

# PARTYPOKERLAND

## The Ultimate Poker Guide

[www.partypokerland.com](http://www.partypokerland.com) - 2005

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## About Online Poker

Online poker gives access to fun, entertainment, and a potential money stream that you may have not had before. The first and most obvious advantage is that you can play anytime.

The other major advantage is that you can qualify for major poker tournaments online. Most online poker rooms have special tournaments where the winners are flown to casinos to participate in bigger tournaments.

In fact recently, Greg "Fossilman" Raymer, a Lawyer turned a \$150 entry fee in an Internet poker tournament into \$5 million and the game's most prestigious title. He won the 35th annual World Series of Poker's No Limit Texas Hold'em event at Binion's Horseshoe Hotel and Casino in downtown Las Vegas.

Apart from the chance to get these tournament entries a skilled player can do very well by playing poker online. You simply have a larger amount of players wanting to play so the level of money put on the line is high.

For new poker players the Internet also offers you the chance to play against real players and practice your poker game before jumping in and playing for real money. You can also change tables until you find players at your skill level.

Overall the Multi-Player Poker rooms now available on the Internet have brought with them a whole new opportunity to be entertained, meet new people and of course win some extra cash.

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## Beginner's Guide

**Advantages** : Play any time, 24 hours, 7 days a week. Play against a massive range of different players with different skill levels. Money can be made if you create the right skills.

**Disadvantages** : The biggest disadvantage with playing online is that you can't just cash out your chips and walk away. Online it takes in general at least 2 days to get your winnings back to your credit card or bank account.

The first decision you have to make is where to play. We recommend that you check our Online Poker Rooms listing. You will find poker rooms that have passed the test of high listing standards.

Once you have selected a poker room we highly recommend that you visit the website and browse around the different sub sections. This way you can become familiar with all of the options before you play.

To play at all of the poker rooms listed you have to first download the free software. To save time we added links to this guide to start the download process.

Once you have the software on your computer, simply install the program and you are almost ready to play. You'll have to register an account at your selected poker room. This process varies from site to site so follow the instructions (no money required).

You then have two choices you can play for free at the Poker Rooms free tables or make a deposit and jump right into real money poker online. We highly recommend that you try a few free games before making a deposit. This will give you time to get used to the layout of the software.



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## Online Poker Rooms

**PARTY POKER - Highest Rating - [Download Now](#)**

### Summary

PartyPoker boasts the world's highest traffic in both ring games and tournaments. Besides the huge traffic there are many other advantages with Party Poker, such as loose games, great promotions, special events and a membership referral program. There are quite a few juicy games at Party Poker with loose action even up to the \$15/\$30 limits. However, you don't get the statistics to easily locate those games... Party Poker has a large network of so-called "skins", where other doorway sites uses Party Poker's software, operations and player database. Real money player statistics - December 2004: 15000-16000 ring game players at peak hours, 20000-23000 tournament players at peak hours.

### Software and graphics

PartyPoker's software is quite good, with a number of upgrades during both 2003 and early 2004. We are not big fans of the graphics, but from a practical standpoint the playability is good. With its phenomenal growth, Party Poker has added servers and increased bandwidth in order to secure full reliability at +50,000 simultaneous players. However, a few players have complained over delays and disconnections at certain tournaments. Overall though, Party Poker has very good quality nowadays in line with or better than most competitors. 3 simultaneous tables per player are allowed. Unfortunately, the view flop percentages are not presented, neither are hands per hour rate. (This has the benefit though, that the looser games are "protected"). You see the average pot size of the last 20 hands. The personal playing statistics function is somewhat rudimentary, but works well. Player notes function is included. In sum, the software is good today after improvements to support the record-breaking traffic.

### Ring game traffic

Party Poker became the world's largest site in ring game traffic already by late 2002/early 2003, after its legendary launch campaign. According to inside sources Party Poker still uses "proposition players" to ensure good playing volume even at off peak hours. Lately the traffic has picked up further in December 2004 reaching: 15000-16000 ring game players at peak hours and 20000-23000 tournament players at peak hours.

### Tournament traffic

Party Poker traffic at the tournaments is the highest in the world. Beside no-limit and limit Texas Holdem, there are lots of tournaments in both 7-card stud and Omaha. Party Poker probably hosts more than 70% of all fixed limit Texas Holdem tournaments in the world! The traffic reaches somewhere between 20000 and 23000 real money tournament players at peak hours in December 2004.

### Game variety

Good, thanks to the leading volume in all games hosted; Holdem, Omaha and 7-Card-Stud in both High and Hi-Lo. However, Party Poker does not offer certain games such as heads-up matches, draw poker, crazy pineapple, etc. Moreover, there is no pot-limit version in any of the 7-Card-Stud games or the Omaha High.

### Rake

PartyPoker's rake is not so attractive, as it highly disfavors the low limit games. The higher limit games actually have a comparably low rake. The rake runs as high as 10% in \$0.50/\$1 and \$1/\$2 games, as 50 cent is raked when the pot reaches \$5. This holds true also for the tournaments, where good value only is provided at the higher stakes. 20% fee in \$5 games and 8% fee in \$100 games.

### Soft competition

Party Poker has been able to maintain loose and juicy games over time, with the constant influx of beginners

and gamblers looking for action. Even at "middle limit online games" this holds true - you can typically find very soft games even up to \$2/\$4 in no-limit and \$5/\$10 in fixed limit, whereas on most other poker rooms these stakes will give you rather tough opposition.

### Sign up bonus

Either 20% bonus match up to \$100 or \$25 flat bonus. You need to play 500 raked hands within 30 days to get the \$100 (equals 5 raked pots per bonus dollar). There are always free rolls you can register for that don't cost anything.

### Loyalty bonus

It gets better and better, with frequent re-deposit promotions in which you get 15%-25% up to \$100 maximum. Also, there are many free rolls and promotions for frequent players based on raked hands during certain periods.

### Promotions

Party Poker is one of the leaders in promotions. In terms of big events, they host the flagship event PartyPoker.com Million annually. The regular clients are offered several types of promotions, based on the raked hands they have played. They have a standing membership referral scheme where you can get up to \$50 for each referral.

### Support

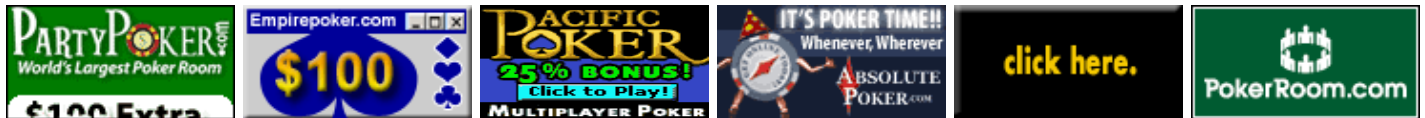
The live 24-hours floor person support has worked well during our testing. Email has worked OK, even though the response times were a bit long. The telephone support is not by any means as good, where quite a few complaints have been made in forums and to us. Measures have been taken to ensure a better support according to Party Poker, but the overall score is good not great. Good to average score.

### Financial security

Top score, as the leading online poker rooms in the world, with no earlier recorded problems.

### Deposit & withdrawal options

Deposit options: VISA, MasterCard, NETeller, FirePay, Western Union, Citadel (US only), eChecks (by iGM-Pay) bank draft, cashier's check, money order, check. Cash out options: NETeller, wire transfer, check, eChecks (by iGM-Pay).



**Pacific Poker - [Download Now](#)**

### Summary

Pacific Poker has grown tremendously during 2004 to become the favorite poker room for many Texas Hold'em players looking for very "juicy" high-action tables and frequent promotions. No-limit and Pot-Limit tournaments have been launched now. There are many special promotions (such as money added and free rolls). Pacific Poker is part of the group behind the world's largest casino - Casino-on-Net since - so there are a lot of "wild" casino customers at the tables! At the limit Hold'em games on Pacific Poker, the view flop percentage in full ring games often is in the 60-ies and 70-ies – even up in the 80-ies!!! The traffic is concentrated to the hold'em games – where actually only limit games are provided in ring games (NL and PL ring games scheduled for launch in December). The action and promotions are great – but the software is rather sub-standard and the graphics leaves room for major improvement. Real money player statistics for Pacific Poker - December 2004: 1500-2000 ring game players at peak hours, 2400-3200 tournament players at peak hours.

### Software and graphics

Pacific Poker has one of the worst software in the industry. It's thanks to the juicy games and great promotions they are a leader - indeed not the software. Even after 2 rounds of improvements, the software is till slow and the graphics are very rudimentary. A player is only allowed to play at one table at the time (which probably even more drive the high action at the tables, as people cannot wait to play). However, improvements are being done. The software does seem to run more smoothly nowadays. The software has the advanced buttons

like check/fold etc to make your playing experience relaxing. There is no note taking support at present. The lobby has information on view flop percentage and hands played per hour. There is an online poker hand history statistics function.

### **Ring game traffic**

Great, but it is very concentrated to two areas fixed limit Holdem ring games and Holdem tournaments. There are typically 1500-2000 players at peak hours, out of which at least 85-95% is in the Holdem section. Most of the other traffic is in Omaha Hi-Lo and 7-Card-Stud High.

### **Tournament traffic**

Incredible growth the last 6 months, Pacific Poker now boasts tournament traffic of 2400-3200 real money players at peak hours!

### **Game variety**

Under average, as there are only fixed limit games in all ring games. This will change in August, with introduction of NL and PL. There are Holdem, Hi and Hi-Lo in Omaha and seven-card stud. There are also 1-on-1 tables. There are micro-limit tables down to \$0.05/\$0.10. Max limit is \$15/\$30 in all games, except for 1-on-1 ring game which still has only \$3/\$6.

### **Rake**

The rake is at the average of the industry, with better offers at micro-levels and somewhat better at the highest stakes. Pacific Poker has a "No Flop - No Drop" rake policy, like most sites. This means that Pacific Poker only rakes the pot when the flop is reached. A maximum of \$1 is taken out of the pots up to \$1/\$2 games. At limits below \$1/\$2 the house takes less than \$1, which gives good value for low limit players. At higher limits, \$2/\$4 and above, Pacific Pokers rake structure is analogous to most other sites.

### **Soft competition**

Probably the most juicy games online! But the good-old crazy 85% view flop percentages at \$15/\$30 tables is down to maybe 65-70% in best case. Thanks to Casino-on-Net's operations, there are a lot of less experienced poker players, often with a sweet tooth for gambling... At peak hours you typically find one or two full ring games (10 players) with a view flop percentage in the 50-ies or 60-ies. If you are looking to make a profit the Omaha Hi-Lo tables are very good as well.

### **Sign up bonus**

Either 20% bonus match up to \$100 or \$25 flat bonus. You need to play 500 raked hands within 30 days to get the \$100 (equals 5 raked pots per bonus dollar). There are always free rolls you can register for that don't cost anything.

### **Loyalty bonus**

Every \$10 bet on raked hands earns you 1 Bonus Point, 100 Bonus Points can be converted to \$1.

### **Promotions**

PacificPoker has quite a bit of promotions. Most notably are the "Relay Races" with great payouts for anyone who deposits \$50 during the promo day and plays a certain number of hands.

### **Support**

Good response times at the email support. However there is no live and the telephone support is very slow. Many players have also complained about the support in Gibraltar, as they are slow to resolve blocked accounts, etc

### **Financial security**

Should be very secure, as the mother company is a well-established player. Top score.

### **Deposit & withdrawal options**

Deposit options:

VISA, MasterCard, NETeller, Citadel, FirePay, Wire Transfer, bank transfer, PaySafeCard, BBL Home'Pay, check deposit, PrePaidATM and many more.

Cash out options:

Credit card, Debit card, FirePay, NETeller, PrePaidATM, Wire transfer, bank draft. Known to take a long while to let you cash out the money, but it has improved.



## Empire Poker - [Download Now](#)

### Summary

Empire Poker is part of the highest traffic poker network in the world (it is the sister site to PartyPoker). There are decent promotions such as refer a friend program, free rolls and money added tournaments. There are quite a few juicy games at Empire Poker with loose action (although you don't get the statistics to easily locate those games). There are lots of multi-table tournaments. Besides the packed Holdem tables, the seven-card stud tables offers great action around the clock as well. Real money player statistics - December 2004: 15000-16000 ring game players at peak hours, 11000-13000 tournament players at peak hours.

### Software and graphics

The software is reasonably good, with a number of upgrades during both 2003 and early 2004. We are not big fans of the graphics, but from a practical standpoint the playability is good. With its phenomenal growth, Empire Poker has added servers and increased bandwidth in order to secure full reliability at +50,000 simultaneous players. However, a few players have complained over delays and disconnections at certain tournaments. Overall though, Empire Poker has very good quality nowadays in line or better than most competitors. 3 tables simultaneously per player is allowed. Unfortunately, the view flop percentages are not presented, neither are hands per hour rate. (This has the benefit though, that the looser games are "protected"). You see the average pot size of the last 20 hands. The personal playing statistics function is somewhat rudimentary, but works well. Player notes function is included. In sum, the software is good today after improvements to support the record braking traffic.

### Ring game traffic

Empire Poker's network (Party Poker) became the world's largest in ring game traffic already by late 2002/early 2003. Lately the traffic has picked up further in December 2004 reaching: 15000-16000 ring game players at peak hours.

### Tournament traffic

At peak times the traffic in December 2004 reaches somewhere between 11000-13000 real-money tournament players. (The multi-table tournaments are not shared with PartyPoker, as the other games are)

### Game variety

Good, thanks to the leading volume in all games hosted; Holdem, Omaha and 7-Card-Stud in both High and Hi-Lo. However, Empire Poker does not offer certain games such as heads-up matches, draw poker, crazy pineapple, etc. Moreover, there is no pot-limit version in any of the 7-Card-Stud games or the Omaha High.

### Rake

The rake is not so attractive, as it highly disfavors the low limit games. The higher limit games actually have a comparably low rake. The rake runs as high as 10% in \$0.50/\$1 and \$1/\$2 games, as 50 cent is raked when the pot reaches \$5. This holds true also for the tournaments, where good value only is provided at the higher stakes. 20% fee in \$5 games and 8% fee in \$100 games.

### Soft competition

The games overall are less tough than at most of the other top poker rooms. Thanks to the massive marketing efforts by the network lots of beginners and gamblers are attracted to the games.

### Sign up bonus

Sign-up bonus at Empire Poker is 20% deposit match bonus up to \$100. Play 500 hands (where you just get dealt cards), within 30 days of deposit to get \$100 (equals 5 raked pots per dollar).

### Loyalty bonus

Yes, Empire Poker has a new VIP program for the big players. Also, there are free rolls and promotions for frequent players based on raked hands.

### Promotions

Empire Poker has decent promotions. The regular clients are offered several types of promotions, based on the

raked hands they have played, with free rolls and money added tournaments. They have a standing membership referral scheme, paying \$50 to the referrer and \$25 to the new member.

### Support

The live 24-hours floor person support has worked less than satisfactory during our testing. Also, many of our users have complained about a "non-existing live support" a lot of times and also about "irrelevant automatic email responses". The complaints have increased during summer/fall 2004. Hence, we have downgraded their support score.

### Financial security

Should be clearly secure, as one of the top 10 poker rooms in the world (in the largest network). No earlier recorded problems. High score.

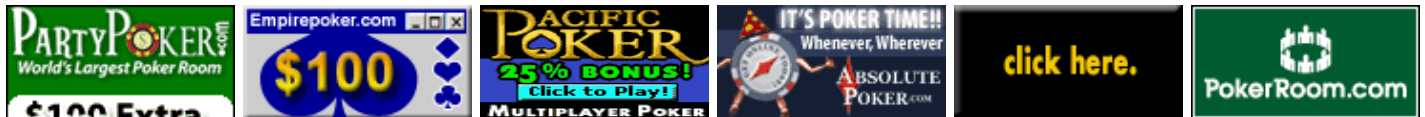
### Deposit & withdrawal options

Deposit options:

VISA, MasterCard, NETeller, FirePay, ePassporte, Citadel, eChecks, bank draft, cashier's check, money order, inter-account transfers.

Cash out options:

EChecks, NETeller, wire transfer and check.



**Poker Room - [Download Now](#)**

### Summary

PokerRoom is the world's leading no-download poker room, with a unique and sleek design and good traffic. There is a download version as well which has very nice graphics. PokerRoom has quite soft games, with focus on 6-handed tables. This room is the best choice for Mac-users, who can play without any special installs. PokerRoom offers great statistical analysis of your game and an open database of the hands played at the site. There traffic is very concentrated to the Holdem and tournament section. A large proportion of the games are short-handed tables with 5 or 6 players. The sign up bonus is good, but the rake is among the least attractive in the industry. The games are quite juicy, in particular at the lower stakes where lots of beginners play. Real money player statistics - December 2004: 1700-2100 ring game players at peak hours, 2600-3400 tournament players at peak hours.

### Software and graphics

Widely regarded as one of the leaders with its clean, sleek and reliable graphics and software. The software is available as both Java applet and as standard Windows download. The Java version is a great feature for Linux and Mac users who otherwise need a Windows emulator. The Java version is also for certain users who cannot download programs to the computer. The statistics functionality on your played hands in the various games is good, with extra features such as hourly win/loss rate and Big Bets won or lost. There is a random delay in the automated pre-selected actions a client can take, not to give away any extra information via an immediate check. The lobby information is a little tricky to use, as you need to click on each table to get the full statistics.

### Ring game traffic

The traffic at peak hours is typically 1700 to 2100 at the ring games in December 2004. The high limit tables in particular have grown very much since early summer 2004.

### Tournament traffic

The traffic at the tournaments at peak hours reaches between 2600 and 3400 in December 2004. There are two big daily free rolls, which draw very large crowds.

### Game variety

Good variety, but traffic very concentrated to Texas Holdem. Finally pot- and no-limit games as well as Omaha and seven-card stud (both Hi and Hi-Lo) were launched in the spring and summer 2004. (Omaha is both

available in fixed-, pot- and no-limit (the no-limit version is rather unusual for Omaha, in particular in the Hi version).

### Rake

The rake is now on par with the industry standard (used to be less attractive than the average), with 5% of the pot up to a maximum of \$3. The policy to rake uncalled bets and no flop games is changed with no rake taken.

### Soft competition

From our experience that there are quite a few more soft games available at PokerRoom since the big marketing push in the summer 2004 and their good positioning in search engines like Google. But you cannot look at the top stakes games for soft competition, where PokerRoom is less of a "fish pond". Still, you can at times find \$5/\$10 no-limit Holdem tables with a view flop percentage of 35-40%. Overall, many full ten-player hold'em games have a view flop percentage in the 40-ies and 50-ies, and some in the 60-ies - so the games are quite soft and the trend is good.

### Sign up bonus

You need 10 points to convert each bonus dollar. Hence, you need 3000 points for raked hands (where you just get dealt cards) within any time limit to get the \$300 at a 50% deposit bonus. Each pot with rake under one dollar give 0.5 points and all rakes over one dollar give 1.0 point (which means 10 raked full pots per bonus dollar).

### Loyalty bonus

Points are awarded for every raked hand in which a player participates. The points can be converted into cash (Player Points Payback) or used as buy-ins in free roll tournaments (Player Points Freeroll). Each 100 points is converted to \$1.

### Promotions

There a good level of promotions nowadays, including two daily \$1000 free roll tournaments and two \$500 added money tournaments as well as a \$2500 added money "Lucky Dollar" every Saturday. One unique policy is that players scoring the most points any given day are eligible for cash prizes, ranging up to \$250. Also check out the new super promotion of becoming a full paid poker pro via PokerRoom for one year with an up to \$240,000 package!

### Support

There is both live chat and telephone support 24/7 plus email support, which is reasonably quick and very knowledgeable.

### Financial security

Very secure, as one of the top 6 poker rooms in the world, with no earlier recorded problems. Top score.

### Deposit & withdrawal options

Deposit options:

VISA, MasterCard, NETeller, FirePay, 900Pay, Prepaid ATM, MoneyBookers, Delta, Switch och Instacash

Cash out options:

NETeller, FirePay, Prepaid ATM, courier check, normal check.



**Ultimate Bet - [Download Now](#)**

### Summary

Ultimate Bet has become one of the world's leading poker rooms during 2004, as an innovator with many new features in its software, and a nice and sleek look and feel. Be sure to check out "The MiniView feature" (for multiple table play)! The traffic at Ultimate Bet is among the top 3-4 in both ring games and tournaments. The game variation is good and there are many high limit games. There are decent promotions and a great frequent player program. Several poker pro endorsers participate in the games. Ultimate Bet has few weaknesses and is by many regarded as the new leader in terms of playing experience. Real money player statistics - December

2004: 2400-3000 ring game players at peak hours, 2100-3000 tournament players at peak hours.

### **Software and graphics**

The UltimateBet's graphics have a unique and sleek look. It runs quickly and reliably. The MiniView feature is really great, which perfectly suits players who play at many tables at the same time. (The user can always switch each table back to standard view) Notes on players are supported. The statistics function is advanced with great detail in the information. There is a "buddy program" where a player can keep track on when and where friends and favorite players are at the site. The player can choose among 5 different background environments. Overall, UltimateBet has top-notch software!

### **Ring game traffic**

Ultimate Bet is typically in top 3 to 5, in terms of ring games traffic. The number of real money players in ring games is typically peaking at 2400 to 3000 (December 2004). The traffic is quite well spread out in all types of games (relative to many other rooms). The other areas are much lower in traffic.

### **Tournament traffic**

Ultimate Bet's traffic at the tournaments is very good at peak hours. At peak times the traffic will reach somewhere between 2100 and 3000 (December 2004). But a lot of times the traffic is down to 800-1200 earlier in the evenings (European peak hours). At multi-table tournaments, there is sometimes a "player bounty", in which the participant who eliminated the bounty player gets a special price!

### **Game variety**

Ultimate Bet has a good game selection, with Holdem, Omaha Hi and Hi-Lo, 7-Card-Stud Hi and Hi-Lo, Crazy Pineapple and Lowball. There are no-limit and pot-limit in Holdem and pot-limit in both Omaha variants. There are 1-on-1 tables in both Holdem, Omaha and 7-Card-Stud. The site was also first to introduce crazy pineapple. There are also certain "kill games" in which a consecutive winner of two big qualifying pots has to post a forced blind, twice the big blind.

### **Rake**

Ultimate Bet's rake is somewhat less attractive than the average in the industry, at least when it comes to lower limit games. The rake caps at UltimateBet are in line with the industry, but the drop is taken at more frequent intervals, which result in a higher effective rake. However, the maximum rake for short-handed games, are capped at lower than at many other rooms. Moreover, in the heads-up and three-player tables there is a very low cap. The tournaments have a flat buy-in charge of 10% for all levels except for the \$1 events, which are free and the \$100 where the charge is 9%. In heads up tournaments there is a 5% charge.

### **Soft competition**

The full tables at \$0.5/\$1 limits and up have view flop percentages in the mid 30-ies up to mid 40-ies in most cases, which is tight but not too bad. There are certainly easier sites to win money at, but among the top 5 online poker rooms Ultimate Bet scores average.

### **Sign up bonus**

We offer the world's best Ultimate Bet bonus with up to \$250 sign-up bonus at 50% deposit match. To cash out bonus money you need points for raked hands. For example, get 1000 points for raked hands (where you just get dealt cards) at \$0.25/\$0.50 tables and up, within any time limit to cash out \$100. Each pot with rake under one dollar gives 0.5 points and a pot with rake over one dollar gives 1.0 points (equals 10 raked full pots per dollar). Plus, you can make up to \$100 for each friend you refer.

### **Loyalty bonus**

Ultimate Points are awarded for each raked hand or tournament. Extra points are awarded players who start up new games. Points can be used for entries to tournaments or merchandise purchases.

### **Promotions**

Ultimate Bet has reasonably good promotions, with a great refer-a-friend program. There are quite a few free rolls and frequent player free rolls. Maybe once per quarter there is a re-deposit bonus of about 20% up to \$100. "Team Ultimate Bet", the poker star endorsers, make frequent appearances in the rooms. There are 4 High hand jackpots awarded every 90 minutes. The refer-a-friend program gives you up to \$100 per friend!

### **Support**

Support is today much better at Ultimate Bet. The response time for most emails are under 10 minutes. The staff is nice and knowledgeable overall. However, they still only have email support.

### **Financial security**

Very good, as one of the leading poker rooms in the world. No recorded problems. Top score.

## Deposit & withdrawal options

Deposit options:

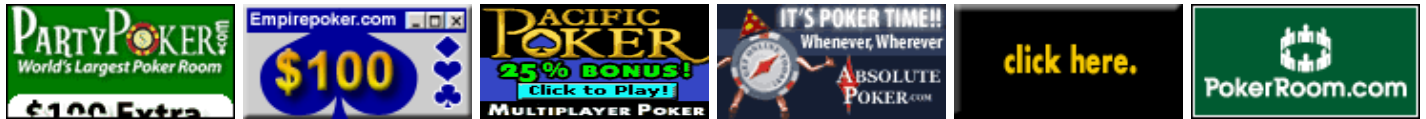
VISA, MasterCard, NETeller, FirePay, Citadel (US only), SFPay (US only), wire transfer, bank draft, cashier's check

Cash out options:

NETeller, FirePay and check (VISA up to the amount you have been charged)

### Absolute Poker - [Download Now](#)

AbsolutePoker is a medium sized poker room of good quality, with the action concentrated to Texas Holdem and the limit games in particular. The software is of good standard, with most advanced features, like find player, playing statistics, etc. The action at the tables is quite good, with high view flop percentages at the lower stakes tables. Real money player statistics - December 2004: 500-700 ring game players at peak hours, 500-900 tournament players at peak hours.



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## Learn How To Play Poker

### The Buy-in

1. When you enter a game, you must make a full buy-in for that particular game. A full buy-in at limit poker is at least 10 times the maximum bet for the game being played, unless designated otherwise. A full buy-in at pot-limit or no-limit poker is 40 times the minimum bring-in (usually, the size of the big blind), unless designated otherwise.
2. Only one short buy-in is allowed per session.
3. Adding to your stack is not considered a buy-in, and may be done in any quantity between hands.

### The Shuffle and Cut

1. In a player-dealt game, the pack must be shuffled and cut before the cards are dealt. The recommended method to protect the integrity of the game is to have three people involved instead of only two. The dealer on the previous hand takes in the discards and squares up the deck prior to the shuffle. The player on the new dealer's left shuffles the cards and then slides the pack to the new dealer, who gets them cut by the player on his right.
2. The deck must be riffled a minimum of four times. The cut must leave a minimum of four cards in each portion.
3. The bottom of the deck should be protected so nobody can see the bottom card. This is done by using a cut-card. A joker can be used as a cut-card.
4. Any complaint about the shuffle, cut, or other preparation connected with dealing must be made before the player has looked at his hand or betting action has started.

### Misdeals

1. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion, as explained in rule #2)

- The first or second card of the hand has been dealt faceup or exposed through dealer error.
- Two or more cards have been exposed by the dealer.
- Two or more boxed cards (improperly faced cards) are found.
- Two or more extra cards have been dealt in the starting hands of a game.
- An incorrect number of cards has been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
- Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burncard without such action causing a misdeal).
- The button was out of position.
- The first card was dealt to the wrong position.
- Cards have been dealt to an empty seat or a player not entitled to a hand.
- A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

2. Action is considered to occur in stud games when two players after the forced bet have acted on their hands. In button games, action is considered to occur when two players after the blinds have acted on their hands. Once action occurs, a misdeal can no longer be declared. The hand is played to conclusion and no money is returned to any player whose hand is fouled.

## **Dead Hands**

1. Your hand is declared dead if:

- You fold or announce that you are folding when facing a bet or a raise.
- You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
- In stud, when facing a bet, you pick your upcards off the table, turn your upcards facedown, or mix your upcards and downcards together.
- The hand does not contain the proper number of cards for that poker form (except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live). [See Section 16 - "Explanations," discussion #4, for more information on the stud portion of this rule.]
- You act on a hand with a joker as a holecard in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.)
- You have the clock on you when facing a bet or raise and exceed the specified time limit.

2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved if doing so is in the best interest of the game. An extra effort should be made to rule a hand retrievable if it was folded as a result of false information given to the player.

3. Cards thrown into another player's hand are dead, whether they are faceup or facedown.

## **Irregularities**

1. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds are corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).

2. You must protect your own hand at all times. Your cards can be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you have no redress if it becomes fouled or the dealer accidentally kills it.

3. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands.

4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
5. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action (trying for a freeroll), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.
6. If there is extra money in the pot on a deal as a result of forfeited money from the previous deal (as per rule #5), or some similar reason, only a player dealt in on the previous deal is entitled to a hand.
7. A card discovered faceup in the deck (boxed card) is treated if it were a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other downcards. In that case, the card that was faceup in the deck is replaced after all other cards are dealt for that round.
8. A joker that appears in a game in which it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.
9. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.
10. One or more cards missing from the deck does not invalidate the results of a hand.
11. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burncard.
12. Procedure for an exposed card varies with the poker form, and is given in the section for each game. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player plays. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A downcard dealt off the table is considered an exposed card.
13. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation is governed by the rules for the particular game being played.
14. If you drop any cards out of your hand onto the floor, you must still play them.
15. If the dealer prematurely deals any cards before the betting is complete, those cards do play, even if a player who has not acted decides to fold.

## **Betting and Raising**

1. Check-raise is permitted in all games, except in certain forms of lowball.
2. In no-limit and pot-limit games, unlimited raising is allowed.
3. In limit poker, for a pot involving three or more players who are not all-in, there is a maximum of a bet and three raises allowed.
4. Unlimited raising for money games is allowed in heads-up play. This applies any time the action becomes heads-up before the raising has been capped. Once the raising is capped on a betting round, it cannot be uncapped by a subsequent fold that leaves two players heads-up. For tournament play, the three raise maximum for limit poker applies when heads-up as well.
5. In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet can fold, call, or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. (An example of a full raise is on a \$20 betting round, raising a \$15 all-in bet to \$35).

6. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all-in.
7. The smallest chip that can be wagered in a game is the smallest chip used in the antes or blinds. Smaller chips than this do not play even in quantity, so a player wanting action on such chips must change them up between deals. If betting is in dollar units or greater, a fraction of a dollar does not play. A player going all-in must put all chips that play into the pot.
8. A verbal statement in turn denotes your action and is binding. If in turn you verbally declare a fold, check, bet, call, or raise, you are forced to take that action.
9. Rapping the table in turn with your hand is a pass.
10. Deliberately acting out of turn is not tolerated. A player who checks out of turn may not bet or raise on the next turn to act. An action or verbal declaration out of turn may be ruled binding if there is no bet, call, or raise by an intervening player acting after the infraction has been committed.
11. To retain the right to act, a player must stop the action by announcing "time" (or an equivalent word). Failure to stop the action before three or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.
12. A player who bets or calls by releasing chips into the pot is bound by that action. However, if you are unaware that the pot has been raised, you may withdraw that money and reconsider your action, provided that no one else has acted after you.
13. In limit poker, if you make a forward motion into the pot area with chips and thus cause another player to act, you may be forced to complete your action.
14. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)
15. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a \$3-\$6 game, when a player bets \$6 and the next player puts a \$25 chip in the pot without saying anything, that player has merely called the \$6 bet.
16. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in) and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, is not, and must be corrected, it shall be changed to the proper amount nearest in size. No one who has acted can change a call to a raise because the wager size has been changed.

## **The Showdown**

1. A player must show all cards in the hand face-up on the table to win any part of the pot.
2. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot. (For more information on miscalling a hand see "Section 11 - Lowball," Rule 15 and Rule 16.)
3. Anyone who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help us keep mistakes of this nature to a minimum.
4. All losing hands must be killed by the dealer before a pot is awarded.

5. Any player who has been dealt in can request to see any hand that has been called, even if the opponent's hand or the winning hand has been mucked. However, this is a privilege that can be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.
6. If you show cards to another player during or after a deal, any player at the table has the right to see those exposed cards. Cards shown during a deal to a player not in the pot should only be shown to all players when the deal is finished.
7. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there is a side pot, players involved in the side pot should show their hands before anyone who is all-in for only the main pot.

## Ties

1. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for winning a pot. Suits are used only in stud and then only to break a tie between cards of the same rank (no redeal or redraw).
2. Dealing a card to each player is used to determine things like who moves to another table. If the cards are dealt, the order is clockwise starting with the first player on the dealer's left (the button position is irrelevant). Drawing a card is used to determine things like who gets the button in a new game.
3. An odd chip is broken down to the smallest unit used in the game.
4. No player can receive more than one odd chip.
5. If two or more hands tie, an odd chip is awarded as follows:
  - In a button game, the first hand clockwise from the button gets the odd chip.
  - In a stud game, the odd chip is given to the highest card by suit in all high games, and to the lowest card by suit in all low games. (When making this determination, all cards are used, not just the five cards that constitute the player's hand.)
  - In high-low split games, the high hand receives the odd chip in a split between the high and the low hands. The odd chip between tied high hands is awarded as in a high game of that poker form, and the odd chip between tied low hands is awarded as in a low game of that poker form.
  - All side pots and the main pot are split as separate pots, not mixed together

## Poker hands from highest to lowest.

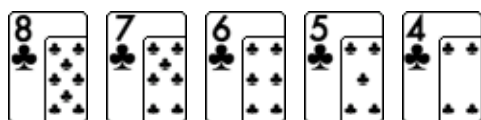
### 1. Royal flush

A, K, Q, J, 10, all the same suit.



### 2. Straight flush

Five cards in a sequence, all in the same suit.



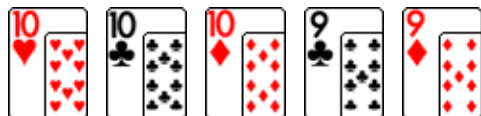
### 3. Four of a kind

All four cards of the same rank.



#### 4. Full house

Three of a kind with a pair.



#### 5. Flush

Any five cards of the same suit, but not in a sequence.



#### 6. Straight

Five cards in a sequence, but not of the same suit.



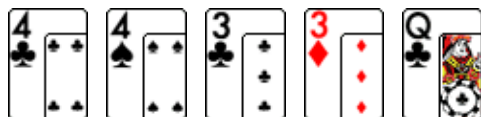
#### 7. Three of a kind

Three cards of the same rank.



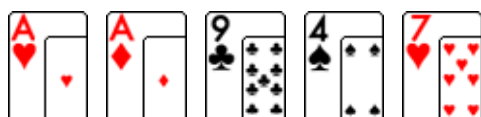
#### 8. Two pair

Two different pairs.



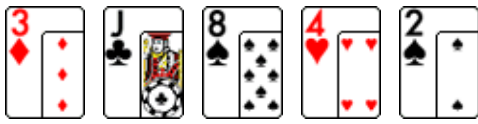
#### 9. Pair

Two cards of the same rank.



#### 10. High Card

When you haven't made any of the hands above, the highest card plays. In the example below, the jack plays as the highest card.



## Rules of Texas Hold'em

In hold'em, players receive two downcards as their personal hand (holecards), after which there is a round of betting. Three board cards are turned simultaneously (called the flop) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all of the board cards and no personal cards to form a hand ("play the board"). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

**1. Opening deal** – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards*.



**2. First round of betting** – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.

**3. The flop** – The dealer burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board*.

### The Flop



**4. Second round of betting** – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.

**5. The turn** – The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *fourth street*.

### The Flop

### The Turn

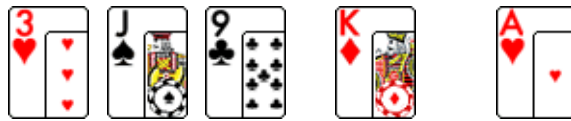


**6. Third round of betting** – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.

**7. The river** – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *fifth street*.

The Flop

The Turn The River



**8. Final round of betting** – It follows the same format as the second and third rounds.

**9. The showdown** – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

## Rules of Omaha

Omaha is similar to hold'em in using a three-card flop on the board, a fourth board card, and then a fifth board card. Each player is dealt four hole cards (instead of two) at the start. To make a hand, a player must use precisely two hole cards with three board cards. The betting is the same as in hold'em. At the showdown, the entire four-card hand should be shown to receive the pot.

The best possible five-card poker hand, using exactly two hole cards and three community cards, wins the pot.

1. The dealer deals each player four cards face down (*hole cards* or *pocket cards*)

### Pocket Cards



2. First betting round.

3. The dealer burns a card, then turns over three community cards face up (the *flop*)

### The Flop



4. Second betting round.

5. The dealer burns another card, then turns over one more community card (the *turn*, *fourth street*)

### The Flop

### The Turn

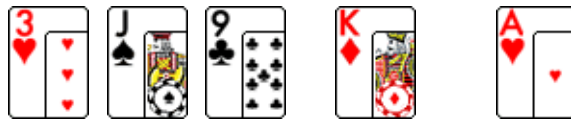


6. Third betting round.

7. The dealer burns another card, then turns over one final community card (the *river*, *fifth street*)

### The Flop

### The Turn The River



8. Last betting round.

9. Showdown. (Every remaining player shows hand. with first bettor or last raiser showing first.)

**All remaining players must use their two pocket cards and the three board cards.**

### Rules of 7 Card Stud

Seven-card stud is played with two downcards and one upcard dealt before the first betting round, followed by three more upcards (with a betting round after each card) and one more downcard. After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet. Deliberately changing the order of your upcards in a stud game is improper because it unfairly misleads the other players.

OBJECT: The best five-card poker hand, out of seven cards, wins the pot.

**OBJECT:** The best five-card poker hand, out of seven cards, wins the pot.

1. Each player must place an ante into the pot.

2. Each player is dealt two cards face down (hole cards) and one card face up (*door card*)

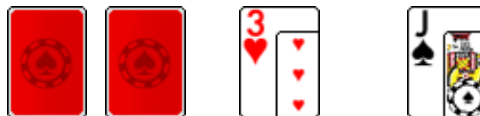
Hole Cards Door Card



3. First betting round.

4. Each player is dealt one card face up (*fourth street*)

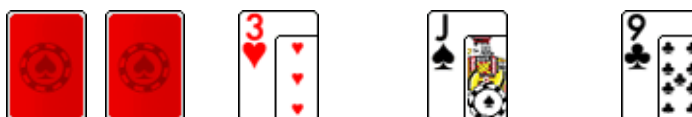
Hole Cards Door Card 4th street



5. Second betting round.

6. Each player is dealt another card face-up (*fifth street*)

Hole Cards Door Card fourth street fifth street



7. Third betting round.

8. Each player is dealt another card face-up (*sixth street*)



9. Fourth betting round.

10. Each player is dealt a final card face down (*river*)



11. Last betting round.

12. Showdown (Every remaining player shows hand with first bettor or last raiser showing first).

Players can use any five of their seven cards to make their best hand.



## Extra Tips

Every online poker player questions themselves whether they should make an online deposit. Players think about whether their credit card is going to get stolen, will they get in trouble, or maybe they don't feel secure. We all feel this way at one point or another. With Internet e-commerce thriving these concerns are for every website. Rest assured there are several options to make deposits safely online. Most American Credit Card companies do not allow charges to online poker merchants. Listed below are several options most online poker rooms except and work very well.

### Deposit Options



- Safe, Secure and Fast way to Deposit to a casino
- Fund Your Account with your US Bank Account
- Web-based account that works like a debit card
- Faster pay out of winnings from online casinos



- Purchase products and services online – with privacy
- The only ATM Card which is not tied to a bank account!
- Fund your account with a variety of options including CC
- Get Faster payments of winnings from all online casinos



- Immediate, secure and effective way to deposit online
- Large variety of deposit and withdrawal methods
- Credit card information is kept private from merchants
- Faster pay out of winnings from online casinos



- A secure and convenient online payment option
- Electronic Checking - Clears faster than ACH Transfer
- Adds an extra level of security to your transactions
- Get Faster payments of winnings from all online casinos

## Affiliate Programs

You ever wonder how you can be part of the online poker madness. There are several ways for every one to make some extra cash. Listed below are some of the programs that offer great payouts and wonderful marketing tools to help you succeed. If you have any questions please contact [ritch@partypokerland.com](mailto:ritch@partypokerland.com) for more information.

### [PartyPoker.com Affiliate Program](#)



Affiliate program details:

There is NO fee or upfront investment needed to participate in the Affiliate program. All you need to do is sign up, get your tracker, select a payment plan (more information below), and start sending poker players to PartyPoker.com through your trackers.

Select from one of two payment plans: Get paid \$65 - \$75 per sign up guaranteed or earn 20-25% of the gross revenue generated during the lifetime of your player's Account. Not sure if your players will be big players? Choose the per sign up plan. Confident your players will be high rollers? Choose the revenue plan...the bigger your players, the bigger your checks! How big? See the potential. You can choose different payment plans for different trackers to maximize your profits!

Per sign up plan	
Monthly # real money players	\$ to you
1-10	\$65
11 or more	\$75

Percentage Plan	
Monthly #gross revenue	% to you
Up to \$10,000	20%
Over \$10,000	25%

Payments are guaranteed and processed by iGlobalMedia, a pioneer in online gaming marketing with an outstanding track record of having paid affiliates more than \$19 million since 1997.

Sign up Sub-Affiliates and get 20% of all payments made to them! Once you sign up as an Affiliate, you will be able to register Sub-Affiliates underneath you.

Our tracking system is state of the art and we provide you two types of trackers: sign up bonus codes (for offline promotions such as fliers and cards) and tracking URLs (for online promotions). When a poker player opens an Account using a sign up bonus code or a tracking URL assigned to you, we know the player was referred by you and we permanently mark his/her Account in our database. Track all your statistics real time!  
 Use our banners, text links, CDs and fliers to maximize your promotions. We have lots of promotional materials that you may freely use in your promotions. In addition, we can custom develop, at cost, any special requests that you may have for custom CDs, t-shirts, keychains, etc. with your unique trackers embedded in them.

**[EmpirePoker.com Affiliate Program](#)**



- **There is NO fee or upfront investment needed to participate in this program.** All you need to do is sign up, get your Tracker, select a payment plan, and start sending **Poker Players to [EmpirePoker.com](#)** through your Trackers
- **Select from one of two payment plans: Get paid \$65 - \$75 Per Sign Up (Guaranteed) or earn 20-25% of the Gross Revenue generated during the lifetime of the Account.** We suggest the Per Sign Up plan if you are not sure your Players are big Poker Players, but if you know they are big, then go for the Revenue Share because the bigger your Players, the bigger your checks.
- **Payments to Affiliates will be made within ten (10) days of the end of each month based on the following payment plan.**

Per Sign Up Plan		Percentage Plan	
Monthly # Real Money Players	\$ to You	Monthly Gross Revenue	% to You
1 - 10	\$65	Up to \$10K	20%
11 or More	\$75	Over \$10K	25%

- Payments are guaranteed and processed by Tradal Ltd, a pioneer in online gaming marketing with an outstanding track record since 1999.
- **Sign up Sub-Affiliates and get 20% of all payments made to them.** Once you sign up as an Affiliate at our Web Site, you will be able to register Sub-Affiliates underneath you.
- **Our tracking system is 100% state of the art and we provide you two types of Trackers: Sign Up Bonus Codes (best for offline promotions) and/or Tracking URLs (for online promotions).** When a Poker Player opens an Account using a Sign Up Bonus Code or a Tracking URL assigned to you, we know the Player was referred by you and permanently mark his/her Account in our database for accounting purposes.
- **Use our banners, text links, CDs and fliers to maximize your promotions.** We have lots of promotional materials that you may freely use in your promotions. In addition, we can custom develop, at cost, any special requests that you may have for custom CDs, T-shirts, key-chains, etc. with your unique Trackers embedded in them.

**[UltimateBet.com Affiliate Program](#)**



Earn up to 35% with a leading online poker site  
 UltimateBet.com has partnered with Income Access to offer you the ultimate opportunity to earn money from promoting the poker room.

UltimateBet.com online poker has been dealing cards on the Internet since 2000, created from the ground up to give poker players the best online poker experience found on the Internet today. Now you can benefit from the software built by true poker professionals; many of the world's top poker professionals and most respected authorities have been instrumental in all aspects of UltimateBet's design. UltimateBet.com has implemented strong safety measures to ensure to the trust and security of players. UltimateBet.com is committed to providing players with a first rate experience

UltimateBet.com excels in keeping players happy by offering a wide variety of new and ongoing player promotions, guaranteed prize pool tournaments, frequent player loyalty points, free online seminars presented by professional poker players plus much more.

New players at UltimateBet.com receive a 20% bonus on their first deposit of \$50 or more of up to \$100.

#### Commissions

With UltimateBet.com your commissions will be based on the percentage of net revenue.

- ♠ Up to \$20,000 - 25%
- ♠ \$20,001 to \$29,999 - 30%
- ♠ \$30,000 and over - 35%

Plus, sign up sub affiliates and earn 3% commission on the revenue generated by affiliates you refer to the UltimateBet.com affiliate program.

#### Affiliate Payments

Affiliates are paid by the 15th of the month once the balance earned reaches \$50. You can receive your payment via NETeller or Check.

### [PokerRoom.com Affiliate Program](#)



- Place one of our banners on your site and we will reward you for all depositing players you generate. For each player that signs up and deposits at PokerRoom.com, you will get 30% of the players total poker rake at the real money tables minus transaction expenses (fees when the player deposits or withdraws money).
- Payments will be made on the first and sixteenth of every month. Minimum pay-out is \$50 USD. If the amount is less than \$50 USD, the money will be saved at your account until it reaches \$50 USD or more.
- In addition, you will also get rewarded for all new affiliates you attract to the site. You will become parent of those affiliates, and you will get 10% of the money they make.

### [AbsolutePoker.com Affiliate Program](#)



Affiliates have the choice in commission structure!











You now have the option to receive a base net revenue commission or a CPA arrangement.

Plus refer other affiliates and earn off the players that they send through, up to 5%!

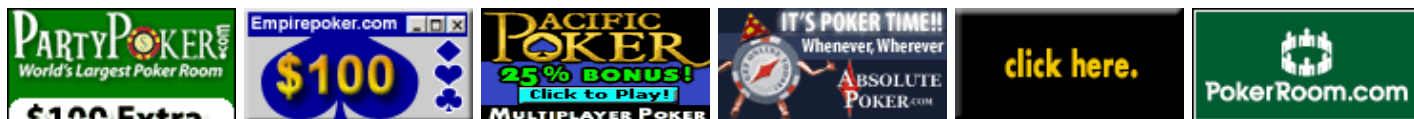
#### Commissions

Option 1 Flat net revenue	25%
Option 2 CPA	\$75 per player
Refer other affiliates and earn	
First referral tier	5%
Second Tier Referrals	1.5%

With Absolute [Online Poker](#) you can earn Revenue for all players referred by you or your directly referred Affiliates - for the life of the player!

-  Competitive Commission Rates - 25% base net revenue OR CPA Commission- \$75 per player
-  Free sign-up, absolutely no set-up or registration fees involved
-  Lifetime revenue from each referred player
-  Multi tier program for added earnings from referred affiliates
-  No losses ever – as long as you send qualified players you'll make money
-  Special arrangements for affiliates that meet our criteria – contact us now to see if you qualify
-  Great selection of marketing materials
-  Reliable real time tracking
-  Friendly and reliable affiliate support
-  Excellent bonuses and incentives for players

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