



CARIBBEAN POKER RULES

VERSION: 1.1

DATE OF LAST UPDATE: 3 September 2020

By playing Caribbean Poker you confirm that you have read, accepted and agree to be bound by these Rules, which include and are inseparably linked to our [Terms and Conditions](#), [Privacy Policy](#), [Responsible Social Gaming Policy](#), [Sweeps Rules](#) (collectively, the **Official Rules**) and other game or promotion specific terms relevant to your participation, and acknowledge that they constitute our entire understanding with you with respect to you playing Caribbean Poker.

If you do not agree with any provision of these Rules or any other linked policy, rules or terms you must not play Caribbean Poker.

1. DEFINITIONS

Ante means the initial amount of Gold Coins or Sweeps Coins a Game Participant is required to play in a Round before they are dealt any cards.

Caribbean Poker means the game of 'Caribbean Poker' available on our Platform which may be played as a Gold Coin Game or Sweepstakes Game.

Fold refers to the situation where the Game Participant decides to end a Round by clicking on the 'FOLD' button after the cards are dealt to the Game Participant.

Game Participant or **you** means any person, excluding the dealer, who plays Caribbean Poker.

Gold Coin has the meaning given in our [Terms and Conditions](#).

Gold Coin Game has the meaning given in our [Terms and Conditions](#).

Platform has the meaning given in our [Terms and Conditions](#).

Qualify refers to the situation where after the Game Participant Raises and the dealer's face-down cards are revealed, the dealer has a hand that contains at least an Ace and a King, or better according to standard poker rules (such as a pair or a 'three of a kind').

Raise refers to the situation where after the cards are dealt the Game Participant decides not to Fold, and makes an additional play of the Raise Amount by clicking on the 'RAISE' button.

Raise Amount means the additional amount of Gold Coins or Sweeps Coins that a Game Participant must play when they Raise. The Raise Amount is always exactly twice the Ante amount played by the Game Participant for that Round.

Round means one round of Caribbean Poker played with either Gold Coins or Sweeps Coins.

Rules means these rules, as amended from time to time.

Sweeps Coins has the meaning given in our [Terms and Conditions](#).

Sweepstakes Game has the meaning given in our [Terms and Conditions](#).

Win Amount has the meaning given in rule 2.3(b)(iii).

Winning Hand has the meaning given in rule 2.3(b)(iii).



2. RULES OF CARIBBEAN POKER

2.1. Basic rules

- a. One deck of cards containing 52 cards without jokers is used and shuffled before each round.
- b. The strength of the Game Participant and the dealer's hands is determined by standard poker rules.

2.2. General gameplay

- a. A Game Participant must play their Ante for each Round before any cards are dealt.
- b. After the Ante is played, the Game Participant and the dealer are each dealt five cards. The Game Participant's cards are all dealt face-up. The dealer's first card is dealt face-up and the remaining cards are dealt face-down.
- c. After examining their five cards, the Game Participant can choose to either:
 - i. Fold – the Game Participant loses their Ante immediately and the Round ends, regardless of the Game Participant and the dealer's hands; or
 - ii. Raise – the Game Participant must play the Raise Amount (in addition to the Ante). The Round continues and the dealer's face-down cards are revealed. The outcome of the Round is then determined.

Note: At the end of a Round a Game Participant has the option to click on the 'RE-PLAY' button, in which case the new Round will start with the Game Participant automatically playing the same Ante they played in the previous Round.

2.3. Possible outcomes of a Round

- a. If a Game Participant Raises and the dealer does not Qualify the Round ends (regardless of the strength of the Game Participant and the dealer's hands) and the Game Participant:
 - i. recovers both their Ante and Raise Amount for that Round; and
 - ii. wins an amount equal to the Ante.
- b. If a Game Participant Raises and the dealer Qualifies, the outcome of the Round is determined by the strength of the Game Participant and the dealer's hands as follows:
 - i. Draw – if the Game Participant and the dealer's hands are of the same strength, the Game Participant neither wins nor loses that Round and recovers both their Ante and Raise Amount for that Round;
 - ii. Lose – if the Game Participant's hand is weaker than the dealer's hand the Game Participant loses the Round and loses both their Ante and Raise Amount for that Round; and
 - iii. Win – if the Game Participant's hand is stronger than the dealer's hand the Game Participant wins the Round (**Winning Hand**). The Game Participant recovers both their Ante and Raise Amount for that Round, wins an amount equal to their Ante, and wins an additional amount as set out in rule 3.2 (**Win Amount**).

3. ANTE AND WIN AMOUNTS

3.1. Ante amounts

The minimum and maximum Ante for Gold Coin Games and Sweepstakes Games are as follows:

Gold Coin Games		Sweepstakes Games	
Minimum Ante	Maximum Ante	Minimum Ante	Maximum Ante
1,000	100,000	0.50	100

3.2. Win Amounts

If a Game Participant has a Winning Hand as described in rule 2.3(b)(iii), their Win Amount is a multiple of their Raise Amount for that Round determined in accordance with the following:



Type of Winning Hand	Win Amount multiple based on Raise Amount
Royal Flush	200:1
Straight Flush	50:1
4 of a Kind	20:1
Full House	7:1
Flush	5:1
Straight	4:1
3 of a Kind	3:1
Two Pair	2:1
One Pair	1:1
High Card	1:1

Examples:

- If a Game Participant plays a Round with Gold Coins with an Ante of GC10,000 and a Raise Amount of GC20,000 and has a Winning Hand of a 'Flush', the Game Participant recovers both their Ante and Raise Amount, wins GC10,000 on their Ante (i.e. they win an amount equal to their Ante) and wins an additional amount of GC100,000 (being 5 times the Raise Amount). In total, the Game Participant receives GC140,000.
- If a Game Participant plays a Round with Sweeps Coins with an Ante of SC5 and a Raise Amount of SC10 and has a Winning Hand of 'Two Pair', the Game Participant recovers both their Ante and Raise Amount, wins SC5 on their Ante (i.e. they win an amount equal to their Ante) and wins an additional amount of SC20 (being 2 times the Raise Amount). In total, the Game Participant receives SC40.

4. SELF-EXCLUSION

You may voluntarily exclude yourself from the Platform at any time in accordance with our [Responsible Social Gaming Policy](#).

5. AMENDMENTS

We reserve the right to amend these Rules at any time. Any amendments will be published on the Platform and such changes will be binding and effective immediately.

6. INCONSISTENCY

If there is any inconsistency between the following, the item listed earlier prevails to the extent of the inconsistency:

- the Official Rules;
- these Rules; and
- anything else on our Platforms or in our communications with you that refers to Caribbean Poker.

