

OVERVIEW

Ultimate Texas Hold'em features head-to-head play against the dealer and two optional bonus bets.

Players and the dealer each receive two cards. The dealer then deals five community cards to make their best five card hand.

Ultimate Texas Hold'em features two optional bonus bets. The first bonus bet is based on the player's hole cards and the community cards. The second bonus bet is based on the player's hole cards and the community cards.

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ULTIMATE TEXAS HOLD'EMTM

RECOMMENDED DEALING PROCEDURES

1. Set the IDK shuffle to the "UTH 6 Card Bonus" mode. Contact your SHUT.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make an optional Trips wager. In order to play the 6 Card Bonus, the player must place a bet on the 6 Card Bonus card box.
3. The dealer will then deal the five community cards. The dealer will place them in the designated 6 Card Bonus card box.
4. The dealer will then deal the two starting cards. Spread these out—face down—in the middle of the table.
5. The dealer gives himself a set of two starting cards, and then starting from the dealer's left will give each player a set of two starting cards.
6. After the dealer gives the last player their two cards, he presses the green button on the shuffle to dispense the remaining cards.
7. Players now have a choice:
 - a. Check (do nothing); or
 - b. Make a bet of 2x or 4x their Ante.
8. Once players bet, they cannot bet again and they cannot change their bet.
9. The dealer then reveals the first three community cards.

6 CARD BONUS TRAINING MANUAL

OVERVIEW

Ultimate Texas Hold'em features head-to-head play against the dealer and two optional bonus bets.

Players and the dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk—and win. If players bet pre-flop, they may risk 3x or 4x their Ante. If they bet on the flop, they may bet 2x their ante. And if they wait until the river—when all community cards are out—they may only bet 1x their Ante.

This game features two optional bets, the Trips and 6 Card Bonus. Players win the Trips Bonus if their final five-card hand is three of a kind or higher. Odds printed on layout. Players may also bet the optional 6 Card Bonus side bet. Players win the 6 Card Bonus side bet if their two hole cards combined with the four cards in the 6 Card Bonus card box to make the best five card poker hand. The only exception is the top 4 hands which are based on all 6 cards. The player is eligible to bet the 6 Card Bonus side bet only if he plays both the Ante and Trips Bonus.

RECOMMENDED DEALING PROCEDURES

1. Set the iDeal® shuffler to the "UTH 6 Card Bonus" mode. Contact your SHFL entertainment service technician for assistance.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make an optional Trips wager. In order to play the 6 Card Bonus the player must make a Trip wager.
3. The iDeal will first dispense the four 6 Card Bonus cards. The dealer will place them in the designated 6 Card Bonus card box.
4. The iDeal will then dispense the five community cards. Spread these out—face down—in the middle of the table.
5. The dealer gives himself a set of two starting cards, and then starting from the dealer's left will give each player a set of two starting cards.
6. After the dealer gives the last player their two cards, he presses the green button on the shuffler to dispense the remaining cards.
7. Players now have a choice:
 - a. Check (do nothing); or
 - b. Make a Play bet of 3x or 4x their Ante.
 - i. Once players bet, they cannot bet again and they cannot change their bet.
8. The dealer then reveals the first three community cards.

9. Players that have not yet made a Play bet have a choice:
- Check; or
 - Make a Play bet of 2x their Ante.
10. The dealer then reveals the final two community cards (the turn and river).
11. Players that have not yet made a Play bet have a choice:
- Fold; or
 - Make a Play bet of 1x their Ante.
12. If a player folds and they have a 6 Card Bonus and Trips wager, the dealer will collect the Blind and Ante wagers and tuck the players two starting cards face down under their 6 Card Bonus wager.
13. The dealer then reveals his two hole cards and announces his five-card hand.
14. The dealer needs a pair to qualify.
- Caution: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer doesn't qualify, it's not an automatic win for the player.

When the dealer doesn't qualify:

15. The dealer, working from right to left, refunds each player's Ante bet. He does this **before** looking at any of the player's hands.
16. Then, again working right to left, resolves the action normally (see #17).

When the dealer qualifies:

17. 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 Play and Ante (if applicable) bets win even money.
 - If the player's hand loses to the dealer, the Ante (if applicable) Play and Blind bets lose.
 - When the hands tie, the Ante, (if applicable) Play and Blind bets push.
 - The Blind bet wins when the player wins with a straight or higher. See layout for odds.
 - If the player wins with less than a straight the Blind pushes.
 - The Trips bet always wins if the player has three of a kind or better even if the player folds. See layout for odds.

18. The dealer will reconcile players bets paying from the back moving forward.
19. If the player has a 6 Card Bonus, the dealer will leave the players two starting after all other bets have been resolved.
20. If the player does not have a 6 Card Bonus bet the players two starting cards will be placed in the discard rack after all other bets have been resolved.
21. Before moving to the next hand the dealer will stack and push all winning payouts to the player.
22. Once all Ante, Blind and Trips bets have been resolved (by either locking up losing bets and/or paying, stacking and passing off to the player all winning bets) the dealer will discard their two hole cards and the 5 community cards.
23. The dealer will then reveal the four cards in the 6 Card Bonus card box and working from right to left the dealer will combine them with the players two starting cards making the best 5 card poker hand. The only exception is the top 4 hands which are based on all 6 cards. See payable for odds.

TRIPS		6 Card Bonus	
Royal Flush	50 to 1	6 - Card Royal - All Suits.....	\$100,000
Straight Flush	40 to 1	5 - Card Royal Flush.....	1000 to 1
Quads	30 to 1	5 - Card Straight Flush.....	200 to 1
Full House	8 to 1	Four - of - a - Kind.....	50 to 1
Flush	7 to 1	Full House.....	20 to 1
Straight	4 to 1	5 - Card Flush.....	15 to 1
Trips	3 to 1	5 - Card Straight.....	10 to 1
		Three - of - a - Kind.....	5 to 1

BLIND	
Royal Flush	500 to 1*
Straight Flush	50 to 1*
Quads	10 to 1*
Full House	3 to 1*
Flush	3 to 2*
Straight	1 to 1*
Other hands	Push*
* Must Beat Dealer	
Tie Dealer	Push
Lose To Dealer	Loss

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