



## HELP FILE

*On*Hand™  
SOFTWARE

Welcome to the **Best of Poker Help File**.

**Poker** is a family of card games that share betting rules and usually (but not always) hand rankings.

Best of Poker includes multiple variations of **Home Poker** and **Casino Poker**, **Tournament Play**, plus Bonus **Blackjack**.

Click on the Poker style to the left to see the different games offered.

# MAIN MENU & INTERFACE



On the main menu of Best of Poker, you can choose to play a Poker Tournament, a variety of Home-style Poker or Casino-style Poker games, and Blackjack.

To see what variations of each are available, or to see game specific options, click **SETUP** next to the **PLAY** button under each type of game. Of course to just get started playing a game, you click **PLAY**.

Under **OPTIONS** at the center bottom of the main menu, you can choose to play any game in Tutorial Mode and game settings such as sound effects, dealer audio, special effects and more.

Under **CASHIER** at the center bottom of the main menu, you can set up or delete individual players, borrow money from the bank, reset your bankroll and pick what opponents you'd like to play against.

# HOME POKER

## THE POKER HANDS

A Poker hand consists of five cards. The value of a hand depends on whether it contains one of the following combinations:

### **Straight flush**

The highest possible hand: all five cards of the same suit and in sequence (for example: the 6, 7, 8, 9, and 10 of diamonds). The highest-ranking straight flush is the A, K, Q, J, and 10 of one suit, called a *royal flush*.

### **Four of a kind**

Ranks next under a straight flush, as, four aces, or four sixes. It does not matter what the fifth, unmatched card is.

### **Full House**

Three cards of one rank and two cards of another rank, as 8-8-8-4-4, and ranks next under four of a kind.

### **Flush**

Five cards of the same suit, but not all in sequence, and ranks next below a full house.

### **Straight**

Five cards in sequence, but not all of the same suit. It loses to a flush or higher hand, but beats anything else.

### **Three of a kind**

Three cards of the same value. It ranks next under a straight.

### **Two pairs**

Two pair of two cards of the same value. It ranks next under three of a kind.

### **One pair**

Two cards of the same value. It beats any hand containing no pair but none of the higher-ranking combinations named above.

Below the rank of hands containing one pair are all the *no-pair hands*, which are rated by the highest card they contain, so that an ace-high hand will beat a king-high hand, and so on.

## **BETTING IN POKER**

In the course of each Poker deal, there will be one or more betting intervals in which the players have an opportunity to bet on their hands. Before the cards are even dealt, the rules of the Poker game being played may also require that each player put an initial contribution (called an ante) of one or more chips into the pot, to start it off.

Each betting interval begins when any player in turn makes a bet of one or more chips. Each player in turn after him must either call that bet (by putting into the pot the same number of chips); or may raise, which means that he puts in more than enough chips to call; or may fold, which means that he puts no chips in the pot, discards his hand, and is out of the betting until there is another deal and he receives a new hand.

When a player folds, he loses all chips he has previously put into that pot. Unless a player is willing to put into the pot at least as many chips as any player before him has put in, he must fold.

A betting interval ends when the all bets have been called (i.e. each player has put into the pot exactly as many chips as each other player, or has folded). There are usually two or more betting intervals for each Poker deal. After the final betting interval, each player who has met all the bets shows his hand face up on the table, and the best Poker hand takes the pot. This is called the showdown.

If at any time a player makes a bet or raise that no other player calls, that player wins the pot without showing his hand.

Check is a Poker term that means the player wishes to remain in the pot without betting. In effect, it is "a bet of nothing." A player may check provided no one before him in that betting interval has made any bet. If any other player has bet, he must at least call the bet or fold. If all the players check, the betting interval is over. In each betting interval, one player is designated as the first bettor, according to the rules of the game. The turn to bet moves from player to player to the left, and no one may check, bet, or even fold, except when his turn comes.

## **STUD POKER**

### **The Deal**

**Stud Poker** begins with **two cards**, one down and one face up, dealt to each player. In **Seven-Card Stud**, each player is dealt **three cards**, two down and one up.

Each player is given a turn to deal, clockwise around the table.

### **The First Betting Interval**

The first bettor in each betting interval is the player with the highest card or the highest Poker combination showing. If two or more players are tied for highest, the one nearest the dealer's left (that is, the one dealt first) is the first bettor.

After one of the players makes an opening bet, the other players may **Call**, **Raise**, or **Fold**.

### **Additional Cards**

After the first betting round, each player still in the game is dealt another upcard. At this point, the player who has the highest hand showing has the first opportunity to **Open**, **Check**, or **Fold**. After the opening bet, the other players have a chance to **Call**, **Raise** or **Fold**. After all players have bet, each remaining card is dealt face up and bet upon in sequence until the final card of the hand, which is dealt **face down**.

### **Showdown**

If two or more players remain after the final betting interval, there is a showdown in which each player turns up his hole cards. Each player creates their best hand using only five cards. Highest hand wins the pot.

## **STUD POKER VARIATIONS**

### **Baseball**

Seven-card Stud is played, with all nines and threes wild; but when a three is dealt face up, the player to whom it is dealt must either match the pot (put into the pot as many chips as are already in it) or fold. Any four dealt face up gives the player an additional hole card, which the dealer immediately gives him, face down, from the top of the pack.

### **Football**

The same as Baseball, except that sixes and fours are wild, a four requires a player to match the pot or fold, and a deuce entitles a player to an extra hole card.

### **Woolworth**

Fives and tens are wild. A player dealt a five face up must pay 5 chips to the pot or fold, and a player dealt a ten face up must pay 10 chips to the pot or fold.

### **Chicago**

Played the same as Seven-card Stud, except that the player with the highest spade as a hole card (i.e. face down) wins half the pot.

### **Low Chicago**

Same as Chicago, except that the low spades in the hole wins half the pot.

### **Follow the Queen**

Play is the same as in Seven-card Stud. However, if a queen is dealt face up, the following face-up card is wild. If another queen is dealt face up later in the hand, the wild card changes and the next face-up card is the new wild card.

### **Sequence**

Play is the same as in Seven-card Stud. However, if a two is dealt face up, then twos become wild. If after that, a three is dealt face up, threes become wild and twos are no longer wild. This continues until the dealing is completed.

## **DRAW POKER**

### **The Deal**

Draw Poker begins with five cards dealt, face down, to each player (usually after an Ante). Each player is given a turn to deal, clockwise around the table..

### **The First Betting Interval**

After the cards are dealt, the player to the left of the dealer then has the option to **Open**, that is, make a bet based on the first five cards dealt, or **Check** which means to pass the option to Open to the next player. If you think you have no chance of winning this hand, you can **Fold**, only losing your ante.

After an opening bet is made, you will have the opportunity to Call, Raise or Fold.

### **The Draw**

Once the opening bets are placed, each player has the opportunity to replace the cards in their hand by discarding those they do not want and drawing new ones. Click on the cards you want to discard, then click the the **Draw** button. If you want to keep all of your original cards, click the **Stand** button.

### **The Second Betting Interval**

#### *Opening*

After all players at the table have finished drawing, the player who Opened during the first betting interval will be given the option to **Open**, **Check** or **Fold**.

#### *Calling and Raising*

After an opening bet is made, the players seated clockwise to the player who opened have the opportunity to **Call** which means to match the bet of the person seated to your right, or to **Raise** the bet by matching the previous bet and adding to it.

## **DRAW POKER VARIATIONS**

### **Shotgun**

Three cards are dealt to each player face down and there is a round of betting. Other rounds of betting follow the dealing of the fourth and fifth cards. Players still in the game draw to improve their hands, and there is a final round of betting.

### **Spit in the Ocean**

Only four cards are dealt to each player. The next card in the pack is turned face up in the center of the table and is considered as the fifth card in each player's hand. This card is wild, and the others of the same nomination are also wild throughout the game. After a betting interval, there is a draw as in any Draw Poker game, except that each player draws to a four-card hand, then a final betting interval and a showdown.

### **Wild Widow**

Five cards are dealt face down to each player. Before the last round of cards is dealt, a card is turned up in the center; the other three cards of that rank are wild. There is a betting interval, then the draw and final betting interval.

## **OTHER WAYS TO PLAY**

There many other ways to play poker and many of these custom settings can be used to create your own variations of play.

### **Required Openings**

A player may not open unless he has jacks or better (i.e. a pair of jacks or a hand that would beat a pair of jacks in a showdown). If no one opens, through the dealer, everyone antes again and there is a new deal by the next dealer in turn. If any player opens, the first betting interval has begun. Each other player in turn after him (including players who checked on the first round) must fold, call, or raise, until this betting interval ends.

This is can also be played progressing so that if no one opens, on the next deal queens or better are required to open, then kings or better, etc.

Many also play that one may open either on a pair of jacks or better; or on any bobtail, that is, four cards of the same suit, called a four-flush, or a bobtail straight, which is four cards in sequence that can become a straight if the card at either end of the sequence is drawn.

### **Blind Openings**

In this form of play, the player at dealer's left must open blind for one unit and the player at his left must raise blind by putting in two units, so each pot begins with four units. The cards are then dealt.

### **Lowball**

In Lowball only low hands count and every pot is won by the lowest hand. The ace is always low, so A, 2, 3, 4, 6 is the lowest hand.

### **High-Low Poker**

The basic idea of High-Low Poker is that the best Poker hand and the worst Poker hand split the pot. The original purpose of High-Low was to give holders of poor cards a chance to play. High-Low games are often played with wild cards to give the player many different options in their hand. At the end of the hand each player still playing must declare whether they are playing for high or low. You may also declare both, but must win both to win the entire pot.

### **Wild Cards**

Finally, there are an unlimited amount of custom poker variations you can create by declaring different wild cards or adding jokers to the deck.

# CASINO AND TOURNAMENT PLAY

## BETTING IN CASINO POKER

Casino-style betting is different than your average home game. The main difference, being that you do not decide the amount of your opening bets and raises. The betting amounts are automatically determined by the table limits. All early round bets use the minimum table amount and all late round bets use the maximum table amount. See the rules for each specific game for more information.

### Unlimited Raises

Casino Poker is limited to 3 raises per round. However, if there are only two players left in the hand the number of raises is unlimited (until somebody calls).

### All In

If you run out of money during the play of a poker hand, you may declare **All In**. This means that you will remain in the hand but don't have to make any more bets. However, you are only eligible to win the amount of the pot at the time you declared **All In**.

### Blind Bets

In Texas Hold 'Em, the first two seats must place a **Blind Open** and **Blind Raise** respectively. This means they must place this bet whether they like their cards or not. The remaining players must then call or fold (the betting has already been opened). The second seat player will automatically be in the hand (unless somebody else raises) and the first seat player will have a choice of calling the blind raise or folding. This is only true for the first round.

### Bring In

After the first round of cards in a stud game, the player with the lowest up card is required to contribute an additional ante or **Bring In** into the pot.

## **CASINO POKER SETTINGS**

### **Variations**

Casino Poker can be played as Five-Card Draw, Five-Card Stud, Six-Card Stud, Seven-Card Stud, or Texas Hold 'Em. There are no customizable rules (i.e. wild cards, progressive openings, etc.) so it's straight up poker...just like in the casino.

### **Table Limits**

Choose from a predetermined set of table limits that set the amounts of the bets for all of the betting intervals.

### **Number of Players**

Play Casino Poker at a table against a single opponent or up to 6 other players.

## **TOURNAMENT POKER SETTINGS**

A poker tournament consists of Casino Poker played against a table of opponents who all start with the same amount of money. Once a player is out of money, they must leave a table. The laster player remaining is the winner.

### **Buy In**

The **Buy In** is the amount of chips that each player starts with. Once a player loses all of those chips, they are out of the game.

### **Raise Betting Amounts**

To shorten the duration of a tournament, the betting limits can be periodically raised during play. This will force players out quicker if they don't have much money remaining. Tournaments can be set up to raise the betting limits after a set number of hands or every time a player is eliminated.

### **Winnings**

Tournaments can be played as "winner takes all" or with the top 3 places sharing a percentage of the total pot.

# BLACKJACK

**Blackjack** (also known as **Twenty-one**) is the most widely played casino banking game in the world. Much of blackjack's popularity is due to the mix of chance with elements of skill.

## THE OBJECT OF BLACKJACK

The object of Blackjack is beat the dealer's hand. Both the player and the dealer will try to get a count of 21, or as near to 21 as possible, without going over.

## THE BLACKJACK PAYOFF

A winning hand in Blackjack pays off at **1 to 1**. If the Player has Blackjack, the hand is paid off at **3 to 2**. A winning Insurance bet pays the player **2 to 1**. All ties are considered a **Push**, that is, the player neither wins nor loses.

## HITTING AND STANDING

The Dealer must take another card if the card total is 16. Similarly, if the Dealer has 17, another card will not be drawn.

## THE CARD VALUES

**Aces** count as either **1** or **11**. (If you are holding an Ace, you will be given the choice of how to value that card.)

**Kings, queens, and jacks** each have a value of **10**.

**All other cards** are taken at their **face value**.

## INSURANCE

If the dealer's upcard is an ace, the players will be offered insurance.

If the player believes that the dealer has blackjack (an ace, 10 combination), the player can opt to insure. The insurance bet is limited to half of the original bet, but pays **2 to 1** if the dealer has blackjack. If the dealer does not have blackjack, the player loses the insurance bet and the hand continues.

You can accept insurance by clicking on the flashing Insurance area of the Blackjack table. If you want to decline Insurance, click on the **Continue** button.

## DOUBLE DOWN

Doubling down refers to the player's option to double the present bet and take only one additional card. Players who double down believe they can win because they have a stronger hand than the dealer. For example, the player is dealt a 9 and a 2. Since the total of 11 is conducive to reaching 21, the player

chooses to double down, hoping to receive a ten card.

Double Down is allowed on any hand, even after splitting a hand. You may also double down for less than the amount of your original bet if this option is selected in the Game Settings. Click the **Double** button to double down on any hand.

### **SPLITTING A HAND**

Splitting a hand refers to the player's option to split an *equal pair of cards*, such as two 8's, and play each card as a separate hand.

Ten value cards, such as 10's, jacks, queens and kings are all considered pairs for splitting purposes. When a player splits a hand, an additional bet (equal to the original bet) will be placed on the newly created hand.

*Note: After splitting a pair of aces, only one more card will be dealt.*

Click the **Split** button to split a hand.

### **RESPLITTING A HAND**

Resplitting refers to the player's option to split an equal pair of cards, such as two 8's, after splitting the original equal pair and play each card as a separate hand. Ten value cards, such as 10's, jacks, queens and kings are all considered pairs for splitting purposes.

When a player splits a hand, an additional bet (equal to the original bet) will be placed on the newly created hand.

*Note: Since only one more card is dealt after splitting aces, resplitting is not allowed for split aces.*

### **SURRENDER**

You can use the surrender option if you believe that the dealer's hand, in comparison to your own, is unbeatable. By surrendering, you give up all chances of winning the hand, but forfeit only half of your original bet.

You can only surrender on a two-card hand. Once you request an additional card, the surrender option is no longer available.

Click the **Surrender** button to surrender.

# **SUPPORT INFORMATION**

## ***System Requirements***

Windows 2000 / ME / XP / Vista

Pentium 233MHz or faster

16MB RAM or higher

100MB free hard drive space

DirectX compatible video and sound cards

CD-ROM / Mouse / Keyboard

## ***Installing Best of Poker on your PC***

1. Insert the Best of Poker CD into your CD-ROM drive
2. If your computer is configured to detect a newly inserted CD, the Autorun menu will appear. If the Autorun menu does not appear after a few moments, click on the Start button, then select Run, and type D:\setup.exe (where D is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double-click on the "My Computer" icon.
3. Click on the Install option, and follow the onscreen instructions for installation and setup.
4. Upon successful completion of the install, you can launch the program either from the Best of Poker icon on your desktop OR by going to Start/Programs/On Hand Software/Best of Poker

## ***Customer Support***

The quickest way to find an answer to your question is to click on this link:

<http://www.onhandsoftware.com/Support2.html>

This will take you immediately to the On Hand Software support site where we have posted the most frequently asked questions (FAQ's) and help files. There are also some patches to programs that you can download. In a minute or two you can often find the answer you are seeking.

However if you don't find an answer to your specific question there, we have also included a Support Form so that you can tell us which operating system and computer you are using, as well as including your question.

This form provides us with a more complete picture of the technical specs (computer brand, operating system) that we need to analyze and respond to your question. You'll find the form at the bottom of the support page.

We hope that you will quickly and easily find the information that you need on the support site or by using the product form.

## REPORTING BUGS

If you find a bug in our software, it would be helpful if you reported the bug to us via email to [info@onhandsoftware.com](mailto:info@onhandsoftware.com)

To report a bug, please email us with BUG REPORT in the subject line. Please include the following information in your email:

- What operating system you are using
- The software name and version # from the CD (ie PC103-01)
- The error message
- A brief description of what you were doing when the error appeared (ie did it happen upon launching of the game, or on a specific game level)
- Your name and email address so we can contact you when the bug is fixed.

When reporting bugs, detailed emails are necessary so we have a written record of the information our programmers will need to fix the problem.