



## **Fortune Hold'Em Rules**

1. To begin the game, players must make equal bets on the Ante and Blind. They may also make a bet on the Bonus 88 or Bonus Seven Card optional wagers.
2. The dealer will place the (5) community cards spread face down in the middle of the table. Then working from left to right, the dealer gives each player and him or herself a set of two hole cards facedown.
3. Players have a choice:
  - Check (make no bet); or
  - Make a Raise bet of up to 4x their Ante.
  - Once players bet, they cannot bet again, and they cannot make changes to their bet.
4. The dealer then reveals the first three community cards, (the 3 cards from the dealers left hand side)
5. Players that have not yet made a Raise bet have a choice:
  - Check (make no bet); or
  - Make a Raise bet of up to 2x their Ante.

6. The dealer then reveals the final two community cards .
7. Players that have not yet made a Raise bet have a choice:
  - Fold; or
  - Make a Raise bet of 1x their Ante.
8. The dealer then reveals their two hole cards and announces the dealer's five-card hand.
9. The dealer needs a pair to qualify.
  - Note; In Fortune Hold'em Players do not automatically win when the dealer doesn't qualify, If the Dealer has a higher hand than the Player, the player loses their ante, blind and Raise bets.

When the dealer qualifies:

10. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.
  - If the player's hand beats the dealers, the Raise and Ante bets win even money.
  - If the player's hand loses to the dealer, the Rasie, Ante and Blind bets lose.
  - When the hands tie, the Rasie, Ante and Blind bets push.
  - The Blind bet wins when the player wins with a straight or higher. See posted payout on the layout.
  - If the player wins with less than a straight, the Blind pushes.
  - The Bonus Seven Card bet wins if the player has three of a kind or better. See posted payout on the layout.
  - The 88 Bonus wins when the player holds an 8 in their first two cards dealt to them, the player also wins when combinations of other outcomes of obtaining 8's between the players first (2) cards and the (5) community cards. See posted payout on the layout.

When the dealer doesn't qualify:

11. The dealer, working from right to left, refunds each player's Ante bet. The dealer does this before looking at any of the player's hands.
12. Then, again working right to left, resolves the action normally, paying or taking bets as determined by player beating the dealer's hand or dealer beating players hand or push.

Note: If the player has three of a kind or better, the Player always wins the Bonus Seven Card bet—even if the player folds.

Note: If the player has combinations of 8's as described for the Bonus 88 bet, the player wins— even if the player folds.

Examples;

**Dealer Win:** Players Hand Ace, five, Dealer Hand five, five community cards Ace, five, ten, two nine.

Dealers qualify and win against the player with (3) fives over players two pair. Players Ante, Blind and Raise bets lose.

**Player win:** Players Hand, King, Ten, Dealer Hand, Queen, four. Community cards, King, Queen, nine, eight, three.

Dealer qualifies, Player wins with pair of Kings over Dealer pair of Queens. Players Raise and Ante bets are paid even money.

**Tie** Player Hand, Ace, Queen, Dealer Hand, Ace Queen, Community Cards. Ace, ten, four, three, two.

Dealer qualifies, Player and Dealer tie, each have Pair of Aces with Queen, ten, four kicker.

**Dealer does not qualify** Player Hand, Queen, Jack Dealer Hand, Ten, Five. Community Cards: queen, jack, nine, six, two.

Dealer does not qualify, Players Ante is returned, Players Ante and Raise bets are paid even money.