Hi-Lo Switch

Objective

Hi-Lo Switch is a very simple but none the less exciting game. Every single hand of the game starts with the player placing a chip on the betting field that is located on the table layout. Three decks of cards are used in the game. First, player clicks on one of the chip stacks in order to select the preferred denomination and bet size. Once done, hit the "deal" button.

Once three cards will now be dealt on the table layout with an option to switch presented to you.

Please note the two buttons on top and below of every card dealt on the table. The upper side heart represents guessing of Hi number and the lower side heart represent to guessing of Lo number. These are the two main buttons you will use playing this game.

- The upper side heart button should be clicked if you think that the next card dealt will be higher than that particular one already on the table.
- The lower side heart button, on the other hand, should be clicked if you think that the next card dealt will be lower than the particular one already dealt on the table.

That's the whole gameplay of this game – if you guess correctly, you are awarded with a payout. If you are wrong, you lose the wager placed on the betting circle and have to start all over again.

After the round is over and you would like to repeat the bet size - press Rebet.

If a player would like to change cards he has to click on the button SWITCH. Player starts with x2 SWITCH, every third winning round will add X1 SWITCH.

RTP is 96%

Payouts

There is no preset payout table for the game and each particular choice features its own payout. It's displayed either above or below the Hi/Lo choice buttons respectively. Note that the higher the likelihood of an event happening (as in card being lower or higher than the previous), the smaller the payout odds will be.

During the game, in the case of win this win amount is considered to be a bet amount for the next game (in a single round before clicking "collect"). When a win occurs, the player can collect the win amount. But in the case the player chooses the switch option, the previous win amount can't be collected.

Round win is limited by the max table bet multiplied by 500. If the potential win is greater than the limit, Hi/Lo options will be disabled for the player.

Card Ranks

As the prompt on the table indicated, Ace is the lowest card and King is the highest. The card rankings sequence starting by the lowest is as follows:

- A-2-3-4-5-6-7-8-9-10-J-Q-K

The Same Card Being Dealt

If the next card dealt is the same as the previous one, player loses, there is no push. Only 100% correct predictions will give a payout.

Collecting Winnings

Player has to click the "Collect" button to cash the winnings.

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.