



## HELP FILE



Welcome to the **Texas Hold 'Em Help File**.

**Texas Hold 'Em** is the most popular poker game in the casinos and poker card rooms in North America and Europe and now you can test your skills against crafty and intelligent opponents on your PC!

Texas Hold 'Em is a community card game where each player may use any combination of the five community cards and the player's own two hole cards to make a poker hand.

# MAIN MENU & INTERFACE



On the main menu of Texas Hold 'Em, you can choose to play a Cash Game, a Tournament or a pre-determined game Scenario.

To see what variations of each are available, or to see game specific options, click **CHANGE** each type of game.

Under **OPTIONS**, at the bottom of the main menu, you can select Game Play to change your opponents' skill level, game sound effects, time allowed per hand and more. Select Graphic to change the table view, table color and card colors.

Under **PLAYERS**, you can set up or delete players and view your game statistics.

# 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.

In Texas Hold 'Em you are allowed to **check-raise**. This means you can **check** when it is your turn to bet and then **raise** after someone else opens the round of betting. In fact, this is an important strategical play in Texas Hold 'Em.

# PLAYING A HAND

## The Game

Texas Hold 'Em is a game of poker in which each player is dealt two cards (*hole* or *pocket* cards) and then five community cards (the *board*) are turned up on the table. Players can use any combination of the community cards and their own two hole cards to form the best possible five-card Poker hand.

## The Deal

The dealer shuffles a standard 52-card deck. The dealer does not play. Instead, a round disc or a dealer *button* moves clockwise to each player with each hand. The dealer button indicates which player is the dealer as if the deal were actually advanced around the table.

## The Blinds

Games start with the two players to the left of the dealer button putting a set amount of money into the pot before any cards are dealt. This ensures that there is a pot to play for on every hand. This is called *posting the blinds*. The player to the left of the dealer puts up  $\frac{1}{2}$  the minimum bet, or *small blind*, then the next player puts up the full minimum bet, or *big blind*. The rest of the players do not put up any money to start the hand. As the deal rotates around the table; each player will act as the small blind, big blind and dealer at some point.

Both blinds are considered *live blinds* and therefore, have the option of checking, calling, raising or folding when the betting action returns to their position.

## The First Betting Interval

A round of betting takes place, beginning with the player to the left of the two who posted the blinds. Players can call, raise, or fold when it's their turn to bet.

## The Flop

The dealer then flips the next three cards face up on the table. These cards are called the *flop*.

After the flop, another round of betting takes place, beginning with the player to the left of the dealer (the button). During this and all future rounds of betting, players can check, call, raise, or fold when it's their turn to bet.

## The Turn

Another card is dealt face up onto the table. This, the fourth community card, is called the *turn* or *fourth street*. The player to the left of the dealer (the button) begins the third round of betting.

## **The River**

Another card is dealt face-up on the table. This card is called the *river* or *fifth street*.

## **Final Betting and Showdown**

Players can now use any combination of seven cards – the five community cards and the two hole cards known only to them – to form the best possible five-card Poker hand.

The fourth and final round of betting starts with the player to the left of the dealer (the button).

After the final betting round, all players who remain in the game reveal their hands. The player who made the initial bet or the player who made the last raise shows their hands first. The winner is either the player with the best hand or the player that is left after every other player folds.

## GOING ALL IN

If at any time, a player does not have enough money to call the full amount of a bet, the player may call for the amount of chips in front of them, known as going *all-in*. The excess part of the original bet is either returned to the original bettor or used to form a side pot with any other players who called the amount bet. At the end of the hand, each side pot is distributed separately with only the players who contributed to that pot eligible to win it. The number of side pots in a single hand is only limited by the number of players in the hand.

In No-Limit games, you may go *all-in* at any time. This means that you are raising for the amount of all your remaining chips. If you are called by a player with more or equal chips than you, you are declared *all-in*. If you are called by a player with fewer chips, they are declared *all-in* and your excess chips are returned to you (this is called an *overbet*).

If at any point in a hand all of the players are *all-in* or there is only one player remaining with chips, then there is no more betting allowed. At this point, the hands are flipped over and the additional community cards are dealt one at a time. In addition, the percentage chance of winning the hand is displayed for each player remaining.

# HEADS UP

When there are only two players left in a poker game, it is deemed *heads-up*. Heads-up play follows the same rules as a full game, with a couple of notable exceptions.

In heads-up play, the button posts the small blind and is first to act before the flop. All other betting rounds proceed as normal.

Also, in heads-up play, the number of raises is capped at 5 instead of 3.

# TYPES OF PLAY

## Limit

In fixed-limit poker, each bet and raise is set at a predetermined amount according to the game's stakes structure. During the first two rounds, all bets are for the amount of the lower limit of the stakes structure. For example, in a \$2/\$4 game, all bets and raises are \$2 for the first two rounds (pre-flop and after the flop).

Betting and raising during the last two rounds is set at the upper limit of the stakes structure. In the same \$2/\$4 game, all bets and raises would be \$4 for the final two rounds (after the turn and the river).

For limit games, the small blind is usually 1/2 of the early round bet and the big blind is equal to the full early round bet.

There is a maximum of 3 raises allowed in each round. However, if the hand is down to only 2 players, there is a maximum of 5 raises allowed.

## Pot-Limit

In pot-limit poker, the amount of the bet is limited by the amount of money currently in the pot.

The stakes of a pot-limit game determine the blinds and minimum bet amounts. For example, in a \$1/\$2 pot-limit game, the small blind is \$1, the big blind is \$2, and all other bets are a minimum of \$2.

In pot-limit poker, you can raise any amount up to the size of the current pot. However, the raise amount must be at least as much as the previous bet or raise in the same round. The maximum raise amount is the total of the chips currently in the pot, all bets on the table and the amount the current player must call to stay in the hand.

There is a maximum of 5 raises allowed in each round.

## No-Limit

In no-limit poker, the amount of the bets can vary throughout the play of a hand and are only limited by the number of chips a player has.

The stakes of a no-limit game determine the blinds and minimum bet amounts. For example, in a \$1/\$2 no-limit game, the small blind is \$1, the big blind is \$2, and all other bets are a minimum of \$2.

Of course the major difference in no-limit poker is that you can raise as much as you would like at any time. However, the raise amount must be at least as

much as the previous bet or raise in the same round. The maximum raise is all of the chips you have at the table (see going all-in).

There is a maximum of 5 raises allowed in each round.

## **RING GAMES**

A *Ring Game* is a regular poker game as opposed to a tournament. It is also referred to as a *live* game since the chips represent actual money instead of a tournament buy-in. When a player runs out of chips, they can buy more chips and remain at the table.

The ring games in Texas Hold 'Em are full 10-player games. All the computer players will continue to buy more chips if they are eliminated and you will always have 10 players at the table. If you want to play a game with fewer players, you must create your own custom ring game by pressing the *New* button from the *Ring Games* selection dialog.

## **TOURNAMENTS**

Tournaments are poker games in which a player is eliminated after they lose all of their chips. The chips do not usually represent actual money, but each player puts up a determined buy-in amount that entitles them to a certain number of chips. For example, a \$50 buy-in might get you \$1,500 in tournament chips. The winners of the tournament then win their share of the total buy-in pool.

### **Levels and Antes**

During the play of a tournament, the tournament level increases in predetermined time increments. When the level is increased, the blinds go up and in later rounds an ante may be added. This process ensures that players must continue to be active in the game and will eventually force players to be eliminated. Without this escalation factor, tournaments could take forever to complete.

Since computer hands can obviously be played quicker than hands in a real poker room, we assume each hand takes 2 minutes of tournament time. You can change this setting in the *Options* dialog from the main menu.

### **Payouts**

The payout structure of each tournament is different. Most tournaments will pay a percentage of the total pool to the top finishers, although some tournaments may use different payout structures, such as *winner takes all*.

### **Sit & Go**

A *Sit & Go* tournament is usually a single table tournament that is designed to be played quickly to produce rapid turnover. This type of tournament is often found online and even in some brick & mortar poker rooms.

### **Multi-Table**

Multi-Table tournaments are set up for more players and can use anywhere from 2 to 100 tables, or even more. As players are eliminated from the tournament, players will be moved between the tables to keep the tournament balanced. In addition, tables will be eliminated as necessary, until there are 10 players at a single table.

Multi-table tournaments offer a chance at bigger winnings, but of course there is also more competition.

### **Rebuys and Add-Ons**

In most tournaments, once you are out of chips, you are eliminated from the tournament. However, in rebuy tournaments you are given an opportunity to buy more chips and continue in the tournament.

Most structures allow rebuys up until a certain level in the tournament. In addition, some tournaments may offer an add-on, which gives everybody an opportunity to buy more chips after a certain level. Rebuy tournaments are a great way to increase the total payouts, as each player that rebuys adds more money to the prize pool.

Rebuy tournaments will often feature more aggressive and reckless play, since players aren't scared to be eliminated as they can just buy more chips to stay in the tournament.

## SCENARIOS

Texas Hold 'Em comes with 7 predefined poker scenarios for you to play. Each scenario drops you into a unique tournament situation where you are challenged to finish as high as possible. Your final results are tracked and it's up to you to finish 1st in all 7 scenarios. Click the *Players* button on the main menu to review your finishes and other statistics.

# 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 Texas Hold 'Em on your PC*

1. Insert the Texas Hold 'Em 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 Texas Hold 'Em icon on your desktop OR by going to Start/Programs/On Hand Software/Texas Hold 'Em

## *Customer Support*

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

<http://www.onhandsoftware.com/Support.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.