

Caribbean Poker

Player clicks on chips of selected denomination and then on Ante to start the game. Player and the dealer get five cards each. All player's cards are dealt face up, 4 dealers cards are face down with one dealer card exposed.

The number of decks - 1.

1. Player must either Fold or Raise.
2. If player opts to Fold, he forfeits his hand and the Ante bet
3. If player Raises, bet twice the size of Ante is placed and the dealer turns over his other four down cards
4. The dealer must have an ace and a king or higher to qualify.
5. If the dealer does not qualify the player will win even money on his ante wager and the raise will push.
6. If the dealer qualifies and beats the player, both ante and raise will lose.
7. If the dealer qualifies and loses to the player, then the ante will pay even money and the raise according to the pay table below.
8. If the player and dealer tie, both ante and raise will push.

Hand	Pays
Royal flush	100 to 1
Straight flush	50 to 1
Four of a kind	20 to 1
Full house	7 to 1
Flush	5 to 1
Straight	4 to 1
Three of a kind	3 to 1
Two pair	2 to 1
All other	1 to 1

RTP is 94.776%

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. If the game requires "Collect" - "Collect" will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.