

WILD TWIST - POKER

2 - 9 Players

Object

Win a higher valued amount of chips than you lose after 5 Rounds of play by creating the highest-ranking Hand of five (5) cards – or by cleverly bluffing.

Setup

- Use all 52 standard deck cards
- Use these 4 Wild Twist Cards: Wild Heart, Wild Diamond, Wild Spade, Wild Club.
- Remove these 4 Wild Twist Cards: 2 Wild, Wild Black, Wild Red and set them aside. **DO NOT USE.**
- There are three (3) roles that rotate clockwise after each game: The Dealer, The Small Blind, and the Big Blind.
 - **The Dealer** receives a Dealer marker/chip (called a Button) to show that they are dealing for the remainder of the game.
 - **The Small Blind** is the player to the left of the Dealer and contributes chips prior to anyone receiving cards.
 - **The Big Blind** is the player to the left of the Small Blind and must contribute double the value of the chips placed by the Small Blind.

Wild Cards Used:



Texas Hold 'Em In A Nutshell

In Texas Hold'em Poker, players compete to win the highest value of chips by placing clever bets. Players can win by proving they have the best hand of cards **OR** by bluffing other players into quitting early. Each player will have 2 private cards that only they can see and use as well as access to a growing row of Community Cards that everyone can see and make use of to create the best hand of five cards. The keys to winning Texas Hold 'Em is to string along your opponents when you have a good hand without giving away its strength **OR** to bluff other players into quitting early when you don't have a strong hand.

Let's Play

There are Five Rounds of Betting wherein new cards are revealed which can count toward anyone's final Hand of five cards. Each round of betting ends when each player has contributed an equal value of chips.

1. **Pre-Flop** - After the Blinds have been added to the pot, the Dealer passes out two private cards to everybody in play. The player to the left of the Big Blind takes the first turn of this Round.
2. **Flop** - The dealer deals 3 community cards face-up to the middle of the table, these are cards which anyone can make use of to create their Hand. The player to the left of the Dealer takes the first turn of this Round.
3. **Turn** - The dealer deals a fourth (4th) public card face-up to the middle of the table. The player to the left of the Dealer takes the first turn of this Round.
4. **River** - The dealer deals a fifth (5th), and final, public card face-up to the middle of the table. The player to the left of the Dealer takes the first turn of this Round.
5. **Showdown** - If any players remain they flip their privately held cards face-up, and the player with the highest ranking hand of 5 cards (from any of their available 7) collects all of the chips from the pot.

Players have 5 Actions they can take on each turn: Fold, Check, Bet, Call, and Raise.

1. **Fold** - Quit the game. You lose any bets made.
2. **Check** - If no bets have been placed you may pass your turn to the next player without betting.
3. **Bet** - Contribute any value of chips to the pot to indicate the "strength" of your hand of cards.
4. **Call** - Contribute a value of chips to **MATCH** the highest bet placed.
5. **Raise** - Contribute a **HIGHER** value of chips than the highest bet placed.

Using Wild Cards

When calculating your strongest hand of 5 cards you can use each of the Wilds to improve your hand by having it stand in for the suits they represent and/or any value.

Poker Hands (Ascending Order by Rank):

High Card: If nobody has any pairs, the highest card wins - Card values in descending order: (Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2)

One Pair: Any two cards with the same value (i.e. Two "3's")

Two Pair: Any two pairs (i.e. Two "5's" **AND** two "Queens")

Three of a Kind: Any three cards with the same value (i.e. Three "9's")

Straight: Five sequential cards (i.e. 4, 5, 6, 7, 8)

Flush: Five cards that are of the same suit (i.e. 2 of Hearts, 5 of Hearts, 7 of Hearts, 8 of Hearts, Jack of Hearts)

Full House: Three of a kind and a pair (i.e. three "4's" and two "Kings")

Four of a Kind: Four cards of the same value (i.e. four "10's")

Straight Flush: Five sequential cards of the same suit (i.e. 7 of Clubs, 8 of Clubs, 9 of Clubs, 10 of Clubs, Jack of Clubs)

Royal Flush: 10 through Ace of the same suit (i.e. 10 of Spades, Jack of Spades, Queen of Spades, King of Spades, Ace of Spades)

Five of a Kind: Five cards of the same value (**EXAMPLE:** four "10's" and one Wild Card)

Ending the Game

The game ends when all but one player have "Folded" **OR** when more than one player remains during the Showdown Round of play.

Winning

There are two (2) ways to win **ALL** of the Chips in the pot:

- If you are the last player remaining after all other players have "Folded" you **WIN!**
- If you are one of the players remaining when the Showdown Round begins **AND** you reveal the highest-ranking Hand of 5 cards you **WIN!**