, and other variables, gives you a pre-selection of the games you're most likely to play.

If you aren't logged into your account or haven't registered yet, the "**Home**" tab allows you to do so.

How to log in?

- Click on the big **Log in** button in the "Recommended for you" area. A pop-up window opens and allows you to enter your login credentials. That's it.

How to register?

- Click on the big **Register** button in the "Recommended for you" area. You'll be redirected to a registration form. Simply follow the instructions, fill out the form(s) and you are good to go.

For detailed information about login and/or registration, refer to the Login section.

3.1.2 CASH

Under "Cash", you can access an overview of all "classic" cash games. The cash games are represented either in Group or in Advanced view.

You can switch between the two available views via the two buttons at the top right of the tab.

Group view

In the group view, all similar tables (e.g. same stakes and same table size) are represented in a grid, similar to the Advanced view grid, so for the genuine players, the experience remains consistent - the players see groups in a grid. Choose what type of game you want to play from the list of groups, and the software will seat you automatically on a suitable table.

The grid shows the following details for each cash table group (columns explained from left to right):

- **Game:** The game type.
- **I:** Icons representing the major properties of each group. Move the mouse cursor over the "i" symbol in the table header to open a legend.
- **Stakes:** The stakes of each table group in the respective currency - for example, $0.10/$0.20.
- **Table size:** The size of the tables in the respective table group.
- **Buy-in:** The minimum and maximum buy-in of the tables in the respective group.
- **Players:** The total number of players in the respective table group.

Additionally, when you click on a table group, the right sidebar shows you the name and stakes of the selected group, the size of the tables in the group, the average pot and average stack, as well as the number of players sitting on the tables, and the number of tables in the group. The right sidebar also allows you to seat on a table either as a player or as an observer.

- To join a game as a player:

- select a row and click the **Play** button or double click on a given row.

  The **Buy Chip**s dialog appears in the lobby.

- Specify the buy-in amount, payment method (in case you have both tickets and cash), the number of tables to join, and click the **Play** button to start playing.

- To join a game as an observer, simply select a row and click the **Observe** button.

Advanced view

The advanced view lists all cash game tables, one by one. The columns explained from left to right:

- **Name:** The name of the game.
- **I:** Icons describing additional game properties. Move the mouse cursor over the "i" symbol in the table header to open a legend.

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- **Stakes:** The stakes for this game, usually displayed in a format where the first number is the small blind and the second number the big blind. For fixed limit games, the first number refers to the small bet and the second number to the big bet.
- **Game:** The game type.
- **Plrs:** The first number indicates the total number of players already seated at the table; the second number indicates the maximum number of players that can be seated.
- **Avg. Pot:** The average pot size reached in this game.
- **P/F:** The percentage of players that are seeing the flop on average. The higher the percentage, the less often players are folding their cards before the flop.
- **H/Hr:** The number of hands played per hour.

Selecting a game in the table grid opens a list with additional information in the right sidebar like the minimum and maximum buy-in. There you also have the option to join the game or to add the game to your list of favorites.

3.1.3 Six Plus Hold'em

This tab gives you access to the "Six Plus Hold'em" poker, which is a variant of Texas Hold'em poker using a reduced 36 cards deck. All cards with values of 2, 3, 4, 5 are removed. For more information about the rules of Six Plus Hold'em poker, refer to the Six Plus Poker section or click on the info icon (**i**).

You may join a Six Plus table either as a player or as an observer.

- To join a table as a player, hover over a Six Plus tile and click the **Play** button.

- To join a table as an observer, hover over a Six Plus tile and click the **Observe** button.

3.1.4 Spin & Go

Spin & Go tournaments are very fast sit and go tournaments with three players, fast blind levels, and a random prize pool. When a new Spin & Go game starts, the prize pool is randomly selected - the prize pool will be between 2x and 12,000x your buy-in.

To start a Spin & Go tournament:

- Select the Spin & Go tournament you want to start.
- Select the number of tournaments you want to open. You can play 1, 2, or even more tournaments at the same time.

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- Click the **Play** button. The software will search for two more players and start the game. For information about the Spin & Go tournaments, refer to the Spin & Go section.

3.1.5 Sit & Go

Under "Sit & Go", you'll find an overview of all sit and go tournaments.

You can switch between the two available views via the two buttons at the top right of the tab.

Quick view

In the quick view, all similar tournaments (e.g. same buy-in and same table size) are represented by one entry. Instead of having to scroll through a list of tournaments to find one with an open seat, you can simply choose what type of game you want to play, and the software will seat you automatically in a suitable tournament.

You may either directly register for a tournament or open the Tournament Lobby for more details and then decide whether to register.

- To register for a tournament directly from the Quick view, simply hover over the respective tile and click the **Play** button.

- To open the Tournament Lobby for more information about the tournament, simply hover over the respective tile and click the **Lobby** button.

Advanced view

The advanced view lists all sit and go tournaments, one by one. The columns explained from left to right:

- **Name:** The name of the sit and go.
- **I:** Icons describing additional game properties. Move the mouse cursor over the "i" symbol in the table header to open a legend.
- **Game:** The game type.
- **Buy-in:** The buy-in for this game.
- **Plrs:** The first number indicates the number of players who bought into the sit and go so far; the second number indicates the number of players required before the tournament starts.
- **Starting:** Shows you whether a sit and go is running, finished, or how many players are still needed to start the sit and go.

Selecting a sit and go in the grid opens a list with additional information in the right sidebar. There you also have the option to register for the sit and go, to add it to your list of favorites, or to open the tournament lobby for more details.

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3.1.6 Zoom

Zoom Poker is a faster version of the classic cash games. Instead of staying at the same table the whole time, you are given the option to instantly fold any cards you don't like and be seated on a new table. This way, you don't have to wait until it's your turn if you already know long before that you don't want to play your hand.

The table grid under "Zoom" lists all Zoom Poker games available to you. The columns explained from left to right:

- **Name:** The name of the game.
- **I:** Icons describing additional game properties. Move the mouse cursor over the "i" symbol in the table header to open a legend.
- **Stakes:** The stakes for this game, usually displayed in a format where the first number is the small blind and the second number - the big blind.
- **Game:** The game type.
- **Plrs:** The first number indicates the total number of players in the player pool; the second number indicates the maximum number of players per table.
- **Avg. Pot:** The average pot size reached in this game.
- **P/F:** The percentage of players that are seeing the flop on average. The higher the percentage, the less often players are folding their cards before the flop.
- **H/Hr:** The number of hands played per hour.

Selecting a game in the table grid opens a list with additional information in the right sidebar like the minimum and maximum buy-in. There you also have the option to join the game or add the game to your list of favorites.

For information about Zoom Poker, refer to the Zoom Poker section.

3.1.7 TOURNAMENT

Under "Tournament", you'll find an overview of all scheduled multi-table tournaments.

Other than the fact it displays only scheduled tournaments and does not support two view modes, this section provides the same information and behaves like the "Sit & Go" overview. (see above)

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3.1.8 GAME FILTERS

In almost all tabs (except **Home**, **Six Plus Hold'em, and Spin & Go** tabs), you can narrow down the displayed games by using the filters located above the table/games list. For example, there are quick drop downs for choosing the game type, the buy-in limit, and the table size.

If you need more filtering options, click the **More** button to open the advanced filtering options. There you have the possibility not only to set the filtering criteria, but also to save the set filters, to load previously set filtering configuration, or to delete an already created configuration.

3.1.9 FAVORITES

In this section, you can quickly access all games you've previously marked as favorite. You have the option to join a game or remove a game from your list of favorites.

To add a game to your favorites, go to the "Poker" tab via the main navigation. Then select the game and click the star icon in the right sidebar.

Alternatively, when playing a game, click on the table header on the star symbol to the far left to add this game to your favorites. Even more options are available throughout the software. You can recognize them by the star symbol.

3.1.10 INBOX

The inbox collects all messages sent to you by our system.

3.1.11 MY TOURNEYS

This view provides you with an overview of:

- Upcoming tournaments you are registered in.
- Tournaments you are currently playing in.
- Tournaments you have played and completed.

Here you can unregister from tournaments or reopen an active tournament.

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3.1.12 SETTINGS

This view gives you access to a myriad of settings that allow you to configure the software in the way you prefer. In general, you can:

- set your default opening screen.
- change your avatar.
- change your card and table theme.
- set up your table, audio and player interaction settings.
- etc.

3.1.13 TICKETS

Under the Tickets button, you get an overview of your tournament and cash game tickets.

The tickets allow you to register into a tournament with no additional costs: you do not have to pay the fee or the buy-in.

You can use a ticket directly from this section by clicking on it (its entire area is clickable). The Tickets view also allows you to check the ticket details, as well as the tournaments for which it applies by using the ticket menu (**...**).

You can also use a ticket directly from the Tournament Lobby when registering for a tournament. Clicking on the **Register** button in the Tournament Lobby opens a popup that allows you to choose whether to register using real money, Points or tickets.

Note: Keep in mind that not all tickets can be used for all tournaments. Tickets are only valid for a limited range of tournaments and for a limited period.

3.1.14 HISTORY

In this view, you can check your tournament and cash game history according to the specified filtering criteria. You can also manage your account from the **My Profile** button.

My Profile button gives you access to the "My account" section of the Cashier, where you can change various settings such as your address, password, etc.

3.2 CASHIER

The **Cashier** page allows you to perform monetary operations, as well as to view your entire transaction history.

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4 GAMEPLAY FEATURES

We offer some gameplay-related features that aim to make the player experience attractive and engaging. One of those functionalities is Run it Twice and Tournament Deals. More information about those features is available in the respective sections.

4.1 RUN IT TWICE

The Run it Twice (RiT) functionality gives you a chance to have the remaining board card dealt twice once you and your opponent go all-in before the River.

- If you and your opponent agree to run the hand twice, two sets of the remaining board cards are dealt, and the pot is split into two halves. The first half of the pot goes to the winner of the first set of dealt cards; the second half of the pot goes to the winner of the second set of dealt cards.
- If you or your opponent disagree to run the hand twice, the hand continues as usual.

Important: If more than two players go all-in, the Run it Twice feature is not triggered!

You can set your feature usage preferences via the **Run it Twice** option in the ***Table*** section of the settings. Upon selecting the option, the **Run it Twice preferences** popup with the following options appears:

- **Never** – if selected, the client automatically declines the RiT request and runs the hand once. This option is selected by default.
- **Always** – if selected, the client automatically accepts the RIT requests. The hand will run twice if the other player accepts the RiT request.
- **By Hand** – if selected, the client asks you whether to run the hand twice in each eligible situation. You can either accept or decline.

The RiT functionality is available for No Limit Hold'em cash games, including Zoom Poker. No additional rake is charged for RiT hands.