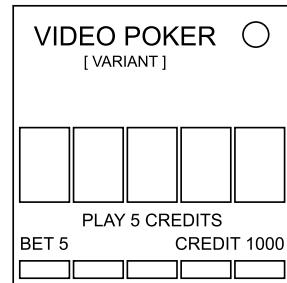


On the Subject of Video Poker

It's like Silly Slots, but with a higher payback rate.

- This module consists of a video poker machine with a blue background and five yellow buttons on the bottom. If the background isn't blue, you're looking at a different module.
- To disarm this module, play five hands in a row using optimal strategy.
- Any nonoptimal play will result in a strike.
- Once disarmed, you can continue to play video poker without penalty.
- The module can also be disarmed with a single payout of 1200 credits or more (see the section on jackpots for more information).



Rules of Video Poker

- Video poker is played with a standard (virtual) 52-card deck.
- Play begins by betting between 1 and 5 credits using the BET ONE and BET MAX buttons, then pressing the DEAL button.
 - **WARNING:** Since jackpots pay more relative to a 5-credit bet than any other bet size, attempting to start a hand without a 5-credit bet is considered nonoptimal and will result in a strike, as well as resetting the streak of correctly played hands.
- The game deals the player five cards at random.
- The player chooses which cards to keep and which cards to discard. Tap a card to mark or unmark it as held. The player may hold any number of cards, including none or all five of them.
- After the player presses DRAW, the game replaces the discarded cards (if any) with new cards chosen at random from the same deck.
- The resulting poker hand is evaluated and the player is paid out according to the game's pay table.

Jackpots

- Any payout of 1200 credits or more is considered a jackpot. Triggering a jackpot will cause the machine to display the message CALL ATTENDANT.
- If this happens, a CLAIM button will appear. Press it to receive your payout and disarm the module.
- You will still be able to play video poker freely afterwards.
- Jackpots earned after the module is disarmed are claimed in the same way.

Other Usage Instructions

- Press the GAME INFO button to view information about the variety of video poker you are playing (shown at the top of the module), including its pay table. This may be important when disambiguating different varieties with the same name, as different pay tables can call for different strategies.
- Use the SPEED button to control the speed at which cards are dealt.
- When not claiming a jackpot, hold any button for three seconds to return the module (and your bankroll) to its initial state. If the module is armed, this will also reset the number of correctly played hands. A disarmed module will remain disarmed.

The Rest of This Manual, and Miscellaneous Tips

- The rest of this manual consists of strategy guides for each possible video poker variety that can appear on this module, along with their pay tables.
- To determine the proper strategy for a given five-card hand, keep the cards corresponding to the first condition that applies. For example, in 9/6 Jacks or Better, if your cards are 3♣3♦7♦9♦K♦, the proper play is to hold the four diamonds and go for the flush instead of keeping the pair of 3s.
- Do not keep any kickers unless explicitly told to do so.
- If none of the conditions apply, discard your entire hand.
- Watch out for exceptions, which will be noted accordingly.
- In the event that a hand has multiple plays that result in the same highest expected payout, the rules will state as such, and either play is allowed. For example, if dealt a four of a kind in 9/6 Jacks or Better, both keeping all five cards and keeping only the four of a kind are allowed.
- All strategies assume a 5-credit bet.
- For variants with wild cards, the strategies are grouped by the number of wild cards in your hand. The hand names assume that the wild cards have already been evaluated. For example, W3377 is a full house, and W5679 is a straight.
- In Deuces Wild, the suits of all 2s are irrelevant. After all, a wild card is a wild card!
- The last section of this manual is a glossary of poker and video poker terms and concepts. It is highly recommended that you familiarize yourself with them before analyzing these strategies, especially the section on penalty cards.

9/6 Jacks or Better

With a competitive payback rate of 99.54%, 9/6 Jacks or Better is a timeless classic among video poker players.

Hand Ranks

1. Royal flush
2. Straight flush
3. Four of a kind^[A]
4. 4 to a royal flush
5. Full house
6. Flush
7. Straight
8. Three of a kind
9. 4 to a straight flush
10. Two pair
11. High pair*
12. 3 to a royal flush^[B]
13. 4 to a flush
14. Unsuitied TJQK^[C]
15. Low pair*
16. 4 to an open-ended straight
17. 3 to a straight flush, type 1
18. Suited JQ^[D]
19. Unsuitied JQKA
20. Suited JK, QK, JA, QA, or KA
21. Unsuitied 9JQK, TJQA, TJKA, or TQKA^[E]
22. 3 to a straight flush, type 2
23. Unsuitied JQK
24. Unsuitied JQ or QK
25. Suited TJ^[F]
26. Unsuitied JK
27. Suited TQ^[G]
28. Unsuitied JA, QA, or KA
29. Suited TK^[H]
30. Single high card*
31. 3 to a straight flush, type 3

Hand	Payouts with credits bet (1-5)				
Royal Flush	250	500	750	1000	4000
Straight Flush	50	100	150	200	250
Four of a Kind	25	50	75	100	125
Full House	9	18	27	36	45
Flush	6	12	18	24	30
Straight	4	8	12	16	20
Three of a Kind	3	6	9	12	15
Two Pair	2	4	6	8	10
Jacks or Better	1	2	3	4	5

Special Rules and Exceptions

- A. You may either keep or discard the kicker.
- B. 4 to a flush beats 3 to a royal if the latter contains a 10 and an Ace, and the unsuited card is either a 10 or higher.
- C. If you also have a pair of 10s, it doesn't matter which 10 you discard.
- D. Unsuitied JQKA beats suited JQ if the latter has a 9 or a flush penalty card.
- E. 3 to a straight flush beats 4 to a straight if the fifth card is: a 7 if the hand contains a Jack, or an 8 otherwise.
- F. Unsuitied JK beats suited TJ if the latter has a flush penalty card.
- G. Unsuitied QA beats suited TQ if the latter has a flush penalty card.
- H. King only beats suited TK if the latter has both a 9 and a flush penalty card.

Types of "3 to a Straight Flush" Draws

1. The number of high cards equals or exceeds the number of gaps, except Ace low or 234.
2. One gap with no high cards, two gaps with one high card, Ace low, or 234.
3. Two gaps with no high cards.

* A "high card" is a Jack or higher.

A "low card" is a 10 or lower.

9/5 Jacks or Better

Since flushes are less powerful here, the strategy for 3 to a straight flush is a bit more nuanced.

Hand Ranks

1. Royal flush
2. Straight flush
3. Four of a kind^[A]
4. 4 to a royal flush
5. Full house
6. Flush
7. Straight
8. Three of a kind
9. Two pair
10. 4 to a straight flush
11. High pair*
12. 3 to a royal flush
13. 4 to a flush
14. Unsuitied TJQK^[B]
15. Low pair*
16. 4 to an open-ended straight
17. Suited 89J, 8TJ, 8JQ, 9TJ, 9TQ, or 9JQ
18. Unsuitied JQKA
19. Suited 9JK or 9QK
20. Suited JQ, JK, or QK
21. Suited 456, 567, or 678
22. Suited JA
23. Suited 789 or 89T
24. Suited QA or KA
25. Suited 345
26. Unsuitied 9JQK, TJQA, TJKA, or TQKA
27. Unsuitied JQK
28. Unsuitied JQ^{[C][D]}
29. Suited A23, A24, A25, A34, A35, A45, 689, 78J^[E], 79J^[F], 7TJ^[F], 89Q, 8TQ, or 9TK
30. Unsuitied JK^{[G][H]}
31. Suited 78T or 79T^[I]
32. Suited TJUJ[K]
33. Unsuitied QK^[H]
34. Suited 234^{[L][M]}, 235^{[L][M]}, 245^{[L][M]}, 346^[L], 356^[L], 457^[L], 467^[L], 568^[L], 578^[L], or 679
35. Unsuitied JA, QA^[N], or KA
36. Suited TQ or TK^[O]
37. Single high card*
38. Any other 3 to a straight flush not listed

Hand	Payouts with credits bet (1-5)				
Royal Flush	250	500	750	1000	4000
Straight Flush	50	100	150	200	250
Four of a Kind	25	50	75	100	125
Full House	9	18	27	36	45
Flush	5	10	15	20	25
Straight	4	8	12	16	20
Three of a Kind	3	6	9	12	15
Two Pair	2	4	6	8	10
Jacks or Better	1	2	3	4	5

Special Rules and Exceptions

- A. You may either keep or discard the kicker.
- B. If you also have a pair of 10s, it doesn't matter which 10 you discard.
- C. Suited 7TJ beats unsuited JQ if the fifth card is a 6 or lower.
- D. Suited 78J or 79J beats unsuited JQ if the fifth card is an Ace.
- E. Unsuitied JK beats suited 78J if the fifth card is a 9 or a 10.
- F. Unsuitied JK beats suited 79J and 7TJ if the fifth card is an 8.
- G. Suited TJ beats unsuitied JK if the former has no flush penalty cards and there are no 8s or 9s.
- H. Suited 679 suited always beats unsuitied JK and unsuitied QK.
- I. Jack only beats suited 78T and 79T if the fifth card is a 6.
- J. Unsuitied JA beats suited TJ if the latter has a flush penalty card of 6 or lower, as well as an 8 or a 9.
- K. Suited 578 always beats suited TJ.
- L. Jack only beats this straight flush draw if there is a straight penalty card, unless that penalty card is a 9 or an Ace. However, if the hand doesn't contain a 2 and the penalty card has the same suit as the Jack, play the 3 to a straight flush instead.
- M. Ace only beats this straight flush draw if the fifth card is a 6.
- N. Suited TQ beats unsuitied QA if the former has no flush penalty cards and there are no 8s or 9s.
- O. King only beats suited TK if the latter has a flush penalty card.

* "High card" = Jack or higher. "Low card" = 10 or lower.

8/6 Jacks or Better

This variant might pay slightly less for a full house, but its strategy is surprisingly similar to that of its 9/6 sibling.

Hand Ranks

1. Royal flush
2. Straight flush
3. Four of a kind^[A]
4. 4 to a royal flush
5. Full house
6. Flush
7. Straight
8. Three of a kind
9. 4 to a straight flush
10. Two pair
11. High pair*
12. 3 to a royal flush^[B]
13. 4 to a flush
14. Unsuitied TJQK^[C]
15. Low pair*
16. 4 to an open-ended straight
17. 3 to a straight flush, type 1
18. Suited JQ^[D]
19. Unsuitied JQKA
20. Suited JK, QK, JA, QA, or KA
21. Unsuitied 9JQK, TJQA, TJKA, or TQKA^[E]
22. 3 to a straight flush, type 2
23. Unsuitied JQK
24. Unsuitied JQ or QK
25. Suited TJ^[F]
26. Unsuitied JK
27. Suited TQ^[G]
28. Unsuitied JA, QA, or KA
29. Suited TK^[H]
30. Single high card*
31. 3 to a straight flush, type 3

Hand	Payouts with credits bet (1-5)				
Royal Flush	250	500	750	1000	4000
Straight Flush	50	100	150	200	250
Four of a Kind	25	50	75	100	125
Full House	8	16	24	32	40
Flush	6	12	18	24	30
Straight	4	8	12	16	20
Three of a Kind	3	6	9	12	15
Two Pair	2	4	6	8	10
Jacks or Better	1	2	3	4	5

Special Rules and Exceptions

- A. You may either keep or discard the kicker.
- B. 4 to a flush beats 3 to a royal if the latter contains a 10 and an Ace, and the unsuited card is either a 10 or higher.
- C. If you also have a pair of 10s, it doesn't matter which 10 you discard.
- D. Unsuitied JQKA beats suited JQ if the latter has an 8, a 9, or a flush penalty card.
- E. 3 to a straight flush beats 4 to a straight if the fifth card is: a 7 if the hand contains a Jack, or an 8 otherwise.
- F. Unsuitied JK beats suited TJ if the latter has a flush penalty card.
- G. Unsuitied QA beats suited TQ if the latter has a flush penalty card.
- H. King only beats suited TK if the latter has both a 9 and a flush penalty card.

Types of "3 to a Straight Flush" Draws

1. The number of high cards equals or exceeds the number of gaps, except Ace low or 234.
2. One gap with no high cards, two gaps with one high card, Ace low, or 234.
3. Two gaps with no high cards.

* A "high card" is a Jack or higher.

A "low card" is a 10 or lower.

8/5 Jacks or Better

While this doesn't pay as well as its brethren, 8/5 Jacks or Better is one of the most common flavors of Jacks or Better out there, so it's good to know how to play it.

Hand Ranks

1. Royal flush
2. Straight flush
3. Four of a kind^[A]
4. 4 to a royal flush
5. Full house
6. Flush
7. Straight
8. Three of a kind
9. Two pair
10. 4 to a straight flush
11. High pair*
12. 3 to a royal flush
13. 4 to a flush
14. Unsuitied TJQK^[B]
15. Low pair*
16. 4 to an open-ended straight
17. Suited 89J, 8TJ, 8JQ, 9TJ, 9TQ, or 9JQ
18. Unsuitied JQKA
19. Suited 9JK or 9QK
20. Suited JQ, JK, or QK
21. Suited 456, 567, or 678
22. Suited JA
23. Suited 789 or 89T
24. Suited QA or KA
25. Suited 345
26. Unsuitied 9JQK, TJQA, TJKA, or TQKA
27. Unsuitied JQK
28. Unsuitied JQ^{[C][D]}
29. Suited A23, A24, A25, A34, A35, A45, 568^[G], 578, 689, 78J^[E], 79J^[F], 7TJ^[F], 89Q, 8TQ, or 9TK
30. Suited TJ^{[H][I]}
31. Suited 234^{[G][J]}, 235^{[G][J]}, 245^{[G][J]}, 346^[G], 356^[G], 457^[G], 467^[G], 679, or 689^[G]
32. Unsuitied JK
33. Suited 78T^[K] or 79T^[K]
34. Unsuitied JA or QK
35. Unsuitied QA^[L] or KA
36. Suited TQ or TK^[M]
37. Single high card*
38. Any other 3 to a straight flush not listed

Hand	Payouts with credits bet (1-5)				
Royal Flush	250	500	750	1000	4000
Straight Flush	50	100	150	200	250
Four of a Kind	25	50	75	100	125
Full House	8	16	24	32	40
Flush	5	10	15	20	25
Straight	4	8	12	16	20
Three of a Kind	3	6	9	12	15
Two Pair	2	4	6	8	10
Jacks or Better	1	2	3	4	5

Special Rules and Exceptions

- A. You may either keep or discard the kicker.
- B. If you also have a pair of 10s, it doesn't matter which 10 you discard.
- C. Suited 7TJ beats unsuited JQ if the fifth card is a 6 or lower.
- D. Suited 78J or 79J beats unsuited JQ if the fifth card is an Ace.
- E. Unsuitied JK beats suited 78J if the fifth card is a 9 or a 10.
- F. Unsuitied JK beats suited 79J and 7TJ if the fifth card is an 8.
- G. Jack only beats this straight flush draw if there is a straight penalty card of 7 or lower that doesn't match the suit of the Jack.
- H. Unsuitied JK beats suited TJ if the latter has an 8, 9, or flush penalty card.
- I. Unsuitied JA beats suited TJ if the latter has a flush penalty card of 6 or lower, as well as an 8 or a 9.
- J. Ace only beats this straight flush draw if the fifth card is a 6 that doesn't match the suit of the Ace.
- K. Jack only beats suited 78T and 79T if the fifth card is a 6.
- L. Suited TQ beats unsuitied QA if the former doesn't have a flush penalty card and there isn't an 8 or 9.
- M. King only beats suited TK if the latter has a flush penalty card.

* "High card" = Jack or higher. "Low card" = 10 or lower.

Bonus Poker

It's like 8/5 Jacks or Better, but with spicier payouts for four of a kind.

Hand Ranks

1. Royal flush
2. Straight flush
3. Four of a kind^[A]
4. 4 to a royal flush
5. Full house
6. Flush
7. Straight
8. Three of a kind
9. Two pair
10. 4 to a straight flush
11. High pair*
12. 3 to a royal flush
13. 4 to a flush
14. Unsuitied TJQK^[B]
15. Low pair*
16. 4 to an open-ended straight
17. Suited 89J, 8TJ, 8JQ, 9TJ, 9TQ, or 9JQ
18. Unsuitied JQKA
19. Suited 9JK or 9QK
20. Suited JQ, JK, or QK
21. Suited 456, 567, or 678
22. Suited JA
23. Suited 789 or 89T
24. Suited QA or KA
25. Suited 345
26. Unsuitied 9JQK, TJQA, TJKA, or TQKA
27. Unsuitied JQK
28. Unsuitied JQ^{[C][D]}
29. Suited A23, A24, A25, A34, A35, A45, 568^{[G][H]}, 578^{[G][H]}, 689^[H], 78J^[E], 79J^[F], 7TJ^[F], 89Q, 8TQ, or 9TK
30. Suited TJ^{[I][J]}
31. Suited 234^{[G][K]}, 235^{[G][K]}, 245^{[G][K]}, 346^{[G][H]}, 356^{[G][H]}, 457^{[G][H]}, 467^{[G][H]}, or 679^[H]
32. Unsuitied JK
33. Suited 78T^{[H][L]} or 79T^{[H][L]}
34. Unsuitied QK
35. Unsuitied JA, QA, or KA
36. Single Ace
37. Suited TQ
38. Single Jack, Queen, or King
39. Any other 3 to a straight flush not listed

Hand	Payouts with credits bet (1-5)				
Royal Flush	250	500	750	1000	4000
Straight Flush	50	100	150	200	250
Four Aces	80	160	240	320	400
Four 2s, 3s, or 4s	40	80	120	160	200
Four 5s through Ks	25	50	75	100	125
Full House	8	16	24	32	40
Flush	5	10	15	20	25
Straight	4	8	12	16	20
Three of a Kind	3	6	9	12	15
Two Pair	2	4	6	8	10
Jacks or Better	1	2	3	4	5

Special Rules and Exceptions

- A. You may either keep or discard the kicker.
- B. If you also have a pair of 10s, it doesn't matter which 10 you discard.
- C. Suited 7TJ beats unsuitied JQ if the fifth card is a 6 or lower.
- D. Suited 78J or 79J beats unsuitied JQ if the fifth card is an Ace.
- E. Unsuitied JK beats suited 78J if the fifth card is a 9 or a 10.
- F. Unsuitied JK beats suited 79J and 7TJ if the fifth card is an 8.
- G. Jack only beats this straight flush draw if the latter has a straight penalty card of rank 7 or lower that doesn't match the suit of the Jack.
- H. Ace only beats this straight flush draw if the latter has a straight penalty card of rank 10 or lower that doesn't match the suit of the Ace.
- I. Unsuitied JA beats suited TJ if the latter has a flush penalty card of rank 6 or lower, as well as a straight penalty card besides the Ace.
- J. Unsuitied JK beats suited TJ if the latter has an 8, 9, or flush penalty card.
- K. If the hand contains an Ace, do not play this straight flush draw unless the fifth card is a 7 through 10 and matches the suit of the Ace.
- L. Jack only beats suited 78T and 79T if the fifth card is a 6.
- M. King only beats suited TK if the latter has a flush penalty card.

* "High card" = Jack or higher. "Low card" = 10 or lower.

Double Bonus Poker

With its slightly adjusted payouts and even juicier bonuses, this variant is quite the beast to tame. But it's one of the few variants that pays out more than it takes in if played perfectly, so pay attention.

Hand Ranks

1. Royal flush
2. Straight flush
3. Four of a kind^[A]
4. 4 to a royal flush
5. Three Aces
6. Full house
7. Flush
8. Straight
9. Three of a kind, except 3 Aces
10. 4 to a straight flush
11. Two pair
12. Pair of Aces
13. 4 to a flush: 0 or 3 high cards, or Ace as the only high card
14. Suited TJQ or JQK
15. Pair of Jacks, Queens, or Kings
16. 4 to a flush: 1 or 2 high cards (except Ace as the only high card)
17. 3 to a royal flush
18. 4 to an open-ended straight^[B]
19. Pair of 2s, 3s, or 4s
20. 3 to a straight flush: 9TJ or 9JQ
21. Pair of 5s through 10s
22. Unsuitied JQKA
23. 3 to a straight flush: the number of high cards* equals the number of gaps, except Ace low or 234
24. Unsuitied 9JQK, TJQA, TJKA, or TQKA
25. 3 to a flush: 2 high cards*, unless those high cards are JQ^[C]
26. Suited JQ, JK, or QK^[D]
27. 3 to a straight flush: no high cards*, 1 gap^[E]
28. Suited JA
29. Unsuitied 89JQ^[F], 8TJQ, 9TJK, or 9TQK
30. 3 to a straight flush: 78J, 79J, or 7TJ

Hand	Payouts with credits bet (1-5)				
Royal Flush	250	500	750	1000	4000
Straight Flush	50	100	150	200	250
Four Aces	160	320	480	640	800
Four 2s, 3s, or 4s	80	160	240	320	400
Four 5s through Ks	50	100	150	200	250
Full House	10	20	30	40	50
Flush	7	14	21	28	35
Straight	5	10	15	20	25
Three of a Kind	3	6	9	12	15
Two Pair	1	2	3	4	5
Jacks or Better	1	2	3	4	5

31. Suited QA
32. 3 to a straight flush: 89Q, 8TQ, or 9TK
33. Suited KA
34. 3 to a straight flush: Ace low, 234, 235, or 245
35. Unsuitied A234, A235, A245, or A345
36. Unsuitied TJQ or JQK
37. Unsuitied 789J, 78TJ, 79TJ, or 89TQ
38. Suited TJ^[G]
39. Unsuitied JQ
40. 3 to a flush: 1 high card*, unless the high card is a King and the other two cards in the flush draw have rank 7 or lower^{[H][I]}
41. Unsuitied JK^{[J][K][L]}
42. Suited 78K
43. Suited TQ^[N]
44. 3 to a straight flush: 0 high cards*, 2 gaps^{[O][P]}
45. 3 to a flush: King and two cards of rank 7 or lower^[Q]
46. Unsuitied QK^[L]
47. Unsuitied JA, QA, or KA^[R]
48. Single Ace
49. Suited TK
50. Single Jack, Queen, or King
51. 4 to an inside straight^[S]
52. 3 to a flush: no high cards*

Special rules and exceptions are on the next page.

* "High card" = Jack or higher. "Low card" = 10 or lower.

Special Rules and Exceptions for Double Bonus Poker

- A. You may either keep or discard the kicker.
- B. If there is also a pair, it doesn't matter which paired card you discard.
- C. If the high cards are JK or QK and the other three cards have rank 8 or lower, keep the two high cards only.
- D. Suited 78T and 79T always beat suited QK.
- E. Suited JA always beats suited 78T and 79T.
- F. Suited QA always beats unsuited 89JQ.
- G. 3 to a flush (2TJ through 6TJ) beats suited TJ if the two cards not part of the flush draw are 7K, 8K, 8A, or 9A.
- H. If this hand contains two high cards, neither of which is an Ace, and the other three cards have rank 8 or lower, keep the two high cards instead.
- I. Suited TQ beats 3 to a flush if the flush draw's high card is an Ace and its middle card is a 6, 7, or 8.
- J. 3 to a straight flush always beats unsuited JK.
- K. 3 to a flush of type 4 beats unsuited JK if the hand contains a 9, 10, or Ace.
- L. If the hand also contains an Ace, a 9, and a card lower than a 9, keep the Ace as well.
- M. Unsuit QK beats suited 78K if the fifth card is a 6 or lower.
- N. Suited 569 and 579 both beat suited TQ.
- O. Ace only beats these straight flush draws if the straight flush draw requires discarding a straight penalty card.
- P. Jack only beats these straight flush draws if the straight flush draw requires discarding a straight penalty card that doesn't match the suit of the Jack. There are a few special cases, which are listed below.
- Q. Unsuit QK beats these flush draws if the three non-high cards have rank 8 or lower.
- R. Find all conditions in Table R that apply. If the sum of their corresponding values is greater than or equal to zero, keep the Ace only instead.
- S. If there are two ways to play this hand as 4 to an inside straight, you may choose either one.

Special Cases for Rule P

- If the lowest card in the straight flush draw is a 2, always keep Jack only, even if the straight penalty card matches the suit of the Jack.
- If the ranks of the cards are 5689J, always keep the 3 to a straight flush.

Table R

Condition	Value
The lowest ranked card is a 6 or 7	+2
The lowest ranked card is an 8	+1
The third-lowest ranked card is a 10	+1
The Ace has the same suit as the lowest ranked card	-1
The Ace has the same suit as the second-lowest ranked card	-1
The Ace has the same suit as the third-lowest ranked card	-2

Double Double Bonus Poker

Yo dawg, I heard you like bonuses...

Hand Ranks

1. Royal flush
2. Straight flush
3. Four of a kind^[A]
4. 4 to a royal flush
5. Three Aces
6. Full house
7. Flush
8. Straight
9. Three of a kind, except 3 Aces
10. 4 to a straight flush
11. Pair of Aces
12. Two pair
13. Suited JQK^[B]
14. Pair of Kings
15. Suited TJQ^[C]
16. Pair of Jacks or Queens
17. Suited TJK, TQK, JQA, JKA, or QKA
18. 4 to a flush
19. Suited TJA, TQA, or TKA
20. Unsuitied 89TJ, 9TJQ, or TJQK^[D]
21. Low pair*
22. 4 to an open-ended straight
23. 3 to a straight flush, type 1
24. Unsuitied JQKA
25. 2 suited high cards^[E]
26. 9JQK, TJQA, TJKA, or TQKA
27. 3 to a straight flush, type 2
28. Unsuitied JQK

Hand	Payouts with credits bet (1-5)				
Royal Flush	250	500	750	1000	4000
Straight Flush	50	100	150	200	250
Four Aces with any 2, 3, 4	400	800	1200	1600	2000
Four 2s, 3s, 4s w/ A, 2, 3, 4	160	320	480	640	800
Four Aces	160	320	480	640	800
Four 2s, 3s, or 4s	80	160	240	320	400
Four 5s through Ks	50	100	150	200	250
Full House	9	18	27	36	45
Flush	6	12	18	24	30
Straight	4	8	12	16	20
Three of a Kind	3	6	9	12	15
Two Pair	1	2	3	4	5
Jacks or Better	1	2	3	4	5

29. Unsuitied 89JQ, 8TJQ, 9TJK, or 9TQK
30. Unsuitied JQ^[F]
31. Single Ace^{[G][H]}
32. Suited TJ^[I]
33. Unsuitied JK or QK
34. 3 to a flush containing a 10 and King
35. Suited TQ or TK
36. Single Jack, Queen, or King
37. 3 to a straight flush, type 3
38. 4 to an inside straight^[J]

Types of “3 to a Straight Flush” Draws

1. The number of high cards equals or exceeds the number of gaps, except Ace low or 234.
2. One gap with no high cards, two gaps with one high card, Ace low, or 234.
3. Two gaps with no high cards.

Special rules and exceptions are on the next page.

* “High card” = Jack or higher. “Low card” = 10 or lower.

Special Rules and Exceptions for Double Double Bonus Poker

- A. If you have four Aces, 2s, 3s, or 4s, always go for the A-4 kicker if you don't have it already. If you have four 5s through Kings, it doesn't matter whether you keep or discard the kicker.
- B. A pair of Jacks, Queens, or Kings beats suited JQK if the hand contains a flush penalty card or a 10.
- C. A pair of Jacks or Queens beats suited TJQ if the hand contains a flush penalty card, a 9, a King, or an Ace.
- D. If you also have a low pair, it doesn't matter which card in the pair you discard.
- E. 4 to a straight with 3 high cards beats 2 suited high cards if the latter has a flush penalty card.
- F. Ace only beats unsuited JQ if the remaining two cards' ranks are 6 and 8, 7 and 8, or anything with a 9; and neither of them match the suit of the Ace.
- G. Suited TJ beats Ace only in certain cases. If both plays are possible, find all conditions in Table G that apply. If the sum of their corresponding values is greater than zero, keep the suited TJ instead.
- H. Unsuit JK and QK both beat Ace only if the remaining two cards both match the suit of the Ace; the lower of which is a 2, 3, or 4; and the higher of which is a 6, 7, or 8.
- I. Unsuit JK beats suited TJ if the latter has a 9 or a flush penalty card.
- J. If there are two ways to play this hand as 4 to an inside straight, you may choose either one.

Table G

Condition	Value
The lowest ranked card is a 4 or lower	+1
The lowest ranked card is a 6 or higher	-1
The second-lowest ranked card is a 7	-2
The second-lowest ranked card is an 8	-5
The second-lowest ranked card is a 9	-10
Another card in this hand matches the suit of the Ace	+3 per card
The suited TJ has a flush penalty card	-10

Triple Double Bonus Poker

Fun fact: this variant gives out jackpots more than 10 times as often as 9/6 Jacks or Better. Now that's volatility! Fasten your seatbelts, it's gonna be a bumpy ride.

Hand Ranks

1. Royal flush
2. Straight flush
3. Four of a kind^[A]
4. 4 to a royal flush
5. Three Aces, 2s, 3s, or 4s with A,2,3,4 kicker^[B]
6. Three Aces, 2s, 3s, or 4s
7. Full house
8. Flush
9. Straight
10. Three 5s through Kings
11. 4 to a straight flush
12. Pair of Aces
13. Two pair
14. 4 to a flush^[C]
15. 3 to a royal flush^[D]
16. Pair of 2s, 3s, 4s, Jacks, Queens, or Kings
17. 4 to an open-ended straight^[E]
18. 3 to a straight flush, type 1^[F]
19. Pair of 5s through 10s
20. Unsuited JQKA
21. 3 to a flush: 2 high cards^[G]
22. Two suited high cards^[H]
23. 3 to a straight flush, type 2A or 2B
24. Unsuited 9JQK, TJQA, or TJKA
25. 3 to a straight flush, type 2C^[I]
26. Unsuited TQKA
27. Unsuited JQK
28. Unsuited 89JQ, 8TJQ, 9TJK, or 9TQK
29. Single Ace^[J]
30. 3 to a flush: 1 high card^[K]
31. Suited TJ
32. Unsuited TJQ^[L]
33. Unsuited JQ^[L]
34. 3 to a straight flush, type 3A
35. Suited TQ
36. 3 to a straight flush, type 3B
37. Unsuited JK or QK
38. Suited TK
39. Single Jack, Queen, or King
40. 3 to a flush: 0 high cards
41. 4 to an inside straight^[M]
42. Suited 34^[N]

Hand	Payouts with credits bet (1-5)				
Royal Flush	400	800	1200	1600	4000
Straight Flush	50	100	150	200	250
Four Aces with any 2, 3, 4	400	800	1200	1600	4000
Four 2s, 3s, 4s w/ A, 2, 3, 4	400	800	1200	1600	2000
Four Aces	160	320	480	640	800
Four 2s, 3s, or 4s	80	160	240	320	400
Four 5s through Ks	50	100	150	200	250
Full House	9	18	27	36	45
Flush	7	14	21	28	35
Straight	4	8	12	16	20
Three of a Kind	2	4	6	8	10
Two Pair	1	2	3	4	5
Jacks or Better	1	2	3	4	5

Types of "3 to a Straight Flush" Draws

1. The number of high cards equals or exceeds the number of gaps, except Ace low or 234
2. A. One gap with no high cards, Ace low, or 234
 - B. 78J, 79J, or 7TJ
 - C. 89Q, 8TQ, or 9TK
3. Two gaps with no high cards:
 - A. Lowest card in the draw is a 4, 5, or 6
 - B. Lowest card in the draw is a 2 or 3

Special rules and exceptions are on the next page.

* "High card" = Jack or higher. "Low card" = 10 or lower.

Special Rules and Exceptions for Triple Double Bonus Poker

- A. If you have four Aces, 2s, 3s, or 4s, always go for the A-4 kicker if you don't have it already. If you have four 5s through Kings, it doesn't matter whether you keep or discard the kicker.
- B. If you have multiple kickers that qualify, keep only one of them.
- C. Suited TJQ beats 4 to a flush (2TJQ through 7TJQ) if the unsuited card's rank is a 10 or between 2 and 7 inclusive.
- D. A pair of Jacks, Queens, or Kings beats 3 to a royal flush if the latter contains a 10 and an Ace.
- E. If there is also a pair of 5s through 10s, it doesn't matter which paired card you discard.
- F. A pair of 5s through 10s beats 3 to a straight flush under certain conditions:
 - If there are two high cards in the straight flush draw, keep the straight flush draw.
 - Otherwise, if there is one high card in the straight flush draw, keep the pair if its rank is one lower than the lowest card in the straight flush draw.
 - Otherwise, if one of the cards in the pair is part of the straight flush draw, keep the pair if the card that neither belongs to the pair nor the straight flush draw is a straight penalty card.
 - Otherwise, keep the pair if its rank is within two of any card in the straight flush draw.
- G. Suited JQ beats three to a flush (2JQ through 7JQ) if the other two cards have rank 7 or lower.
- H. If the remaining three cards form a straight flush draw of type 2B or 2C and they are all lower than the two suited high cards, keep the 3 to a straight flush instead.
- I. Unsuit TQKA beats suited 9TK.
- J. The following 3 to a flush draws beat Ace only when certain conditions apply:
 - **2TA, 3TA, and 4TA:** The two unsuited cards' ranks are both in this list: 2, 3, 4, Jack, Queen, King
 - **Any other flush draw with an Ace:** The lowest card in the flush draw is a 4 or lower, and the two unsuited cards are both high cards
 - **Any other flush draw with a non-Ace high card:** The hand contains a 2, 3, and 4; and the hand contains only two distinct suits
- K. Suited TJ beats 3 to a flush with a King and two cards of rank 6 or lower.
- L. Suited 569, 579, and 67T beat unsuited TJQ and JQ.
- M. If there are two ways to play this hand as 4 to an inside straight, you may choose either one.
- N. If the hand contains a 2 and a 7, or if it contains a 5, discard everything instead.

Deuces Wild: “Not So Ugly Ducks”

In poker, 2s are called “ducks” because of their shape. In this variant, ducks are as welcome a sight as they are adorable in real life. Go ahead, look up some cute duck videos. Your defuser can wait.

In this variant, all 2s (also known as deuces) are wild.

Hand Ranks (0 Deuces)

1. Natural royal flush
2. 4 to a natural royal flush
3. Straight flush
4. Four of a kind
5. Full house
6. Flush
7. Straight
8. Three of a kind
9. 4 to a straight flush
10. 3 to a natural royal flush
11. 4 to a flush
12. Two pair
13. Suited 567, 678, 789, 89T, or 9TJ
14. One pair
15. 4 to an open-ended straight*
16. 3 to a straight flush, except Ace low
17. Suited TJ, TQ, or JQ
18. 4 to a straight, except A345^{[A][B]}
19. Suited A34, A35, or A45
20. Suited TK, JK, or QK^[C]
21. Suited 67, 78, 89, 9T, or TA^[D]

Hand	Payouts with credits bet (1-5)				
Natural Royal Flush	250	500	750	1000	4000
Four Deuces	200	400	600	800	1000
Wild Royal Flush	25	50	75	100	125
Five of a Kind	16	32	48	64	80
Straight Flush	10	20	30	40	50
Four of a Kind	4	8	12	16	20
Full House	4	8	12	16	20
Flush	3	6	9	12	15
Straight	2	4	6	8	10
Three of a Kind	1	2	3	4	5

Special Rules and Exceptions

- A. If there are two ways to play this hand as 4 to an inside straight, you may choose either one.
- B. The following exceptions apply:
 - Suited A34, A35, and A45 beat unsuited 3467, 3567, 4568, and 4578.
 - Suited TK beats unsuited 678T, 679T, and 689T if the former has no flush penalty cards.
 - Suited JK beats unsuited 789J if the former has no flush penalty cards.
- C. See the next page for when these draws should NOT be kept.
- D. These draws are only kept if there are no flush penalty cards and the remaining cards' ranks are listed in the appropriate section on the next page.

* Remember, since 2s are wild, 3456 is not considered an open-ended straight in Deuces Wild, since only one non-wild rank can complete it. That being said, 3456 still qualifies as “4 to a straight” under rule 18.

Rule C: When NOT to keep suited TK, JK, or QK:

If there is a 3 to a flush draw and the other two cards' ranks are listed below, the proper play is to discard everything. Pairs of ranks in [brackets] have the added requirement that they share the same suit. (For example, if given the cards 3♣T♣K♣6♦Q♥, you should keep the TK. But if the Q♥ was a Q♦, you would discard everything instead.)

- **3TK:** 4J, 4Q, 4A, 5Q, [6Q], 9A
- **4TK:** 3J, 3Q, 3A, 9A
- **5TK:** 3Q, 9A
- **6TK:** [3Q], [9A]
- **3JK:** 4T, 4Q, 4A, 5Q, 5A, 6Q, [7Q], [8Q], 9A
- **4JK:** 3T, 3Q, 3A, 5Q, [6Q], 9A
- **5JK:** 3Q, 3A, 4Q, 9A
- **6JK:** 3Q, [4Q], 9A
- **7JK:** [3Q], [9A]
- **8JK:** 3Q, 9A
- **3QK:** 4T, 4J, 4A, 5T, 5J, 5A, [6T], 6J, 6A, [7J], [8J], 9A
- **4QK:** 3T, 3J, 3A, 5J, 5A, [6J], [6A], 9A
- **5QK:** 3T, 3J, 3A, 4J, 4A, 9A
- **6QK:** [3T], 3J, 3A, [4J], [4A], 9A
- **7QK:** [3J], 9A
- **8QK:** 3J, 9A

Rule D: When to keep suited 67, 78, 89, 9T, or TA:

These draws should only be kept if the other three cards' ranks are listed below. The superscripts indicate the minimum number of distinct suits (including the suit of the cards you're looking to keep) that must be in your hand. A star means that the two highest cards must also be of different suits.

- **67:** 3JQ³, 3JK³, 9JQ³, 9JK³, 9JA⁴, TJQ⁴, TJK⁴, TJA³, TQK⁴, TQA³, TKA³, JQK⁴, JQA³, JKA³, QKA³
- **78:** 3TQ⁴, 3JQ³, 3JK³, 3JA^{3*}, 3QK³, 3QA², 3KA², 4QK³, 4QA^{3*}, 4KA⁴, TQK⁴, TQA⁴, TKA⁴, JQK⁴, JQA³, JKA³, QKA³
- **89:** 34Q⁴, 34K², 34A³, 35K⁴, 3QK⁴, 3QA⁴, 3KA², 45K³, 45A⁴, 4QK³, 4QA^{3*}, 4KA², 5KA^{3*}, QKA⁴
- **9T:** 345³, 346³, 34A³, 356³, 35K³, 35A³, 36A³, 456³, 457⁴, 45K², 45A³, 46A², 4KA^{3*}, 56A², 57A³, 5KA³
- **TA:** 579⁴

Remember that in Deuces Wild, the suits of all 2s are irrelevant. For example, something like 2♦T♣Q♣K♣A♣ is still considered a wild royal flush.

General rule of thumb: Always keep any deuces you're dealt.

Hand Ranks (1 Deuce)

22. Wild royal flush
23. Five of a kind
24. Straight flush
25. Four of a kind
26. 4 to a wild royal flush
27. Full house
28. Flush
29. 4 to a straight flush: non-wilds have 0 or 1 gap*, except Ace low, W346, and W356
30. Straight
31. 4 to a straight flush: W346, W356, or non-wilds have 2 gaps* (except Ace low)
32. Three of a kind
33. 4 to a straight flush: Ace low
34. 3 to a wild royal flush: WTJ, WTQ, WTK, WJQ, WJK, or WQK
35. 3 to a straight flush: W67, W78, W89, or W9T
36. 3 to a wild royal flush: WTA^[E], WJA, or WQA
37. 3 to a straight flush: W8T^[F]
38. 3 to a wild royal flush: WKA
39. 3 to a straight flush^[G]: W57, W68, W79, W9J
40. 3 to a straight flush: W56
41. 3 to a straight flush: W45^[H]
42. 4 to a straight^[I]: W567, W678, W789, W89T, W9TJ, WTJQ
43. Deuce only

* For example, W567 has 0 non-wild gaps, W78T has 1 non-wild gap, and W347 has 2 non-wild gaps.

Hand Ranks (2 Deuces)

44. Wild royal flush
45. Five of a kind
46. Straight flush
47. Four of a kind
48. 4 to a wild royal flush
49. 4 to a straight flush: WW45, WW56, WW57, WW67, WW68, WW78, WW79, WW89, WW8T, WW9T, or WW9J
50. Two deuces

Hand Ranks (3 Deuces)

51. Wild royal flush
52. Five of a kind
53. Three deuces

Hand Ranks (4 Deuces)

54. Four deuces^[J]

Special Rules and Exceptions

- E. 3 to a straight flush W8T beats 3 to a royal flush WTA if the fifth card is a King.
- F. If the other two cards are a suited 57, then you may play either W57 or W8T.
- G. If multiple draws are possible, then either is acceptable.
- H. See next page for exceptions.
- I. See next page for exceptions.
- J. You may either keep or discard the card that isn't a deuce.

Rule H: W45 straight flush draw vs. Deuce only

- If the straight flush draw has a flush penalty card:
 - If the fifth card is a 3, 6, 7, 8, or A, keep the deuce only.
 - Otherwise, if the hand contains a King but not a 10, keep the deuce only.
 - Otherwise, keep the straight flush draw.
- Otherwise, keep the deuce only if the remaining two cards are any of the following. Unless otherwise specified, their suits are irrelevant.
 - 38
 - Suited 39
 - Suited 3J
 - 3Q
 - 3K
 - 6A
 - 7A

Rule I: 4 to a straight with deuce vs. Deuce only

If the fifth card is in the applicable list below, keep the deuce only. Otherwise, keep the 4 to a straight draw. However, if the fifth card's rank is marked with an asterisk and it doesn't match the suit of at least one of the non-wild cards in the straight draw, keep the 4 to a straight.

- **W567:** Q, K, A
- **W678:** 3, K*, A
- **W789:** 3, 4*
- **WTJQ:** 3

W89T and W9TJ are always kept over deuce only.

Deuces Wild: “Loose Deuces”

With more chances to get a huge payout, Loose Deuces is highly sought after by savvy gamblers and jackpot hunters.

In this variant, all 2s (also known as deuces) are wild.

Hand Ranks (0 Deuces)

1. Natural royal flush
2. 4 to a natural royal flush
3. Straight flush
4. Four of a kind
5. Full house
6. Flush
7. Straight
8. Three of a kind
9. 3 to a natural royal flush^[A]
10. 4 to a straight flush
11. One pair^[B]
12. 4 to an open-ended straight*^[C]
13. 4 to a flush
14. 3 to a straight flush: 0 or 1 gap, except Ace low, 346, or 356
15. Suited TJ^[D]
16. 3 to a straight flush: 346, 356, or 2 gaps, except Ace low^{[E][F]}
17. Suited TQ or JQ^{[G][H]}
18. 4 to an inside straight, except A345^[I]
19. Suited TK, JK, or QK^[J]

* Remember, since 2s are wild, 3456 is not considered an open-ended straight in Deuces Wild, since only one non-wild rank can complete it. That being said, 3456 still qualifies as “4 to a straight” under rule 18.

Hand	Payouts with credits bet (1-5)				
Natural Royal Flush	250	500	750	1000	4000
Four Deuces	500	1000	1500	2000	2500
Wild Royal Flush	25	50	75	100	125
Five of a Kind	15	30	45	60	75
Straight Flush	8	16	24	32	40
Four of a Kind	4	8	12	16	20
Full House	3	6	9	12	15
Flush	2	4	6	8	10
Straight	2	4	6	8	10
Three of a Kind	1	2	3	4	5

Special Rules and Exceptions

- A. Suited 9TJQ beats suited TJQ.
- B. If you have two pairs, only keep one of them. It doesn't matter which one you keep.
- C. If 4 to a flush is also possible, then either play is acceptable.
- D. The 4 to a straight draws 8TJQ and 9TJK beat suited TJ if the fifth card is a 7 that matches the suit of the 10 and Jack.
- E. 4 to a straight beats 3 to a straight flush if the latter has a straight penalty card.
- F. Suited TQ and JQ beat 3 to a straight flush if the sum of the ranks of the straight flush draw's cards is 21 or less.
- G. 4 to a straight beats suited TQ and JQ if both the 10/Jack and Queen are part of said straight draw.
- H. The 4 to a straight draws 678T and 679T beat suited TQ if either the 6 or 7 matches the suit of the 10 and Queen.
- I. If there are two ways to play this hand as 4 to an inside straight, you may choose either one.
- J. These hands are only played under certain conditions. See the next page for more information.

Rule J: When to keep suited TK, JK, or QK:**If your “2 to a royal flush” has a flush penalty card:**

- If the ranks are 578TK and at least one of the conditions below applies, keep the suited TK.
 - The 5, 7, and 8 all have different suits.
 - The flush penalty card is NOT the 8.
- Otherwise, if the ranks are 678JK and the 6, 7, and 8 all have different suits, keep the suited JK.
- Otherwise, discard your entire hand.

If it doesn't have a flush penalty card:

- If the ranks are 58TKJ and no card shares its suit with the 8, keep the suited TK or JK, whichever one you have.
- Otherwise, look in the appropriate section below. The draw should only be kept if the other three cards' ranks are listed below. The superscripts indicate the minimum number of distinct suits (including the suit of the cards you're looking to keep) that must be in your hand.

Suited TK: 345², 346², 347², 348², 356², 357², 358², 359⁴, 367², 368², 369³, 378², 379², 389², 456², 457², 458², 459², 467², 468², 469², 478², 479², 47A⁴, 489², 48A⁴, 567², 568², 569², 56A⁴, 578², 579², 57J³, 57A², 589², 58J⁴, 58A², 67J³, 67Q⁴, 67A², 68B³, 68A², 78Q³, 78A²

Suited JK: 345², 346², 347², 348², 356², 357², 358², 367², 368², 378², 379³, 389³, 456², 457², 458², 459⁴, 467², 468², 469³, 478², 479², 489², 567², 568², 569³, 578², 579², 57T³, 57A⁴, 589³, 58T⁴, 58A⁴, 678², 679², 67T³, 67A³, 689³, 68T², 68A³, 78A²

Suited QK: 346², 356², 456², 347², 357², 457², 367², 467², 567², 348², 358², 458², 368², 468², 568², 378², 478², 578², 678², 569², 479³, 579², 679², 489³, 589², 689², 789², 67T⁴, 78T², 78A³

Remember that in Deuces Wild, the suits of all 2s are irrelevant. For example, something like 2♦T♣Q♦K♣A♣ is still considered a wild royal flush.

General rule of thumb: Always keep any deuces you're dealt.

Hand Ranks (1 Deuce)

20. Wild royal flush
21. Five of a kind
22. Straight flush
23. Four of a kind
24. 4 to a wild royal flush
25. Full house
26. 4 to a straight flush: W567, W678, W789, W89T, or W9TJ
27. Flush
28. Straight
29. 4 to a straight flush: non-wilds have 0 or 1 gap*, except Ace low, W346, and W356
30. Three of a kind
31. 4 to a straight flush
32. 3 to a wild royal flush: WTJ, WTQ, WTK, WJQ, WJK, or WQK
33. 3 to a straight flush: W67, W78, W89, or W9T^[K]
34. Deuce only

* For example, W567 has 0 non-wild gaps, W78T has 1 non-wild gap, and W347 has 2 non-wild gaps.

Hand Ranks (2 Deuces)

35. Wild royal flush
36. Five of a kind
37. Straight flush
38. Four of a kind
39. 4 to a wild royal flush
40. Two deuces

Hand Ranks (3 or 4 Deuces)

41. Keep all deuces^[L]

Special Rules and Exceptions

- K. Only keep these 3 to a straight flush draws if the ranks of the other two cards can be found below in the appropriate list below. No card may be a flush penalty card unless marked with a star. If you see a flush penalty card whose rank is not starred, only keep the deuce instead. Sets of cards with a superscript U must be unsuited.

W67: 3J, 9J, 9Q^U, TJ, TQ, TK, TA, J*Q*, J*K*, J*A*, Q*K*, QA, KA

W78: 3J, 3Q, 3K, 3A, 4Q, 4K, TQ, TK, TA, JQ, JK, JA, Q*K*^U, Q*A*, KA

W89: 34, 3Q, 3K, 3A, 45^U, 4Q, 4K, 4A, 5K, 5A, QK^U, QA, KA

W9T: 34, 35, 36, 3K, 3A, 4*5*, 46, 47, 4K, 4*A, 56, 57, 5Q, 5K, 5*A*, 6A, 7A, KA

- L. If you have four deuces, you may either keep or discard the card that isn't a deuce.

Full Pay Deuces Wild

Because four of a kinds happen so often in Deuces Wild, this is another rules variant that can pay out more than it takes in! Good luck finding a high denomination version out in the wild, though.

In this variant, all 2s (also known as deuces) are wild.

Hand Ranks (0 Deuces)

1. Natural royal flush
2. 4 to a natural royal flush
3. Straight flush
4. Four of a kind
5. Full house
6. Flush
7. Straight
8. Three of a kind
9. 4 to a straight flush, except 8TJQ^[A]
10. 3 to a natural royal flush
11. One pair^[B]
12. 4 to an open-ended straight*
[C]
13. 4 to a flush
14. 3 to a straight flush: 0 or 1 gap, except Ace low, 346, or 356
15. Suited TJ^[D]
16. 3 to a straight flush: 2 gaps (except Ace low), 346, or 356^[E]
[F]
17. 4 to a straight, except A345^[G]
[H][I]
18. Suited TQ or JQ
19. Suited TK, JK, or QK^[J]

* Remember, since 2s are wild, 3456 is not considered an open-ended straight in Deuces Wild, since only one non-wild rank can complete it. That being said, 3456 still qualifies as "4 to a straight" under rule 17.

Hand	Payouts with credits bet (1-5)				
Natural Royal Flush	250	500	750	1000	4000
Four Deuces	200	400	600	800	1000
Wild Royal Flush	25	50	75	100	125
Five of a Kind	15	30	45	60	75
Straight Flush	9	18	27	36	45
Four of a Kind	5	10	15	20	25
Full House	3	6	9	12	15
Flush	2	4	6	8	10
Straight	2	4	6	8	10
Three of a Kind	1	2	3	4	5

Special Rules and Exceptions

- A. Suited 8TJQ beats suited TJQ if the fifth card is a King.
- B. If you have two pairs, only keep one of them. It doesn't matter which one you keep.
- C. If 4 to a flush is also possible, then either play is acceptable.
- D. Suited 7TJ beats suited TJ if the remaining cards' ranks are 3Q, 4Q, 5Q, 6Q, QA, or KA.
- E. If the straight flush draw has a straight penalty card, then you may also play this hand as 4 to a straight. If this can be done in more than one way, either is acceptable.
- F. Suited TQ and JQ beats 3 to a straight flush if the highest card in the straight flush draw is a 6 or 7.
- G. If there are two ways to play this hand as 4 to an inside straight, you may choose either one.
- H. Suited TQ and JQ beat 4 to a straight if there are no flush penalty cards and there is some possible straight with no penalty cards discarded. See the next page for further clarification.
- I. Suited TQ beats 678T.
- J. These hands are only played under certain conditions. See the next page for more information.

Rule H: Suited TQ/JQ versus 4 to an inside straight**What is meant by “some possible straight with no penalty cards discarded?”**

If there is a possible straight containing both of your suited royal cards but none of the cards that you’re discarding, play the suited TQ/JQ. Otherwise, play 4 to a straight.

For example, with 5♣10♦Q♦K♥A♠, you would keep the two diamonds, since you have a full chance at an 89TJQ straight. However, with 5♣9♣10♦Q♦K♥, you would keep the 9TQK, since the King and 9 block off the full potential for any additional straights.

Rule J: Suited TK/JK/QK versus discarding everything:

- If there is a flush penalty card, discard everything.
- Otherwise, if there is a straight penalty card, discard everything unless your hand appears in the list of exceptions below, in which case, keep the royal flush draw.
- Otherwise, keep the royal flush draw unless your hand appears in the list of exceptions below, in which case, discard everything.

In this section, card ranks are grouped by suit. For example, JK/95/7 can refer to J♣K♣9♦5♦7♠, J♥K♥9♣5♣7♦, J♦K♦9♦5♦7♣, etc.

Exceptions that should be kept, even with a straight penalty card:

In this section, the penalty card is always the third rank listed.

(Tip: If the straight penalty card is anything other than a 9 or Ace, always discard.)

TK/9/3/7	TK/9/57	TK/98/4	JK/9/5/6	JK/95/8	QK/9/6/7
TK/9/4/6	TK/9/58	TK/98/5	JK/9/5/7	JK/96/7	QK/9/6/8
TK/9/4/7	TK/94/7	TK/A/6/7	JK/9/5/8	JK/96/8	QK/9/7/8
TK/9/4/8	TK/94/8	TK/A/6/8	JK/9/6/7	JK/97/5	QK/9/67
TK/9/5/6	TK/95/6	TK/A/7/8	JK/9/6/8	JK/97/6	QK/9/78
TK/9/5/7	TK/95/7	TK/A/78	JK/9/57	JK/98/5	QK/96/7
TK/9/5/8	TK/95/8	TK/A7/8	JK/9/58	JK/98/6	QK/96/8
TK/9/47	TK/96/5	TK/A8/7	JK/9/67	JK/A/7/8	QK/97/6
TK/9/48	TK/97/4	JK/9/4/7	JK/9/68	QK/9/5/7	QK/97/8
TK/9/56	TK/97/5	JK/9/4/8	JK/95/7	QK/9/5/8	QK/98/7

Exceptions that should be discarded, even without a straight penalty card:

JK/3/4/5	JK/45/3	QK/34/5	QK/35/6	QK/46/3
JK/34/5	JK/46/3	QK/34/6	QK/36/4	QK/47/3
JK/34/6	QK/3/4/5	QK/34/7	QK/36/5	QK/56/3
JK/35/4	QK/3/4/6	QK/35/4	QK/45/3	QK/348

Remember that in Deuces Wild, the suits of all 2s are irrelevant. For example, something like 2♦T♣Q♣K♣A♣ is still considered a wild royal flush.

General rule of thumb: Always keep any deuces you're dealt.

Hand Ranks (1 Deuce)

20. Wild royal flush
21. Five of a kind
22. Straight flush
23. Four of a kind
24. 4 to a wild royal flush
25. Full house
26. 4 to a straight flush: W567, W678, W789, W89T, or W9TJ
27. Three of a kind
28. Flush
29. Straight
30. 4 to a straight flush
31. 3 to a wild royal flush: WTJ, WTQ, WTK, WJQ, WJK, or WQK
32. 3 to a straight flush: W67, W78, W89, or W9T
33. 3 to a wild royal flush: WTA, WJA, WQA, or WKA^[K]
34. Deuce only

Hand Ranks (2 Deuces)

35. Wild royal flush
36. Five of a kind
37. Straight flush
38. Four of a kind
39. 4 to a wild royal flush
40. 4 to a straight flush: WW67, WW78, WW89, or WW9T
41. Two deuces

Hand Ranks (3 Deuces)

42. Wild royal flush
43. Five of a kind: 10s or higher
44. Three deuces

Hand Ranks (4 Deuces)

45. Four deuces^[L]

Special Rules and Exceptions

- K. Only keep these 3 to a wild royal flush draws if there is no flush penalty card and the ranks of the other two cards can be found below in the appropriate list below. Sets of cards with a superscript U must be unsuited.

WTA: 34^U, 35, 36, 37, 38, 39, 45, 46, 47, 48, 49, 56, 57, 58, 59, 67^U, 68, 69, 78^U, 79, 7J^U, 89^U

WJA: 35^U, 36, 37, 38, 39, 45, 46, 47, 48, 49, 56, 57, 58, 59, 67^U, 68, 69, 78^U, 79, 7T^U, 89^U

WQA: 37, 38, 39, 45^U, 46, 47, 48, 49, 56, 57, 58, 59, 67^U, 68, 69, 78^U, 79, 89^U

WKA: 38^U, 47, 48, 49, 56, 57, 58, 59, 67^U, 68, 69, 78^U, 79, 89^U

- L. You may either keep or discard the card that isn't a deuce.

Glossary of Poker Terms

N.B. In many cases, the rank 10 is abbreviated with the letter T.

Poker Hands (strongest to weakest)

- **Royal Flush:** 10, Jack, Queen, King, Ace, all of the same suit.
 - In games with wild cards, a **natural royal flush** means that the hand doesn't contain any wild cards.
- **Five of a Kind:** Five cards of the same rank. Only possible in wild card games.
- **Straight Flush:** Five cards with consecutive ranks of the same suit (generally excluding 10-J-Q-K-A).
- **Four of a Kind:** Four cards of the same rank.
- **Full House:** Three cards of the same rank and two cards of another.
- **Flush:** Five cards of the same suit.
- **Straight:** Five cards of consecutive rank.
 - In a straight, Aces may be high or low, but not both at the same time (i.e., they cannot "wrap around").
- **Three of a Kind:** Three cards of the same rank.
- **Two Pair:** Two cards of the same rank and two cards of another.
- **One Pair:** Two cards of the same rank.
 - Many poker variants use a term like **Jacks or Better** to refer that only pairs of a certain rank or higher are applicable.

A Note on Straight Draws

- **Open-ended/outside straight draw:** Can be completed with one of two different non-wild ranks, such as 6-7-8-9.
- **Inside straight draw:** Can only be completed with a single non-wild rank, such as 5-6-7-9. This also includes A-2-3-4 and J-Q-K-A.

Penalty Cards

A **penalty card** is a potentially useful card that must be discarded in order to go for a better hand. In certain situations, these can influence optimal play. For example, consider the hand 3♣5♥10♥J♥K♣ in 9/6 Jacks or Better. Normally, a suited TJ is more valuable than an unsuited JK. However, if you kept the 10♥ and J♥, the discarded 5♥ makes it harder to form a flush. Therefore, the 5♥ is known as a **flush penalty card**. It degrades the value of suited TJ to the point that you're better off keeping the Jack and King.

Similarly, with the hand 3♣4♥6♥7♥J♣ in 8/5 Jacks or Better, the 3♣ is a **straight penalty card** that makes the straight flush draw less favorable than Jack only.