

Pyramid Poker

SHOWDOWN VERSION AND CASINO VERSION

PHILIP LEE AND PETER YEE

Pyramid Poker (Showdown Version)

By Philip Lee and Peter Yee (August 30, 2017)

Introduction

Pyramid Poker is a new variation of poker invented by Philip Lee and Peter Yee. Pyramid Poker has many variations. While the game can be adjusted for different numbers of players, these are the instructions of the Showdown Version for six players. The game requires 3 decks of cards plus 4 jokers to play (160 cards). A joker is a wild card and can be played as any card you wish. All 160 cards are shuffled to start the play. Each player is initially dealt 20 cards for a total of 120 cards. As the game proceeds, up to 5 more cards can be dealt to each player per the following game instructions.

The goal is to arrange at least 20 cards into 6 distinct hands – 1 one-card hand, 3 three-card hands, and 2 five-card hands. Each player will compete with his/her 6 hands against the 6 hands set up by each of the other players.

Stakes

Before playing, it is necessary to agree on the stakes. The players must agree on the value of each point before play. One point can be worth whatever the players agree on in advance. This game is played with chips.

Each player must ante up 10 chips into the “Pot” for a total of 60 chips before play.

Arrangement of Cards

The cards are shuffled, cut and dealt out sequentially face down: 20 cards to each player. After buying an additional 5 cards, each player must divide his/her 20 to 25 cards into six hands and place them face down. No changes can be made to the hands once they are placed down. The order of hands is:

Hand 1 - 1 card

Hand 2 - 3 cards

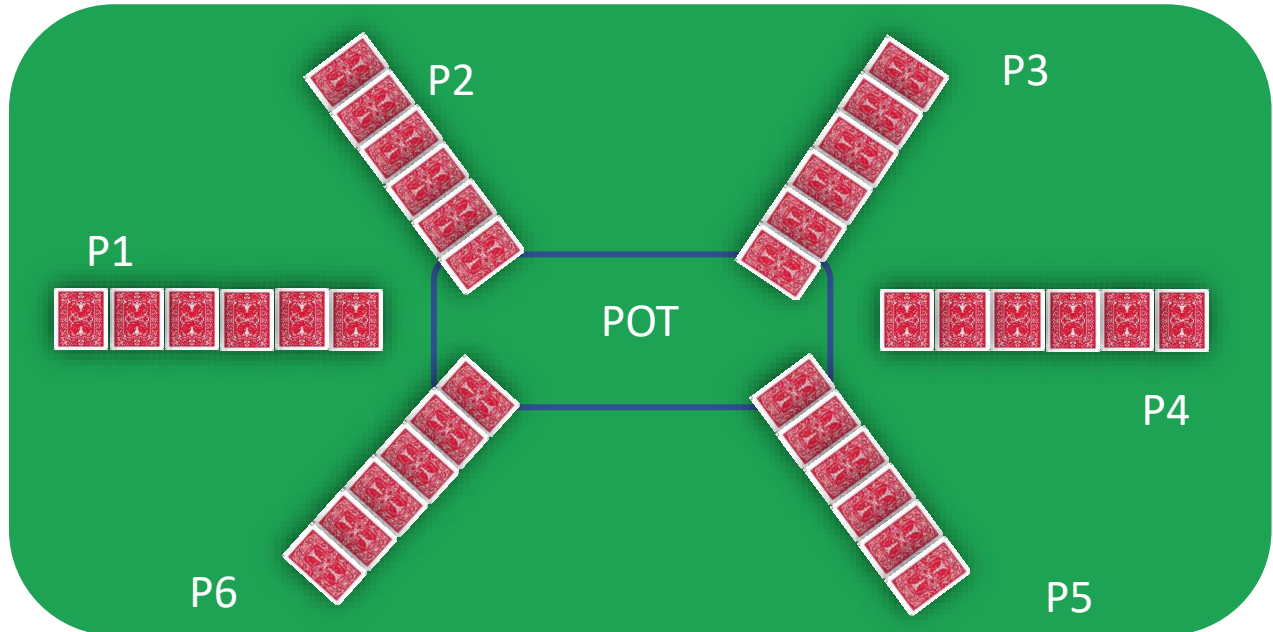
Hand 3 - 3 cards

Hand 4 - 3 cards

Hand 5 - 5 cards

Hand 6 - 5 cards

Hand 6 must be stronger than Hand 5, which must be stronger than Hand 4, and so on and so forth. The value of each hand follows traditional poker rules (e.g., a flush beats a straight).



Because 3 decks of cards and 4 jokers are in play, it is possible to have 5 of a Kind. The following are the rankings of the 5 and 3 card hands:

Five-Card Hand Rankings

5 of a Kind

Straight Flush

4 of a Kind

Full House

Flush

Straight

Trips

2 Pairs

1 Pair

Ace High

Three-Card Hand Rankings

Trips

Flush

3-card Straight

1 Pair

Ace High

Power Hands

Hand 6 can be extended up to 6, 7, 8, 9, or 10 ("x") cards if the hand has either an "x"-Card Straight Flush or an "x" of a Kind.

Hand 5 can also be extended up to 6 or 7 ("y") cards if the hand has either a "y"-Card Straight Flush or a "y" of a Kind. This requires that Hand 6 is a higher hand than Hand 5.

Hand 4 can be expanded to 5 or 6 cards if the hand can play at least a Full House. This requires that Hand 6 is higher than Hand 5 and Hand 5 is higher than Hand 4.

Hand 3 can be expanded to 5 cards if you expanded Hand 4 to 5 or 6 cards. Hand 3 can be expanded to 5 cards if the hand can play at least a Full House. This requires that Hands 4, 5, and 6 are higher hands than Hand 3.

Example of Regular Hand:

Hand 6 – 5 Card Straight Flush – 5 points

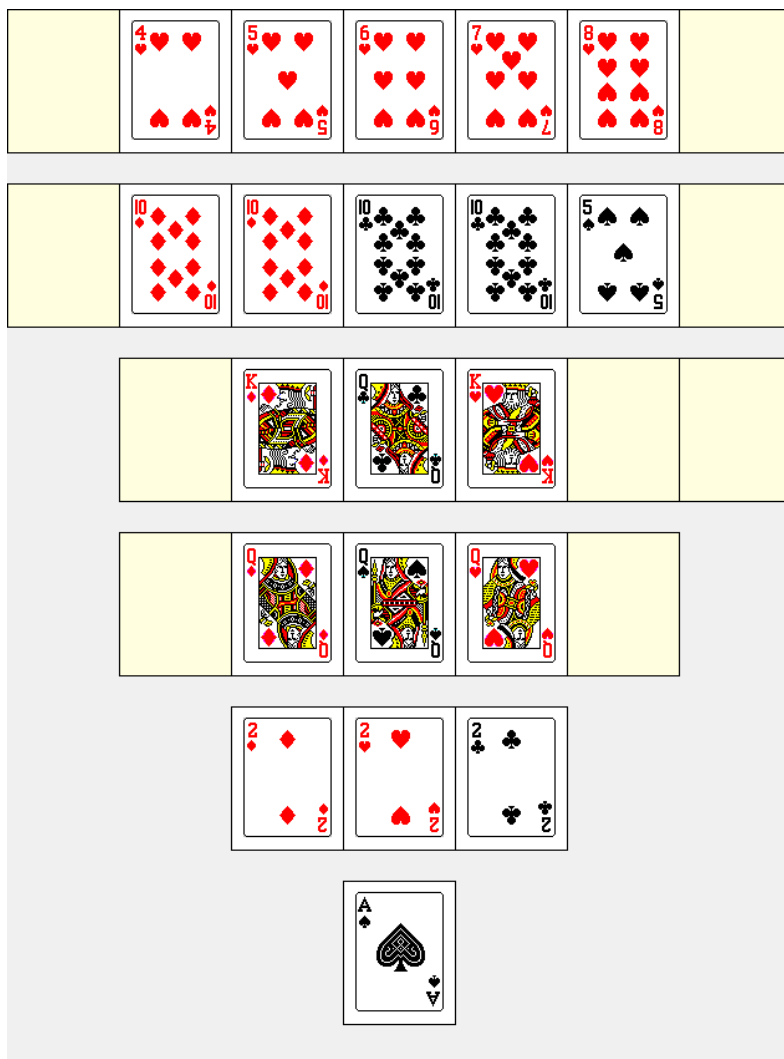
Hand 5 – Four of a Kind – 8 points (2 x 4)

Hand 4 – Trip – 3 points

Hand 3 – Trip – 6 points

Hand 2 – Trip – 9 points

Hand 1 – High Card – 1 point



Example 1 of Power Hand:

Hand 6 – 5 Card Straight Flush – 5 points

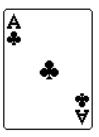

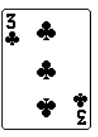
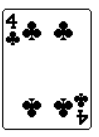
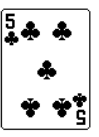
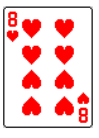

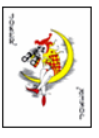

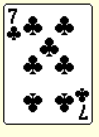









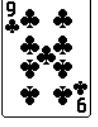
Hand 5 – Four of a Kind – 8 points (2 x 4)

Hand 4 – Full House – 4 points (2 x 2)

Hand 3 – Pair – 1 point

Hand 2 – Pair – 1 point

Hand 1 – High Card – 1 point

25 Total Cards
White: Standard Cards
Yellow: Power Cards
Gray: Discarded Cards

Example 2 of Power Hand:

Hand 6 – 7 Card Straight Flush – 11 points – Power Hand

Hand 5 – Five of a Kind – 12 points (2 x 6)

Hand 4 – Trips – 3 points

Hand 3 – Trips – 6 points

Hand 2 – High Card – 1 point

Hand 1 – High Card – 1 point

25 Total Cards
White: Standard Cards
Yellow: Power Cards
Gray: Discarded Cards

Example 3 of Power Hand:

Hand 6 – 6 Card Straight Flush – 8 points – Power Hand

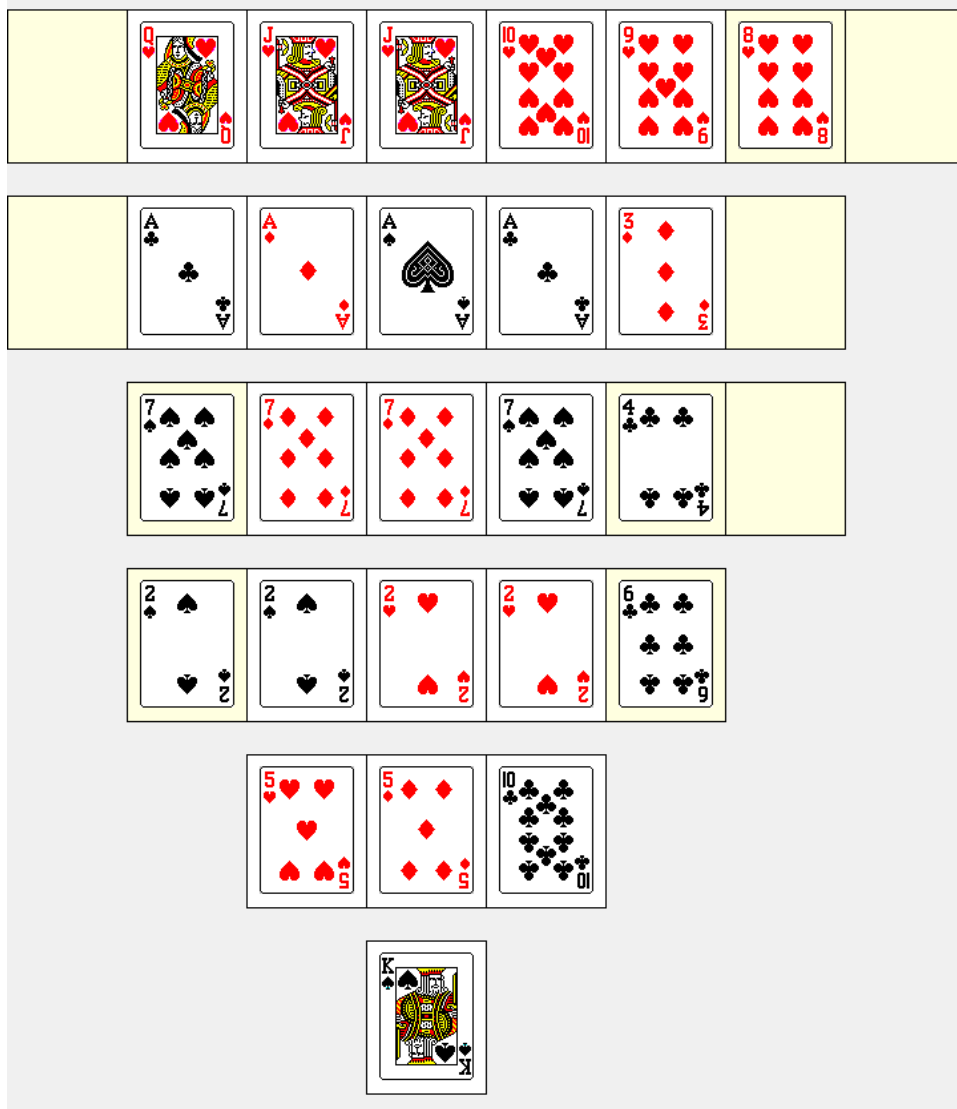
Hand 5 – Four of a Kind – 8 points (2 x 4)

Hand 4 – Four of a Kind – 12 points

Hand 3 – Four of a Kind – 16 points

Hand 2 – Pair – 1 point

Hand 1 – High Card – 1 point



Game Play

Surrendering and Buying Cards

After seeing the first 20 cards, each player may declare that they surrender by paying 5 chips to each remaining player. Declares are done secretly by putting out a closed fist with either 1 chip to mean playing and no chip to mean surrendering and all players reveal their choice simultaneously by opening their fists upward.

At that point, each player must put 10 more chips into the “Pot” and receive 3 more cards facedown for a total of 23 cards. Players open the cards privately and evaluate their hands.

After that, the players declare again. Players who surrender now pay 10 chips to each remaining player. Each player who decides to go forward and play puts another 10 chips into the “Pot” and receives a final two cards facedown for a total of 25 cards. Players open the cards privately and set their hands for showdown.

At this point, each player must arrange their 20-25 cards into six hands as described above to maximize their net points against all players. The minimum number of cards that can be used in the Showdown is 20 cards. Any remaining cards below 25 not used are discarded to the side facedown.

Showdown and Scoring

When everyone is ready, all the players expose their six hands simultaneously from Hand 1 through Hand 6. Starting with the dealer, each player compares his or her six-hands to the corresponding six-hands of each player going clockwise.

Individual Showdown

In each Individual Showdown, a player wins or loses points as each of the six-hands are compared against each corresponding hand of each player. The comparison is done one player at a time. Each player wins one point for each hand won and loses one point for each hand lost (except under special scoring rules below). After all hands are compared against a player, points won are added and points lost are subtracted. This creates a “net” score against each player. Chips are exchanged based on the “net” score (e.g., plus 10 means the player you are comparing your hands to gives you ten chips) before you move on to the next player. The individual showdown is repeated for all the players.

Showdown Champion

The “net scores” are added up after all players complete the Individual Showdowns and the total of all the “net scores” for each player determines who wins the “pot” and is crowned the Showdown Champion.

Scoring Card

See the Scoring Card for a visual depiction of Individual Showdown Scoring and Winning the “Pot.”

	Player1	Player2	Player3	Player4	Total
Player1	X	-10	+5	+20	+15
Player2	+10	X	-20	+5	-5
Player3	-5	+20	X	-8	+7
Player4	-20	-5	+8	X	-17

The player with the highest total net score wins the pot.

Player 1 for example, lost 10 chips to Player 2, won 5 chips to player 3, and won 20 chips to player 4. Player 1 won the Pot.

Tie Breaker Rules

If two hands are identical in rank (e.g., Full House or 4 of a Kind), then the rank of the kicker card determines the winner.

If two hands are identical in rank with no kicker (e.g., a straight), the suit of the most important card is used to determine the winner. The suits’ ranking from highest to lowest are: 1) Spades, 2) Hearts, 3) Diamonds, and 4) Clubs.

If two hands are completely identical including suits (e.g., identical straights), then it will be a draw.

Special Scoring:

Hand 6

Five of a Kind is worth 6 points
Six of a Kind is worth 10 points
Seven of a Kind is worth 14 points
Eight of a Kind is worth 18 points
Nine of a Kind is worth 22 points
Ten of a Kind is worth 26 points

Five Card Straight Flush is worth 5 points
Six Card Straight Flush is worth 8 points
Seven Card Straight Flush is worth 11 points
Eight Card Straight Flush is worth 14 points
Nine Card Straight Flush is worth 17 points
Ten Card Straight Flush is worth 20 points

Four of a Kind is worth 4 points

Hand 5

Full House is worth 2 points
Double (2x) the special scoring amounts found above in Hand 6 when played in Hand 5

Hand 4, Hand 3 and Hand 2

Triple (3x) the special scoring amounts found above in Hand 6 when played in Hand 4
Quadruple (4x) the special scoring amounts found above in Hand 6 when played in Hand 3

Trips in Hand 4 are worth 3 points.
Trips in Hand 3 are worth 6 points
Trips in Hand 2 are worth 9 points

Full House in Hand 4 is worth 4 points
Full House in Hand 3 is worth 6 points

SEE COMPLETE SPECIAL SCORING CHART HERE

Hand	X of a Kind	Points	Y Card Straight Flush	Points
6th	4	4	n/a	
6th	5	6	5	5
6th	6	10	6	8
6th	7	14	7	11
6th	8	18	8	14
6th	9	22	9	17
6th	10	26	10	20
5th	4	8	n/a	
5th	5	12	5	10
5th	6	20	6	18
5th	7	28	7	26
4th	4	12	n/a	
4th	5	18	5	15
4th	6	24	6	20
3rd	4	16	n/a	
3rd	5	24	5	20

Typical Game

With six players, the Pot starts with 60 chips. Assuming one person surrenders, the next round increases the Pot to 110 chips. Finally, if one person surrenders in the last round, the Pot grows to 150 chips. There are now 4 players left for Showdown.

After everyone shows their hands, the dealer begins by comparing his/her 6 hands to the person to his/her left. Winning hands add to his/her total, losing hands subtract from his/her total and at the end there is a net score against each player. That net score translates into the winner of the individual contest being paid immediately and the dealer moves to the next person in clockwise order. Again, the net score is determined and this continues until the last player is done and payments are made. The next player to the left of the dealer goes around the table in a similar manner. This continues until everyone has determined net scores with every other player. The person with the highest overall net score after adding up all the individual net scores for each player wins the Pot.

Pyramid Poker (Casino Version)

By Peter Yee and Philip Lee

Introduction

Pyramid Poker (Casino Version) is a table version of the Poker game invented by Peter Yee and Philip Lee. It is designed for casino play with a dealer and up to six players. The game is played with 2 decks of cards plus 2 jokers (106 cards). A joker is a wild card and can be played as any card you wish. The Object of the game is to arrange nine cards into three distinctive hands (first hand - one card, second hand - three cards, third hand - five cards). Hand 3 must be greater than Hand 2 and Hand 2 must be greater than Hand 1. Each player will play their three hands against the dealers three hands.

Ante to Play:

Each player will ante before the cards are dealt. Everyone will get seven cards face down. After reviewing the seven cards a player will have two options:

- 1) Match the ante and fold. You will lose your ante and your match automatically.
- 2) Double the ante to purchase two extra cards and play on.

Players who play on will receive two facedown card thus completing the nine-card allocation. All remaining players and the dealer will set the nine cards into three distinct hands of one card, three cards and five cards.

Scoring:

All distinct hand victories are 1 point unless they are specials.

Specials: (only the winning hand gets the special points)

Ace in the first hand	2 points
Trips in the second hand.....	3 points
House in third hand.....	2 points
Four of a kind in third hand.....	4 points
Straight flush in the third hand.....	5 points

The players will compare their 3 hands against the dealer and calculate the final score. (See examples)

Payouts:

Each point represents an amount equal to the ante.

For example, if you win or lose 3 points you will win/lose 3 times the amount of the ante.

In addition, if you win 1+ points, you will also win the card buy-in money. Similarly, if you lose 1+ point you will lose the card buy-in money. If you tie the dealer, the buy-in will be a push.

If a player loses 1 or more points, the player will also lose the ante. If a player ties the dealer or wins 3 points or less, the ante will be a push. If a player wins 4 points or more the player will win an additional amount equal to the ante.

Example:

Ante is \$5.

After getting 7 cards, if you fold, you lose \$10 (2 x your ante).

If you play, then you must put up an additional \$5 for buy-in.

If you get 0 points, it's a push. You get your ante and buy-in back.

If you get 1 point, then you win \$10

If you get 2 points, then you win \$15

If you get 3 points, you win \$20

If you get 4 points, you win \$30

If you get 5 points, you win \$35

If you get 6 points, you win \$40

If you get -1 points, you lose \$15

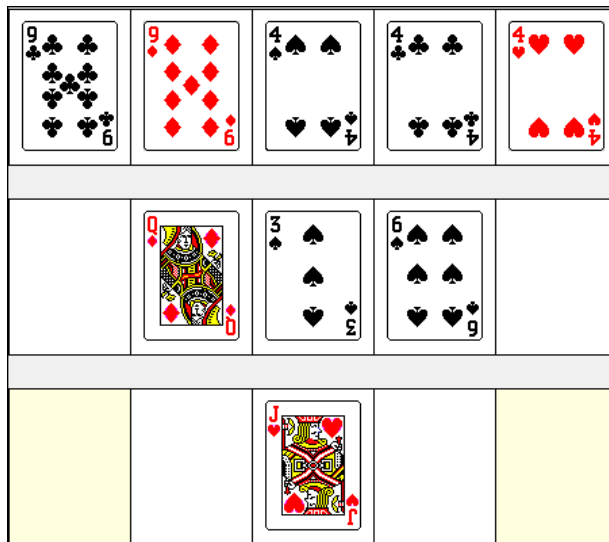
If you get -2 points, you lose \$20

If you get -3 points, you lose \$25

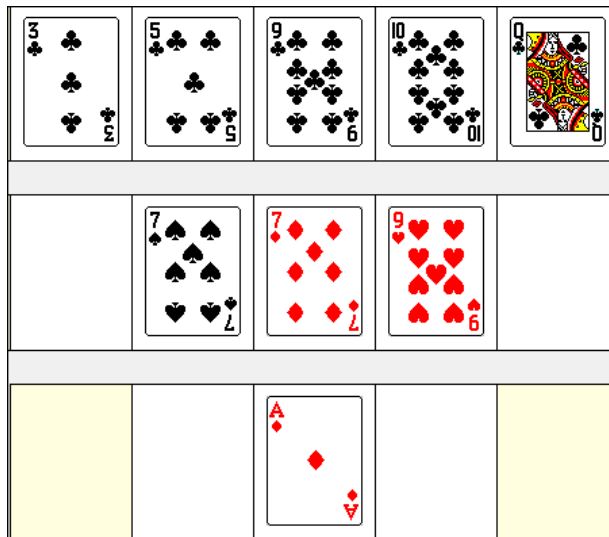
If you get -4 points, you lose \$30

If you get -5 points, you lose \$35

Dealer Hand: Jack High, Queen High and House of 4's

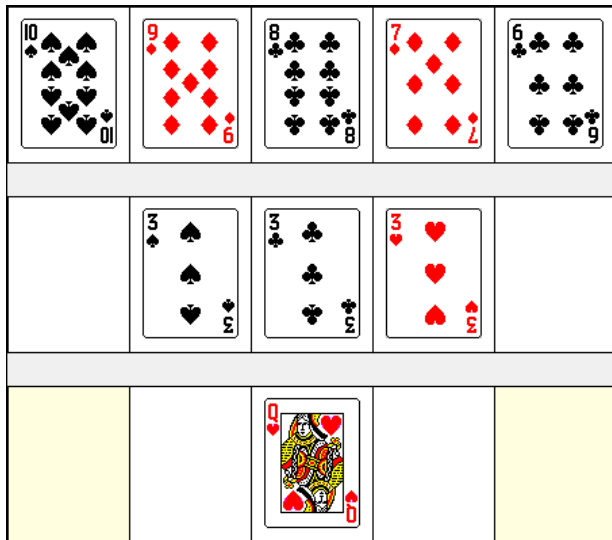


Player One Hand: Ace High, Pair 7 and Queen Flush



Results for Player One: Wins on Ace High (special 2 points) ; Wins on Pair 7 (1 point); Loses on Flush to Full House (special loses 2 points) → Wins net 1 point total which is worth \$10.00.

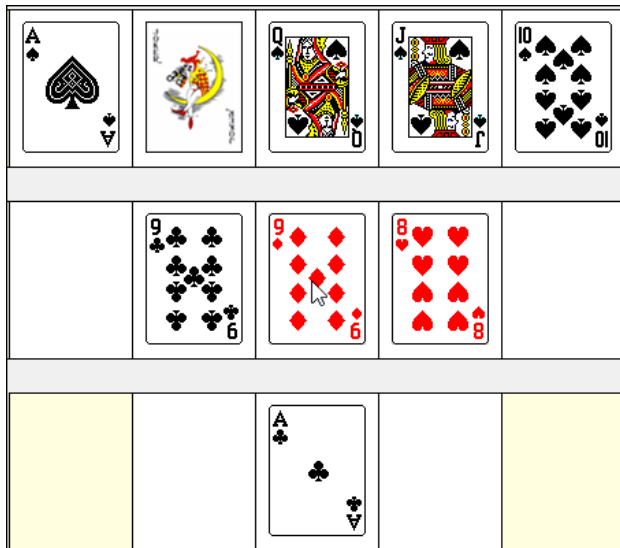
Player Two Hand: Queen High, Trip 3's and Straight



Results for Player Two: Wins Queen High (1 point), Wins Trip (3 points), Loses to House (Loses 2 Points)

Wins net 2 points total which is worth \$15.00

Player Three Hand: Ace High, Pair 9 and Straight Flush



Results for Player Three: Wins Ace High (1 point), Wins Pair (1 points), Win Straight Flush (Wins 5 Points)

Wins net 7 points total which is worth \$45.00