



Rules of Play

Generic



GALAXY GAMING

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Game Description

Ricochet Poker is a poker-based game for up to 7 players and uses a standard 52-card deck. The object of the game is to have the best poker hand, against other players and the dealer, to win a pot consisting of Ante and Play wagers. *Ricochet Poker* also contains optional bonus wagers that are not dependent on the base game's outcome.

Rules of Play

1. To begin each round, each player and the dealer must place an equal Ante wager; the Ante amount is set by the operator. Optionally, players may also place optional *Rapid Fire*, *Hedge Bet*, *Pocket Bonus*, and/or *Progressive* wagers.
2. Players are dealt two cards face up, while the dealer is dealt five cards face up.
3. If the dealer's five-card hand is equal to or better than the *Kickout Hand* limit, the dealer folds their hand (Appendix A) and the game continues with the players only.
4. Beginning with the lowest ranked two-card hand and proceeding through the hands from the lowest to highest, each player has the option to **Play** or **Fold**. Tied two-card hands are resolved by suit ranking (from lowest to highest): Clubs, Diamonds, Hearts, and Spades. For example, 6d-6h is lower than 6s-6c because 6s is the highest ranking 6.
 - a. If a player chooses to **Fold**, their *Ante* wager is collected and moved to the pot and the cards are discarded.
 - b. If a player chooses to **Play**, they must place a *Play* wager equal to the *Ante*. The player then is dealt three additional cards, completing their five-card hand.
 - i. The player's five-card hand is now evaluated against the corresponding *Ante Bonus* payable regardless of whether it is the highest hand in play (Appendix B).
5. If the current player's five-card hand beats the highest five-card hand(s) showing, the lower-ranked five-card hand(s) are discarded, and their *Ante* and *Play* wagers are moved to the pot.
6. If the current player's five-card hand does not beat the highest hand(s) showing – including all five and two-card hands – their hand is discarded and their *Ante* and *Play* wagers are moved to the pot.
7. If a player's five-card hand ties the dealer's hand, the player wins all ties and the dealer's hand is discarded.
8. If a player's five-card hand ties another player's five-card hand, all tied hands remain active.
9. The game ends after all players have acted. At that point, the best poker hand (player or dealer) takes the pot.
 - a. If there is a tie between players, the pot is split between them, with the odd chip going to the player who acted last.

Optional Bonus Wagers

Operators choose which optional bonus wager(s) they will offer.

Rapid Fire

A player wagers that their initial two-card hand will beat (or tie) the dealer's five-card hand. The player's two-card hand can only rank as a high-card or a pair and cannot be ranked as a straight, flush, or straight flush. As such,

- The player loses against any dealer hand higher than a pair.
- When comparing high-card and pair hands, the highest ranking two-card hand wins. The dealer's kicker is not used.
- A tie is defined as an identical two-card hand, regardless of the dealer's kicker.

Pays are based on the corresponding payable in Appendix C.

Hedge Bet

A player wagers that the dealer's five-card hand will achieve a pre-determined triggering event as displayed on the corresponding payable in Appendix D.

Pocket Bonus

A player wagers that their initial two-card hand will achieve a pre-determined triggering event as displayed on the corresponding payable in Appendix E.

Mini-Royal Progressive

A player wagers that their three-card hand, formed by their initial two-cards and the dealer's first card, will achieve a pre-determined triggering event as displayed on the corresponding payable (see Three Card Prime ROP).

Straight Flush Progressive

A player wagers that their seven-card hand, formed by their initial two cards and the dealer's five cards, will achieve a pre-determined triggering event as displayed on the corresponding payable (see High Card Flush ROP).