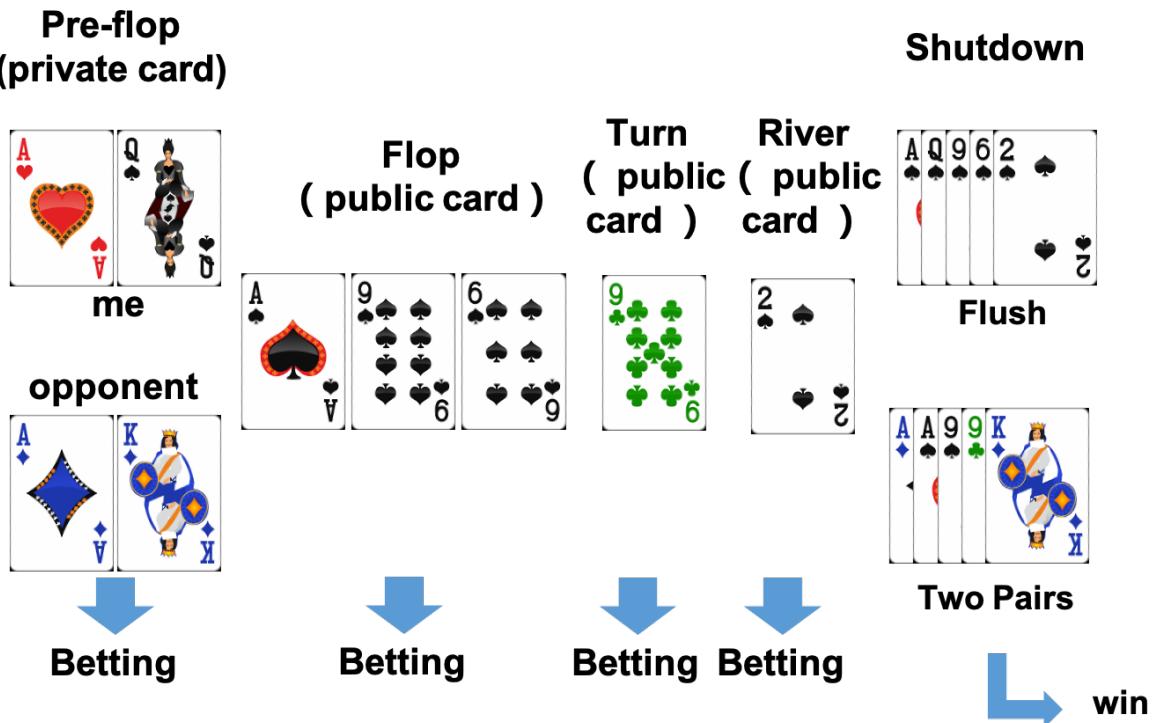


Rules of Texas Hold'em

Texas Hold'em is a player-to-player card game. There are at least 2 people and at most 22 people on a table, usually 2-10 people. In a game of Texas Hold'em, there are 52 playing cards excluding big and small kings, which are composed of four rounds: pre flop, flop, turn and river. In the pre flop round, each player issues two private cards which can only see by themselves. In the next three rounds, the Dutch official issued five public cards one after another, including three in flop rounds, one in turn round and one in river round. All players can see the public cards. After each round of licensing, the players of both sides need to take turns to take action. After all the betting circles, if they still can't decide the outcome, the game will enter the "showdown" stage, that is, let the remaining players show their own private cards, the one with the biggest combination wins.

Take 2 people as an example, the process of a game is shown in the following figure:



There are several actions that players can perform:

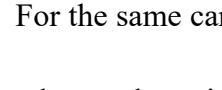
- Bet
- Call: follow the crowd and bet the same amount
- Fold: give up the chance to continue playing cards
- Check: skip yourself without following the bet
- Raise: raise the existing money injection
- All-in: bet all the chips on your hands at one time

Players' positions are as follows:

- Big blind (P2), refers to the player who is the first to perform an action in three rounds except pre flop, and must **make a forced bet** before the card game starts
- Small blind (P1), refers to the player who is the first to perform an action in the pre flop round, and must also **make a forced bet**, which is generally half of the big blind
- Multi player Bureau: UTG, Cutoff, Button, etc.

When both players perform the *call* action, or when one player performs the *raise* action and the other player performs the *call* action, this round ends. When one player performs the *fold* action, the game ends. When one player makes an *all-in* action and the other player makes a *call* action, the remaining cards are dealt immediately, and enter the "showdown" stage.

After four rounds of licensing and betting, players of both sides combine the largest card type according to their own private cards and five public cards for comparison. Those with larger cards get all the bets. If both sides draw, the bets will be divided equally. The size of the card is shown in the figure below.

Card type	name	explain
	Royal Flush	The biggest flush in the same suit large
	Straight Flush	Flush of the same suit
	Four-of-a-Kind	Four identical + one single
	Full House	Three identical + one pair
	Flush	Same suit
	Straight	Flush with different suit
	Three-of-a-Kind	Three identical + two single
	Two Pair	Two pair
	One Pair	One pair
	No Pair	Single cards with different suit



For the same card type, first compare the number of cards participating in the calculation of card type, the number with the largest one wins, if all are the same, then compare the remaining number of cards. There is no comparison between suits.

(players need to show their private cards when comparing the cards. If one player performs the *fold* action, he doesn't need to show his private card.)

Here take OpenHoldem platform as an example to show the process of a two player unlimited bet Texas Hold'em game:

1. Before the beginning of the game, both sides bet, small blind (P1) bet 50, big blind (P2) bet 100.



2. Preflop stage. Two cards are issued as private cards,



Players start to bet according to their own private cards, and **P1 acts first at this stage**. P1 bet 200, P2 call, end this round. (Note: the total number of raise actions of both players in a round is up to 4)



3. Flop stage. Issue 3 public cards, both sides start to bet, **P2 moves first in this stage**. P2 bet 100, P1 raise 200, P2 bet 300, P1 bet 400, P2 call, end this round.



4. Turn stage. Issue the fourth public card, both sides start to bet, and **P2 acts first in this stage**. P2 raise 100, P1 raise 200, P2 call, end this round.



5. River stage. Issue the fifth public card, both sides start to bet, and **P2 acts first in this stage**.

P2 raise 100, P1 raise 200, P2 call, end this round.



6. Showdown stage. If both sides have no fold, the players will combine the largest card type according to their two private cards and five public cards for comparison, the winner will get all the

chips and share the chips equally if in a draw. In this game, P1 combined *No Pair*, P2 combined *One Pair*, one pair > no pair, P2 won.



Add: multiplayer unlimited bet on the rules of Texas Hold'em

Multi unlimited bet Texas Hold'em game rules are almost the same as two's, next mainly to talk about the difference (take six people as an example).

- The six people are represented by A1-A6 respectively. A1 is small blind, A2 is big blind, A1-A6 is in a circle clockwise. In the pre flop stage, A3 acts first, and in the remaining stages, A2 acts first (if A2 has been folded, start from A2 to find the first player who has not been folded clockwise)
- The judgment standard of the end of each round of betting is that all players who have not fold in that round have taken action, and their total amount of betting is the same.
- Exchange order at the end of each game, A2 changes to A1, A3 changes to A2...

Game skills

- **The ability of reading cards:** a quick analysis of the winning rate of your private cards and your opponent's private cards
 - What's the probability that you can beat your hand after a flop? What's the probability that you can win the same suit or flush when you turn the river card? These are the basic skills. After understanding these probabilities and being able to quickly calculate them, Texas Hold'em will no longer be like gambling
- The probabilities of various types of cards are as follows:

Poker Hand	Number	probability %
Royal Flush	4324	0.0032320262
Straight Flush	37260	0.0278250748
Four-of-a-Kind	2242848	0.168067227
Full House	3473184	2.596102271
Flush	4047644	3.025404123
Straight	6180020	4.619382087
Three-of-a-Kind	6461620	4.829869755
Two Pair	31433400	23.49553641
One Pair	58627800	43.82254574
No Pair	23294460	17.41191958

- **The ability of reading people:** Reading cards is the beginning, reading people is the advanced.
If you can guess what cards the other side has from their check, bet, call, raise and their amount, then you can adjust your strategy
 - Level 1: guess what cards the opponent has. If your own hand belongs to the top, the other side can win their own chance only a flush. You can get a general idea from his micro expression, number of bets and timing combined with his usual performance

- Level 2: guess what cards they think I have. This is the ability of bluff and anti-bluff
- Level 3: guess what the opponent thinks I think he has. In fact, it is such a cycle, constantly guessing other people's real thoughts