



Introduction

Bluff is a remarkable new game that successfully mixes War and Poker together to create this enhanced version of everyone's favorite casino games. Bluff is played with a standard 52 card deck in a 2, 4, 6 or 8 deck shoe. Aces are the highest value card, while deuces are the lowest. The object of the game is to get a higher value card than the dealer, without being bluffed. The house edge for this game is 4.2% of the ante.

How to Play the Game

The player will place their initial mandatory wager on the ante betting circle. Each person will be given one card face down. The player will peek at their card to see what they have. At this point, the player has three options they can choose from:

Raise

When the player raises, they'll place a wager equal to the ante in the raise betting circle. By picking this option with a low card such as a 2, the player can take a risk and try to bluff the dealer. If the dealer flips over a 2 thru 6 they will automatically fold and the player will win 1 to 1 on their ante and push on their raise, regardless of what card they have.

Call

When the player calls, they'll place a wager equal to the ante in the call betting circle.

Check

When the player checks they'll make a quick tapping motion indicating their decision. For this option, no additional wager is needed. Keep in mind that as enticing as it sounds, if the player checks and the dealer raises then the player will automatically fold and they'll lose their ante wager. This will occur even if the dealer is bluffing with a 2 or 3 and the player holds a higher card.

Optimal Player Strategy

For casual players, here are the suggested guidelines for optimal play:

- Raise on a 2, 3 or 4 (AKA: Bluffing)
- Call on a 5, 6, 7 or 8
- Raise with a 9, 10, Jack, Queen, King or an Ace



How to Win

After all of the players have finished making their decision and their cards are placed face down in the box, the dealer will flip over his card and start taking or paying bets. The highest value card will determine the winning hand unless there is a fold. If both cards match, this is a tie and the player's bets push, meaning no money is exchanged. Wagers will be paid or taken according to the following guide:

Player Raises

If the dealer has a 2 - 6 then they'll automatically fold meaning the player's ante wins 1 to 1 and their raise bet pushes. If the dealer has a 7 - Ace and player has high card, both the ante and the raise are paid 1 to 1.

Player Calls

The dealer will check on a 4 thru 8 and raise on a 2 - 3 & 9 - Ace. If the dealer raised and the player has high card, their ante and call bets will both be paid 1 to 1. If the dealer checked and the player has high card, their ante bet will be paid 1 to 1 and their call bet will push.

Player Checks

If the dealer raises, the player will automatically fold and lose their bet. If the dealer checked and player has the higher card, their ante will be paid 1 to 1.

Side Bets

There are two optional side bets available for the player, the "Suit and Tie" wager and the Progressive. The "Suit and Tie" bet will win if the player's card matches the suit or rank of the dealer's card. If the suit matches, then the bet pays 1:1. If the rank matches, then the bet pays 3:1 and if both the rank and suit match then it pays 15:1. The Progressive wager takes this concept and extends it for multiple hands in order to win the jackpot. The first time the player matches both the rank and suit of the dealer they'll be paid \$100. The second time, they'll win a jackpot averaging \$10,000 or more.

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