

HOUSE RULES

Wild-Card Poker Games

For Friends, Fun and Good Times

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Deserve Your Dream LLC

House Rules: Wild-Card Poker Games for Friends, Fun and Good Times

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The Outside Guest

A stranger walks into a saloon and joins a poker game with some locals. After a few hands, he gets four of a kind and bets heavily.

At the showdown, one of the locals lays down a worthless-looking assortment of cards: three diamonds and two spades. The other locals cheer as he starts collecting the pot.

“Wait a minute,” says the stranger. “I’ve got four of a kind! What’s he got?”

“That’s a Lollapalooza,” says a local. “Three diamonds and two spades. Beats everything except a straight flush. House rules.”

The stranger doesn’t like it, but he’s outnumbered, so he keeps playing.

Later, he finally gets three diamonds and two spades himself. He bets everything, and one of the locals calls.

“Lollapalooza!” the stranger announces, spreading his cards. “I win!”

The local shakes his head and scoops up the pot.

“Sorry, son. House rule—only one Lollapalooza per night.”

1 Welcome



A friendly home game — the heart of House Rules poker

Do you know how to play poker?

Are you sure?

While the basics of poker remain the same from game to game, it seems that almost every house has its own special rules. This can leave a person feeling cheated or at least at a disadvantage.

House Rules solves that problem. With a complete list of games to choose from, along with a list of special rules, any player can study these one night and sit down the next night ready to play — so nobody at your table gets Lollapalooza'd.

Many hours have been spent trying to find new and interesting games. Even more time has been spent refining these games and the rules for a completely enjoyable evening. With this in mind, I would like to extend my thanks to Jonathan Otey and Vince Kisala for all of their time during this process. They each have contributed several games to this book and refined many others.

I would also like to thank my wife, Kim Gawron, for all the nights she supported my efforts. She truly is the love of my life.

Remember, while poker is played for money, it is not a source of income. Do not play with more than you can afford to lose. Viewing a night of poker as entertainment will put any losses into perspective. Where else can you have three to four hours of entertainment for around $40? If, of course, you win, it will be free entertainment, but it won't be enough to pay your bills.

SO COME WITH A SMILE, LEAVE WITH A SMILE, BUT HAVE NO MERCY DURING THE GAME.

Good Luck

2 Betting Limits

As was mentioned in the introduction, this book was written for friendly poker games. These games are more about entertainment and friendship than about money. However, money is how we keep score. Over the years we learned the hard way that if one player has a lot more cash on hand than everyone else, they can disturb the fun of the game by trying to bully people by betting more than others can afford. Interestingly enough, we also found out that if there weren't a minimum bet, sometimes people would just bet pennies. We settled on the following values when everyone was still in their 20s. Feel free to set whatever values you'd like. However, make sure to agree on something before you start playing.

The following limits are suggested:

Standard Games



Organized chip stacks — know your limits before you sit down

Parameter	Limit
Maximum Ante	$0.75
Maximum Raise	$1.00
Minimum Bet/Raise/Ante	$0.05

Guts / Balls Games

Parameter	Limit
Starting Ante	$0.50 maximum
Minimum Bet	Match the pot (session rule; see below)
Ante Increase	Each re-deal raises the ante $0.25, to a maximum of $1.50
Maximum Kitties	2 — no more than two kitty hands in any one game
Quick Call	Use “GUTS MAX” or “BALLS MAX” for maximum settings

Special Game Types

Parameter	Limit
Pile Games	Maximum pile of $0.50 (3 Toad Pete, Screw Your Neighbor, etc.). Pile Driver antes rise $0.25 a round to a $1.50 maximum.
Between the Sheets / In/Out Sheets	Maximum ante of $2.00
Value Poker	$0.05 per mandatory contribution
Bingo	$0.05 × the card’s value (a 3 costs $0.15; Ace = 1, face cards = 10)

Optional Match-the-Pot Ceiling

Parameter	Limit
Ceiling	Before play begins, all players must agree on a $20 ceiling, a $100 ceiling or no ceiling. This choice applies to every game and remains fixed for the entire session.
Fractions	With a $20 ceiling: ½ pot caps at $10; ¼ pot at $5. With a $100 ceiling: ½ pot caps at $50; ¼ pot at $25. With no ceiling, pay the full required amount.
Applies to	Guts and Balls losers · face-up wild card costs (Wild Fire, Sixty-Nine, Heinz 57, Night Baseball, Rained Out, Absolute Wildfire) · the spade penalty in Football · and any other ‘match the pot’ call
Measured when	The pot is counted at the moment the obligation is incurred — before the matching money goes in
Per player	Each player owes their own match. If several players owe in the same round, the agreed ceiling, if any, applies to each player separately.
Declining	Where the rule reads ‘match or fold’, a player who declines folds at once and forfeits everything already in the pot. In no peek games, payment is mandatory if it is the last card (Rule 5).

3 Hand Rankings & Tie-Breaking Rules

If you don't know the value of each poker hand, you're going to have a hard time winning. We found a perverse pleasure in watching someone call a hand inferior to the one they actually held. So we created a few special rules for calling your hand.

The Cardinal Rule: A player's hand is only as good as the one they call. Once another player calls their hand, it cannot be changed. Before anyone else calls, a player may correct an under-call; after that, the call stands. An over-call must be corrected to the best hand the player can actually show (or a lower hand they declare).

HAND RANKINGS

Highest to lowest · House Rules order, including Five of a Kind

1	**Five of a Kind** Five cards of the same rank; possible only with wild cards	9♠ 9♥ 9♦ 9♣ 2♣ WILD
2	**Royal Flush** Ace-high straight flush: A, K, Q, J, 10 of one suit	A♠ K♠ Q♠ J♠ 10♠
3	**Straight Flush** Five cards of one suit in sequence	9♥ 8♥ 7♥ 6♥ 5♥
4	**Four of a Kind** Four cards of the same rank, plus a kicker	J♠ J♥ J♦ J♣ 3♣
5	**Full House** Three of one rank and two of another	Q♦ Q♥ Q♣ 6♠ 6♥
6	**Flush** Five cards of one suit, not in sequence	A♣ J♣ 8♣ 5♣ 2♣
7	**Straight** Five cards in sequence, mixed suits	8♥ 7♣ 6♦ 5♠ 4♥
8	**Three of a Kind** Three cards of the same rank	7♠ 7♦ 7♣ K♥ 2♠
9	**Two Pair** Two cards of one rank and two cards of another	K♥ K♦ 5♣ 5♠ 2♥
10	**One Pair** Two cards of the same rank	10♠ 10♦ 9♣ 6♥ 3♠
11	**High Card (Runt)** No hand made; the highest single card plays	A♦ J♣ 7♥ 4♠ 2♣

A Royal Flush is the highest Straight Flush; House Rules lists it separately.
Five of a Kind exists only when wild cards are in play.

The eleven House Rules hand ranks — Five of a Kind (1) down to High Card (11)

Hand Hierarchy (Highest to Lowest)

Rank	Hand	Description
1	Five of a Kind	Five cards of the same rank — requires wild cards
2	Royal Flush	Ace-high straight flush (A K Q J 10, same suit)
3	Straight Flush	Five cards of the same suit in sequence
4	Four of a Kind	Four cards of the same rank
5	Full House	Three of one rank + two of another
6	Flush	Five cards of the same suit (any sequence)
7	Straight	Five cards in sequence (any suits)
8	Three of a Kind	Three cards of the same rank
9	Two Pair	Two cards of one rank + two of another
10	One Pair	Two cards of the same rank
11	High Card (Runt)	Highest single card — no hand made

Aces play high or low in a straight: 10-J-Q-K-A and A-2-3-4-5 both count.

Breaking a Tie

Apply these tests in order. Stop at the first one that separates the hands.

Winning hand at left; losing hand at right.

1. Hand rank

The higher-ranking hand always wins, whatever it is made of.

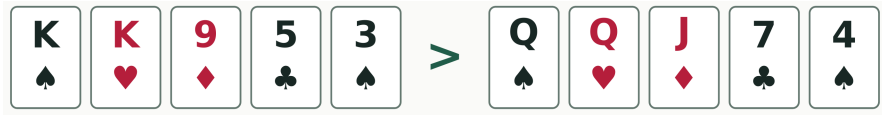
Three of a Kind beats Two Pair



2. Rank within the hand

Same hand type? Compare the ranks that make it.

Pair of Kings beats Pair of Queens



3. Kicker

Same pair? Compare the cards left over, highest first.

Ace kicker beats Queen kicker



Breaking a Tie — Continued

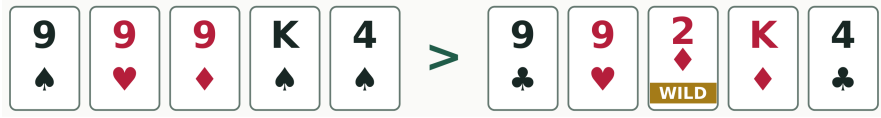
Apply these tests in order. Stop at the first one that separates the hands.

Winning hand at left; losing hand at right.

4. More naturals

The hand using fewer wild cards wins.

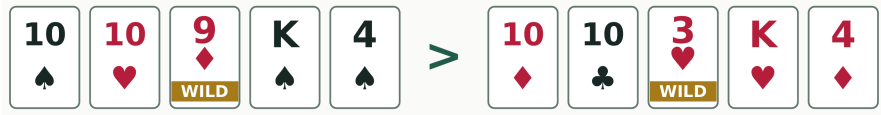
Natural trip nines beat trips made with a wild



5. Wild card value

Higher face value of the wild card itself wins.

A 9 acting wild beats a 3 acting wild



6. Suit

Still tied after every test above — compare the suit of the highest-ranking card in each hand. If several cards share that rank, use the highest suit among them.

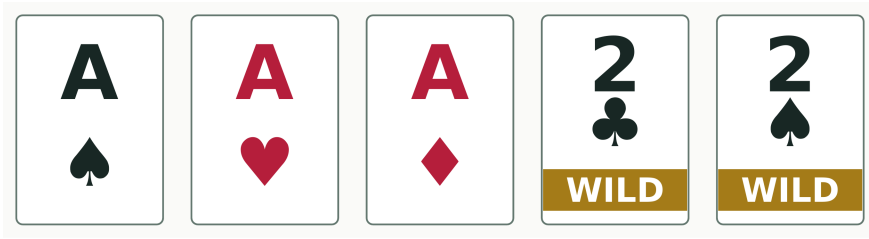
Spades > Hearts > Diamonds > Clubs



Wild Card Definitions

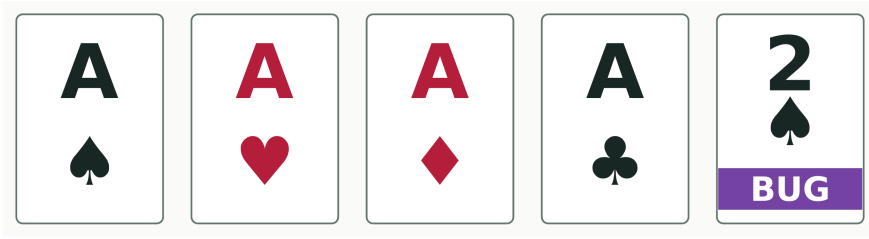
- Wild Card: Can be any card, including duplicates already held (making five-of-a-kind and triple-ace-high flushes possible).
- Wild Bug: Can only be a card you don't already hold — five aces are impossible with a Wild Bug.

Wild Card — Five Aces Are Legal



Both deuces become aces. Five of a kind and triple-ace-high flushes are possible.

Wild Bug — Five Aces Are Impossible



All four aces are already held, so the bug cannot become a fifth. Four aces is the ceiling.

A Wild Card can duplicate a card in your hand; a Wild Bug cannot. The dealer must state which is in play when calling the game.

4 The Poker Police — Game Rules

These rules keep the game fair and the arguments short. They apply to every game unless a specific variant overrides them.

1. Time Commitment

- Players must agree on first call (the first permitted cash-out time) and last call (the session's ending time) at the start of the session.
- All money on the table stays until first call.
- Players may only remove money at designated calls.
- New money brought in to cover bets stays until the next call.

2. Dealer Responsibilities

- Must completely call the game (antes, max bets, variations) before dealing the first card.
- Failure to call a legal game = loss of turn to deal (antes remain in pot).
- Two misdeals on the same turn = dealer loses money in pot and must re-deal.

3. Misdeal Conditions

- Failure to offer a cut.
- Card dealt face up when meant face down (player's choice to continue or re-deal).
- Dealer's own card dealt face up when meant face down (automatic misdeal).
- Face-up card in deck that should be dealt face down (automatic misdeal).

4. Calling Hands

- Cannot change called hand after another player calls.
- Under-calls may be corrected before another player calls; after that, they stand. Over-calls are corrected down to the best hand you can actually show (or a lower hand you declare).
- No assistance from observers or other players — except in games requiring both high hand and another condition, where players still in the game may assist in calling the high hand.

5. No Peek Games

- Peeking early costs you the hand, every dollar you put in and the right to complain for the rest of the night.
- Must wait until all cards are dealt before viewing any cards.
- In no peek games where certain cards require payment or folding, payment is mandatory if your last card requires it — you cannot fold instead.
- If you have the winning hand showing but still have cards to flip, players still in the pot may bet to force you to flip your next card, even if they have no cards left to flip themselves.

6. Betting Order

- Last person to bet or raise calls their hand first.
- Exception: In games where only one person can win, that person calls first.

7. Deck Integrity

- Missing cards discovered before pot is taken = hand void, money carries over.
- All previous hands remain valid.
- If the undealt deck runs out, shuffle the discards to form a new draw pile. Keep all live hands, community cards, kitties and marker cards out of that shuffle. During a draw, set aside that player's current discards until their replacements have been dealt.

8. Betting Out of Turn

- Money put in out of turn stays in the pot.
- When turn arrives, player may add to the minimum bet or fold.
- Cannot remove money or raise themselves.

9. Last Call Split

- Any player still in hand at last call may force a pot split by declaring time expired and intention to leave.
- Only players still in hand receive shares.

10. Additional Rules

- All standard poker rules apply unless specifically modified.
- Disputes are resolved by table vote. The vote is final; grumbling is allowed but doesn't count. The results of the vote must be honored for the rest of the night. No second votes allowed on the same question.
- Carryover games don't require re-ante unless stated before first deal.
- Force flips must be called before the first card is dealt.
- "Pass-out" means no checking allowed.
- All players must compete for the pot — no voluntary splits. The Last Call Split (rule 9) is the only exception.

11. Special Card Payment

- If dealer fails to collect payment for special cards and deals the next card, the dealer pays the amount. There's no greater joy than having the dealer pay for your wild card.
- Only applies to the current betting round. If a missed payment is noticed for previous rounds, they stay uncollected.

12. Observer Interference

- Non-players who provide information about hands in play pay ½ pot, shared by active players. Yes, that includes whoever is refilling the chip dip.
- Players are responsible for household members and guests.

5 Essential Terminology

These terms are used throughout game descriptions. Familiarize yourself with these terms before playing.

Called Hand	The declared value of a hand, which becomes binding after another player calls. Before anyone else calls, a player may correct an under-call; after that, the call stands. Over-calls must be corrected down to the best hand the player can actually show (or a lower hand they declare).
Wild Bug	A wild card restricted to being unique in your hand. Five aces are impossible with a wild bug.
First / Last Call	First call is the first agreed time players may remove money. Last call is the agreed ending time for the session. Funds stay at risk between calls.
Misdeal	A dealing error requiring cards to be gathered and re-dealt. May be player's choice if they receive a correct card dealt in the wrong manner.
Knock Game	Similar to Gin Rummy. Players draw cards until one 'knocks' to indicate their best hand. Others take one more card or fold.
Piles	Markers representing chances to win. Players lose a pile each time they lose a hand. Last player with piles wins.
No Peek	Players cannot look at any cards until specifically allowed by the game rules.
Force Flip	A mandatory card reveal at a specified point in the game.
Commander	The player with the highest showing hand who can decide whether to continue or force a re-deal.
Kitty	An extra hand dealt that players compete against or that affects the game outcome.
Spit	A community card turned face up in the middle that belongs to everyone. In most games the spit card's rank is wild.
Roll / Left-to-Right	A showdown method: players arrange their cards in any order face down, then all flip one card at a time together, betting after each.
Runt	A hand with nothing in it — no pair, straight or flush. The highest single card plays.
Pass-out	Checking is not allowed. On your turn you must bet or fold.
Hole Card	Any card dealt face down that only you can see.
Community Card	A card dealt to the middle that every player may use in their hand.
Substitution / Buy	Paying a stated price to trade a card, take an extra card or replace part of your hand. The dealer sets the price when calling the game.
Showdown	The point at which remaining players call and reveal their hands.

Two Ways to Show a Hand

Left-to-Right (“Roll”)

Every player arranges their five cards in any order they like, face down. On the count, all players flip their leftmost card at the same time — then bet. Repeat until all five cards are face up.

Used by: Anaconda · Pass the Garbage · Keep the Garbage · Henway · Shotgun · Left to Right

Bet 1 — 1 card face up



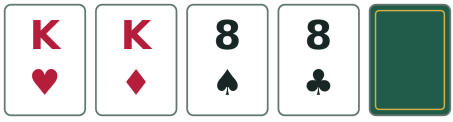
Bet 2 — 2 cards face up



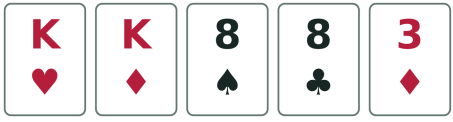
Bet 3 — 3 cards face up



Bet 4 — 4 cards face up



Bet 5 — all five cards face up



Two Ways to Show a Hand

No Peek

Cards are dealt face down and nobody may look. The player to the dealer's left flips one card and bets. Each player after them keeps flipping until their showing cards beat every hand already exposed — or they run out of cards and fold.

Looking early costs you the hand and everything you put in the pot.

Deal — nobody looks



Flip one, bet



Still losing — flip again



Now beats the table — bet



6 Complete Game List (A–Z)

This guide covers the following poker variants:

3 Toad Pete	Forehead Poker	Rained Out
31	Forty-Four	Razz
7-27	The Good, the Bad, and the Ugly	Red Ball
Absolute Wildfire	Gruesome Twosome	Red Wolf
Ace in the Hole	Guts	Rembrandt
Anaconda	Have a Heart	Reverse Blast Guts
Auction	Heinz 57	Ricky De Laet
Balls	Henway	Roll Your Own
Baseball	Hold'em	Roller-Coaster
Basketball	In/Out Sheets	Ruin Your Neighbor
Between the Sheets	Jacks and Jokers	Screw Your Neighbor
Bingo	Joker Stud	Seven Card Commander
The Bitch	Keep the Garbage	Seven Card High Chicago
Black Mariah	Kenosha	Seven Card No Peek
Blind Pig	Knock	Seven Card Stud
Butcher Boy	Lame Brain	Seventy-Seven
Captain Razz	Left to Right	Shifting Sands
Crazy Stud	Limba	Shotgun
Cuban Guts Poker	Loser's Choice	Sixty-Nine
Death Wheel	Magic Eight Ball	Spit in the Ocean
Dirty Schultz	Makintosh	Stormy Weather

Do Ya	Match'em	Tens High
Double Barrel Screw	Mexican Stud	Three Card Substitution
Dr. Pepper	Mexican Sweat	Three Forty-Five
Drop Guts	Mortgaged	Three Out of Five
Eight Ball	Multiple Seven	Three Thirty-Three
Eighty-Eight	Night Baseball	Trade a Heart
English Stud	Nine to Five	Trees
Extra Innings Baseball	Ninety-Nine	Two Legged Poker
Five and Two	No Peek Guts	Twos
Five Card Draw	Oppression	Value Poker
Five Card Stud	Pa Ferguson	Whisky Poker
Follow Mary	Pass the Garbage	Wild Fire
Follow the Red	Pile Driver	Wild Kings
Follow the Royalty	Proctor & Gamble	Woolworth
Football	Queens, Fours and One-Eyed Jacks	Zombie

108 variants in total

7 Game Descriptions (A–Z)

Each entry shows the game type, play summary, wild cards, dealing pattern, betting rounds and any special costs. The Players line gives a comfortable table size for one 52-card deck, and the Chaos rating runs from 1 (straight poker) to 5 (anything can happen).

3 Toad Pete

Pile / Exchange Game · Objective: Avoid lowest card

Players	3–10 · Chaos 2 of 5
Setup	Three piles per player
Play	Deal 1 card face down. Kings cannot be exchanged (flip if dealt). Each player keeps card or exchanges with player on left. Dealer can exchange with deck. Lowest card(s) pay 1 pile to pot. Aces are always low. Dealer rotates left each round.
Betting	Varies — continue until only one player has piles remaining · Wild Cards: None

31

Knock Game · Objective: Closest to 31 points

Players	3–8 · Chaos 2 of 5
Scoring	Face cards=10 · Ace=11 · Others=face value · Score the best single suit; with three different suits, the highest card counts
Play	Deal 3 cards, bet, dealer turns 1 card face up to start the discard pile. Players draw in turns. Knock instead of drawing when ready; remaining players take one more card or fold.
Risk	Knocker risks 2× ante to each player if not highest. Others risk 2× ante if knocked.
Betting	1 round · Wild Cards: None (unless dealer specifies)

7-27

Pile Game · Objective: Closest to 7 or 27

Players	3–8 · Chaos 2 of 5
Setup	Three piles per player
Scoring	Ace=1 · Face=0.5 · Others=face value · Red cards only count for 7 · All cards count for 27 · 6.5 beats 7.5 (low); 27.5 beats 26.5 (high)
Play	Deal 3 cards face down. The goal is a total of exactly 7 or exactly 27 with your three cards; if no one hits either exactly, the closest total wins. Losers put 1 pile in the pot. Continue until only 1 player has piles remaining.
Betting	Varies — continue until only one player has piles remaining · Wild Cards: None

Absolute Wildfire

Seven Card Stud Variant

Players	3–7 · Chaos 5 of 5
Wilds	All 26 red cards are wild
Cost	¼ pot for each face-up wild card — subject to the session rule (Section 2)
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 26

Ace in the Hole

Seven Card Stud Variant

Players	3–7 · Chaos 4 of 5
Special	After all betting, ask each player in turn, clockwise from the dealer's left, whether they have an ace in the hole. The last player asked who has one names the wild card.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: Determined by ace holder

Anaconda

Pass and Show Game

Players	3–7 · Chaos 3 of 5
Play	Deal 7 cards face down, bet. Pass 3 cards left, discard 2, bet. Show the remaining five using the left-to-right method, betting after each card is turned.
Betting	7 rounds · Wild Cards: None (unless dealer specifies)

Auction

Bidding / Stud Game

Players	3–7 · Chaos 4 of 5
Setup	Each player finishes with 7 cards: 2 dealt face down, 5 won at auction and kept face up. Deal the 2 hole cards and bet.
The auction	The dealer turns one card face up in the middle for every player still in the hand. Each player conceals a bid in their fist — minimum $0.05, no maximum (auction bids are exempt from the standard maximum raise). On the count all bids are revealed at once. The highest bidder takes any card they want, then the next highest, and so on; the last player takes what is left. Ties go to the player closest to the dealer's left. Every dollar bid goes into the pot whether or not you got the card you wanted.
Sequence	Deal 2 down, bet (round 1). Run five auction rounds, betting after each (rounds 2–6); the bet after the fifth auction is the final betting round. Showdown follows.
Betting	6 rounds · Wild Cards: None (unless dealer specifies)

Balls

Guts Variant

Players	3–10 · Chaos 4 of 5
Setup	3 cards dealt. Dealer cuts for wild card rank (belongs to nobody). All cards of same rank are wild.
Play	Players declare in/out. Those in bet the pot and receive one more card. Kitty also receives one card. Best 4-card hand wins. No straights or flushes.
House Note	Unlike standard Guts, everyone who stays in bets the pot up front for their extra card.
Betting	Varies · Wild Cards: 3

Baseball

Seven Card Stud Variant

Players	3–6 · Chaos 4 of 5
Wilds	All 3s (4 cards) · All 9s (4 cards)
Special	Face-up 4: receive extra card (dealer sets cost)
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 8

Basketball

Draw Variant

Players	3–10 · Chaos 2 of 5
Play	Deal 3 cards face down, bet, exchange 1 card (2 if you expose an ace from your hand), bet, showdown.
Hand Ranking	Three of a kind is best, then straight flush, straight, flush, pair, high card.
Betting	2 rounds · Wild Cards: None (unless dealer specifies)

Between the Sheets

Betting Game · Max Ante: $2.00

Players	3–10 · Chaos 3 of 5
Play	Flip 2 cards face up. Player bets (up to pot) that next card falls between the two. If between: player wins an amount equal to the bet from the pot. If outside: player pays bet. If matches: player pays double bet. Left ace is low, right ace is high. If the two flipped cards are consecutive or a pair, nothing can fall between them — the player may decline to bet and the turn passes.
Betting	Varies · Wild Cards: None

Bingo

Value Game · $0.05 × card value

Players	3–6 · Chaos 2 of 5
Setup	Deal 5 cards face up to each player (remain visible).
Play	Dealer flips cards from deck one at a time. Players with a matching rank pay $0.05 times the card's value onto each matching card (a 3 costs $0.15, a 4 costs $0.20; Ace = 1, face cards = 10). First player with all 5 cards covered wins all money on other cards. Ties split pot.
Betting	None (unless dealer specifies) · Wild Cards: None

The Bitch

Seven Card Stud Variant

Players	3–7 · Chaos 4 of 5
Special	Q♠ dealt face up: reset the hand — all cards are gathered and re-dealt, and all money stays in the pot. Q♠ as a hole card: its holder gets half the pot at the showdown.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: None

Black Mariah

Seven Card Stud Variant

Players	3–7 · Chaos 3 of 5
Winning	Must have highest spade showing AND highest poker hand. If no winner: re-ante and continue.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: None (unless dealer specifies)

Blind Pig

No Peek Stud

Players	3–10 · Chaos 3 of 5
Play	Deal 5 cards face down (no peeking). First player flips one card and bets. Continue until all cards flipped.
Betting	Up to 5 × number of players · Wild Cards: None

Butcher Boy

Pairing Game

Players	3–8 · Chaos 3 of 5
Play	Deal one card face up to each player. When a player receives a card matching another's rank, the first with that rank gets the pair and there's a betting round. Continue until a player has collected four pairs (not four of a kind) — they win the pot.
Betting	Varies · Wild Cards: None

Captain Razz

Seven Card Stud Lowball

Players	3–7 · Chaos 3 of 5
Special	Aces count as low. Lowest showing hand is 'commander.' Commander can call for re-ante and re-deal.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: None

Crazy Stud

Five Card Stud with Passing

Players	3–8 · Chaos 3 of 5
Play	Deal 1 down, 3 up, 1 down. When receiving an up card, player may keep it or push to player on left and take top card. Dealer can exchange with deck.
Betting	4 rounds · Wild Cards: None

Cuban Guts Poker

Guts Variant

Players	3–9 · Chaos 4 of 5
Play	Deal 1 up + 4 down to each player and kitty. Players declare in/out. Those in pay 2× ante. Turn up cards one at a time with betting (min $0.05, no checking). Winner must beat kitty to take pot. Losers match ¼ pot (session rule; Section 2). Folded players still compete in subsequent hands. Continue until one player stays in and beats kitty.
House Note	Unlike standard Guts, losers match only ¼ pot.
Betting	Varies · Wild Cards: None

Death Wheel

Community Card Game

Players	3–10 · Chaos 3 of 5
Play	Deal 4 cards face down to each player. Deal 6 community cards face up in a circle (one at a time), betting after each. Players use any 3 consecutive cards from the circle + their 4 cards for best 5-card hand. The wheel is a circle — the 6th and 1st cards count as adjacent.
Betting	7 rounds · Wild Cards: None

Dirty Schultz

Seven Card Stud with Changing Wilds

Players	3–6 · Chaos 5 of 5
Special	When a natural pair is dealt face up, next deck card becomes a face-up ‘marker.’ All cards matching marker’s rank are wild. A later pair changes the marker (wilds change). 7th card dealt face up; player may pay to have it dealt face down.
Dealing	2 down · 4 up · 1 up (or pay for down)
Betting	5 rounds · Wild Cards: Varies (determined by marker)

Do Ya

Stud with Choice

Players	3–5 · Chaos 4 of 5
Wilds	Each player’s hole card + all matching ranks
Play	Deal initial hole card (wild for that player). For each of the four up cards, offer 3 exposed cards one at a time; player chooses one or must take the 3rd if they refused the first two. Refused cards are returned to the deck and reshuffled. Bet after each up card. Total: 1 down, 4 up.
Betting	4 rounds · Wild Cards: 1 rank per player (their hole card’s rank)

Double Barrel Screw

Screw Your Neighbor Variant

Players	3–10 · Chaos 3 of 5
Special	Like Screw Your Neighbor but each player gets 2 cards. Can exchange 1 card free or pay $0.25 to exchange both. Players compete with only one of their two cards.
Betting	Varies — continue until only one player has piles remaining · Wild Cards: None

Dr. Pepper

Seven Card Stud Variant

Players	3–7 · Chaos 5 of 5
Wilds	All 2s · All 4s · All 10s (12 total wild cards)
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 12

Drop Guts

Guts Variant (No Kitty)

Players	3–10 · Chaos 3 of 5
Play	Players secretly hold coin if they have guts. On count, drop coin to reveal in/out. If no one has guts: best hand matches pot. Continue until only one player has guts.
Betting	Varies · Wild Cards: None

Eight Ball

Seven Card Stud Variant · Objective: Most 'eights'

Players	3–7 · Chaos 3 of 5
Counting	Natural 8, OR two cards totaling 8 (e.g. 5+3, 6+2, 7+A). Each card counts only once. Aces=1, Face cards=0.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: None

Eighty-Eight

Eight Card Stud

Players	3–6 · Chaos 4 of 5
Wilds	All 8s (4 cards)
Dealing	2 down · 5 up · 1 down
Betting	6 rounds · Wild Cards: 4

English Stud

Seven Card Stud with Discarding

Players	3–5 · Chaos 3 of 5
Play	Standard Seven Card Stud dealing. To receive 6th card: must first discard one of your five. To receive 7th card: must first discard one of your five. Discarded up card → replacement is up. Discarded down card → replacement is down.
Betting	5 rounds · Wild Cards: None

Extra Innings Baseball

Baseball Variant

Players	3–6 · Chaos 5 of 5
Winning	Highest poker hand AND highest heart in hand. If no winner: re-ante and continue.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 8 (3s and 9s)

Five and Two

Draw + Community Cards

Players	3–6 · Chaos 2 of 5
Play	Deal 5 cards down, bet, draw phase (as in Five Card Draw), bet, flip 1st community card and bet, flip 2nd community card and bet. Community cards must be used together or not at all.
Betting	4 rounds · Wild Cards: None

Five Card Draw

Classic Draw Poker

Players	3–6 · Chaos 1 of 5
Play	Deal 5 cards face down, bet, each player exchanges up to 3 cards (4 if you expose an ace from your hand), bet, showdown.
Betting	2 rounds · Wild Cards: None

Five Card Stud

Classic Stud

Players	3–10 · Chaos 1 of 5
Dealing	1 down · 3 up · 1 down · Bet after each card from the 1st up card
Betting	4 rounds · Wild Cards: None

Follow Mary

Seven Card Stud Variant

Players	3–7 · Chaos 5 of 5
Wilds	All Queens + card dealt after Queen (if face up). All cards of the same rank are wild for all players. Wilds change throughout game. If Queen is last up card: only Queens are wild.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: Varies

Follow the Red

Seven Card Stud with Individual Wilds

Players	3–7 · Chaos 5 of 5
Wilds	Card following any up red card is wild FOR THAT PLAYER ONLY. All matching ranks in that player's hand are also wild. Everyone has separate wilds (mark sideways). If last up card is red: first up card becomes wild for player to dealer's left.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: Individual per player

Follow the Royalty

Seven Card Stud Variant

Players	3–7 · Chaos 4 of 5
Wilds	Card following A, K, Q or J (face up) becomes wild. All cards of the same rank are wild for all players. If last up card is royalty: no wilds.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: Varies

Football

Seven Card Stud Variant

Players	3–6 · Chaos 5 of 5
Wilds	All 4s · All 6s (8 total wild cards)
Special	Face-up 10: receive extra up card (dealer sets cost) · Face-up A♠, K♠, Q♠ or J♠: match pot or fold — subject to the session rule (Section 2) · Highest spade in the hole gets half pot
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 8

Forehead Poker

Single Card Blind Bet

Players	3–10 · Chaos 3 of 5
Play	Deal 1 card face down to each player. Players cannot look. On signal, each holds card to forehead. Each can see everyone's card except their own. Bet on whether you have the highest card.
Betting	1 round · Wild Cards: None

Forty-Four

Hand + Community Cards

Players	3–10 · Chaos 2 of 5
Play	Deal 4 cards face down, bet. Flip 4 community cards one at a time with betting after each. Best hand using player's 4 + community 4 wins.
Betting	5 rounds · Wild Cards: None

The Good, the Bad, and the Ugly

Seven Card Stud with Elimination

Players	3–6 · Chaos 4 of 5
Sequence	After 2nd up card: flip middle card (wild rank, belongs to nobody). After 3rd up card: flip middle card (players discard cards of the matching rank). After 4th up card: flip middle card (matching rank = eliminated). Deal final down card and showdown.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 1 rank (first middle card)

Gruesome Twosome

Two Card Draw

Players	3–6 · Chaos 2 of 5
Play	Deal 2 cards, bet. First draw (stand pat or exchange 1-2 cards), bet. Second draw, bet. Third draw. Final betting and showdown.
Betting	4 rounds · Wild Cards: None

Guts

Classic Guts Game

Players	3–8 · Chaos 4 of 5
Wilds	Spit card (face-up community) + all matching ranks · Lowest card in your hand below spit card value
Play	Deal 4 cards to each player + kitty. During deal, player yells 'spit' → dealer flips middle card. Players declare in/out. Those in exchange 1 card. Declare hands (including kitty's hand). High hand wins. Losers match pot. If kitty wins, all who stayed match pot. Continue until exactly one player stays in and beats the kitty.
House Note	Losers match the full pot — the Guts standard unless a variant says otherwise.
Betting	Varies · Wild Cards: Varies

Have a Heart

Seven Card Stud with Stealing

Players	3–7 · Chaos 4 of 5
Special	When dealt a face-up heart: take any single card from any player. Stolen card maintains status. No replacement given.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: None

Heinz 57

Seven Card Stud Variant

Players	3–7 · Chaos 5 of 5
Wilds	All 5s · All 7s (8 total)
Special	If dealt a face-up 5 or 7, match ½ pot or fold — subject to the session rule (Section 2)
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 8 · Cost: ½ pot (session rule; Section 2) for face-up wilds

Henway

Split Hand Game

Players	3–5 · Chaos 3 of 5
Play	Deal 10 cards face down, bet. Players split into two 5-card face-down hands. Show hands left-to-right with betting after each card. Best single hand wins.
Betting	6 rounds · Wild Cards: None

Hold'em

Community Card Poker

Players	3–10 · Chaos 1 of 5
Play	Deal 2 cards face down to each player, bet. Flip 3 shared cards ('flop'), bet. Flip 4th shared card ('turn'), bet. Flip 5th shared card ('river'). Final betting and showdown — best five cards from your two plus the five shared cards.
Betting	4 rounds · Wild Cards: None

In/Out Sheets

Between the Sheets Variant · Max Ante: $2.00

Players	3–10 · Chaos 3 of 5
Special	Same as Between the Sheets but player can bet card will be IN or OUT of the spread.
Betting	Varies · Wild Cards: None

Jacks and Jokers

Seven Card Stud with Game Changes

Players	3–7 · Chaos 5 of 5
Setup	Add one or two jokers to the deck (dealer's choice, announced when calling the game)
Special	Face-up Jack or Joker: player calls any Seven Card Stud game from House Rules. Players pay for any up wilds in called game. Joker up: get replacement after calling. Jack up: no replacement. Joker down: wild. Jack down: normal card.
Betting	5 rounds · Wild Cards: Varies

Joker Stud

Seven Card Stud with Joker

Players	3–7 · Chaos 4 of 5
Setup	Add one or two jokers to the deck (dealer's choice, announced when calling the game)
Special	Joker down: wild card · Joker up: game ends immediately, player with joker wins pot
Dealing	2 down · 4 up · 1 down
Betting	Up to 5 rounds · Wild Cards: 1 or 2 jokers, as selected, if dealt in the hole

Keep the Garbage

Lowball Draw Game · Objective: Lowest hand wins

Players	3–5 · Chaos 3 of 5
Play	Lowest hand wins; aces low; follow the Razz lowball rankings. Deal 6 cards, exchange 3, bet, exchange 2, bet. Discard 1, then show the remaining five using the left-to-right method, betting after each card is turned.
Betting	7 rounds · Wild Cards: None

Kenosha

Down Card Game

Players	3–6 · Chaos 3 of 5
Play	Deal 2 cards face down, bet. Continue dealing face down with betting until player calls ‘Kenosha’ (adds $1.00 to pot). Must have pair of Jacks or better to call. Final betting and showdown. If no one calls Kenosha and the deck runs out of cards, the hand is a push. Collect all cards and redeal.
Betting	Varies · Wild Cards: None

Knock

Knock Game

Players	3–7 · Chaos 2 of 5
Play	Deal 5 cards face down, flip one face up in middle. Players take turns: take up card or draw from deck, then discard face up. When player has best hand, knock instead of drawing. Others can take one card or fold.
Payouts	Knocker beats all: 2× ante from each. Knocker beaten: pays 2× ante to all who stayed. Other winners: 2× ante from losers.
Betting	Varies · Wild Cards: None

Lame Brain

Five Card Community

Players	3–9 · Chaos 3 of 5
Play	Deal 5 cards face down, bet. Deal 5 community cards face up one at a time with betting after each. Best 5 cards from player’s 5 + community 5.
Betting	6 rounds · Wild Cards: None

Left to Right

Simultaneous Reveal

Players	3–10 · Chaos 2 of 5
Play	Deal 5 cards face down. Players arrange in chosen order. Simultaneously flip first card, bet. Continue flipping and betting until all 5 cards revealed.
Betting	5 rounds · Wild Cards: None

Limba

No Peek with Center Hand

Players	3–7 · Chaos 3 of 5
Setup	Deal 6 cards face down to each player (no peeking). Deal 7 face up to center. Dealer arranges center into best 5-card hand, discards 2.
Play	Player to dealer's left exposes one card and bets. Next player exposes cards until hand beats all shown. If player's hand beats center: must fold. Continue until one player remains. Highest hand that doesn't exceed center wins.
Betting	Varies · Wild Cards: None

Loser's Choice

Community Card Stud

Players	3–7 · Chaos 3 of 5
Play	Deal 2 face down, deal 1 up to each player and bet. Deal up cards in middle. Lowest showing hand picks first, second lowest picks second, etc. Continue until everyone has 4 up cards. Deal final down card, bet, showdown.
Betting	5 rounds · Wild Cards: None

Magic Eight Ball

Seven Card Stud Variant

Players	3–7 · Chaos 4 of 5
Wilds	Natural 8s (4 cards) + any two cards totaling 8 make ONE wild card. For example, 8♣, 5♠, 3♥, K♠, Q♥, 7♦, 2♣ gives two wilds: the 8 and the combined 5+3. The best five-card hand is three Kings with Queen and 7 kickers. The two-card combination occupies one position in that hand.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: Varies

Makintosh

Seven Card Stud Variant

Players	3–7 · Chaos 4 of 5
Wilds	Any pair between down card and up card (e.g. 6 down and 6 up = both wild). Two 6s up without 6 down = not wild.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: Varies

Match'em

Seven Card Stud Variant

Players	3–7 · Chaos 5 of 5
Wilds	Any pair in your hand (both cards wild)
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: Varies

Mexican Stud

Stud with Choice

Players	3–8 · Chaos 2 of 5
Play	Deal 2 cards face down. Each player chooses which to flip face up, then bets. Deal another down card; choose which down card to flip, then bet. Continue until 6th card (stays down). Final betting and showdown. Total: 1 down, 4 up, 1 down (player chooses which stay down).
Betting	5 rounds · Wild Cards: None

Mexican Sweat

Five Card Stud Variant

Players	3–10 · Chaos 3 of 5
Play	Deal first card face down. Each player holds card to forehead — can't see own, others can. Card stays there until showdown. Deal 4 cards face up with betting.
Dealing	1 down (on forehead) · 4 up
Betting	4 rounds · Wild Cards: None

Mortgaged

Seven Card Stud with Carryover

Players	3–7 · Chaos 3 of 5
Winning	Must win 2 out of any 3 consecutive hands to take the pot — a sliding window (hands 1–3, 2–4, 3–5 and so on). The pot carries over until someone does.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds per hand · Wild Cards: None

Multiple Seven

Seven Card Stud Variant

Players	3–6 · Chaos 5 of 5
Wilds	Use the lowest numbered card from 3 through 10 in the player's hand; that rank and its numbered multiples through 10 are wild. For example, a lowest value of 3 makes 3s, 6s and 9s wild. Aces and face cards have no numerical value and are never wild. Ignore 2s when finding the lowest value. If no card from 3 through 10 is held, there are no wild cards.
Special	Face-up 2: extra card for $0.25
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: Varies per player

Night Baseball

No Peek Baseball

Players	3–6 · Chaos 5 of 5
Wilds	All 3s (match pot if flipped) · All 9s (pay ¼ pot if flipped) · Session rule applies (Section 2)
Special	4s: extra card for free
Play	Cards dealt face down (no peeking). Flip one at a time with betting after each.
Betting	Varies · Wild Cards: 8 · Cost: Match pot for 3s; ¼ pot for 9s (session rule; Section 2)

Nine to Five

Seven Card Stud Variant

Players	3–7 · Chaos 4 of 5
Wilds	All 9s · All 5s (8 total) · Cost: $0.40 for each face-up wild
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 8 · Cost: $0.40 per face-up wild

Ninety-Nine

Nine Card Stud

Players	3–5 · Chaos 4 of 5
Wilds	All 9s (4 cards)
Dealing	2 down · 6 up · 1 down
Betting	7 rounds · Wild Cards: 4

No Peek Guts

Seven Card No Peek

Players	3–7 · Chaos 5 of 5
Wilds	Each player's lowest card + all matching ranks (changes as cards flip)
Play	Deal 7 cards face down (no peeking). Players flip cards with betting. Wild cards can change. Dealer must call if force flip at end.
Betting	Varies · Wild Cards: 4 per player

Oppression

Two-Part Game (Twos + Five Card Stud)

Players	3–7 · Chaos 3 of 5
Part 1 — Twos	Deal 7 cards face down, bet (round 1). Each player selects 2 cards for the Twos hand and sets them aside face down. On the count all Twos hands are revealed at once. Rankings: Two of a Kind beats High Card — no wilds, straights or flushes; ties broken by suit (Section 3). The winner takes the pot.
Part 2 — Five Card Stud	Everyone re-antes. The Twos cards stay out of play. Each player rolls their remaining 5 cards in the five-card stud pattern, choosing which card goes where: 1 stays down, 3 are turned face up one at a time with betting after each (rounds 2–4) and the last stays down until the showdown. Final betting (round 5), then showdown.
Pots	Two separate pots. The Twos winner takes the first pot outright; Part 2 is played for a fresh pot built from the re-ante. One player may win both.
Betting	5 rounds total — 1 in Part 1, 4 in Part 2 · Wild Cards: None

Pa Ferguson

Seven Card Stud Variant

Players	3–7 · Chaos 4 of 5
Wilds	Highest up card showing, re-evaluated after each up card until the final up card is dealt. Only one wild card rank total.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 4

Pass the Garbage

Seven Card Pass Game

Players	3–7 · Chaos 3 of 5
Play	Deal 7 cards, bet. Pass 3 cards to player on left, bet. Pass 3 different cards to player on left, bet. Discard 2, then show the remaining five using the left-to-right method.
Betting	8 rounds · Wild Cards: None

Pile Driver

Pile Game

Players	3–10 · Chaos 2 of 5
Differences	vs. 3 Toad Pete: Aces are HIGHEST (not lowest). Must give Ace even if you have it. Use 2 coins as markers (lose 2 = out). Lowest card loses even if paired.
Antes	Increase each round: 1st=$0.25, 2nd=$0.50, 3rd=$0.75, increases $0.25 each round, to a maximum of $1.50.
Betting	Varies · Wild Cards: None

Proctor & Gamble

Community Card Game

Players	3–10 · Chaos 3 of 5
Play	Deal 4 cards face down, bet. Flip 1st shared card, bet. Flip 2nd shared card, bet. Flip 3rd shared card (wild rank + all matching wild), bet. Showdown.
Betting	4 rounds · Wild Cards: 4 (final community card rank)

Queens, Fours and One-Eyed Jacks

Seven Card Stud Variant

Players	3–7 · Chaos 5 of 5
Wilds	All Queens (4) · All 4s (4) · One-Eyed Jacks (J♠, J♥) (2) — 10 total wild cards
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 10

Rained Out

Five Card Stud Variant

Players	3–8 · Chaos 5 of 5
Wilds	All 3s · All 9s · Match pot if face up, subject to the session rule (Section 2)
Special	Face-up 4: extra up card (dealer sets cost)
Dealing	1 down · 3 up · 1 down
Betting	4 rounds · Wild Cards: 8 · Cost: Match pot for face-up wilds (session rule; Section 2)

Razz

Seven Card Stud Lowball · Objective: Lowest hand wins

Players	3–7 · Chaos 2 of 5
Rules	Aces count as low. Straights and flushes are ignored, so the best possible hand is A-2-3-4-5 (the wheel). Standard Seven Card Stud dealing.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: None

Red Ball

Seven Card Stud Variant

Players	3–7 · Chaos 4 of 5
Wilds	Black 4s (4♠, 4♣) — 2 cards
Kill	Red 4s (4♥, 4♦) dealt face up = player eliminated. Face-down: just a 4.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 2

Red Wolf

Betting / Draw Game

Players	3–7 · Chaos 3 of 5
Play	Deal 5 cards. On turn, bet portion of pot (up to ½ pot 1st round, full pot later). Bet you have a card HIGHER or LOWER than unknown flip card (same suit). Correct: win an amount equal to the bet from the pot. Wrong: pay bet. Instead of betting: pay $0.15 per card to exchange. Replenish cards after each round.
Betting	Varies · Wild Cards: None

Rembrandt

Seven Card Stud Variant

Players	3–7 · Chaos 5 of 5
Wilds	All picture cards (J, Q, K) — 12 cards
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 12

Reverse Blast Guts

Guts Variant

Players	3–8 · Chaos 4 of 5
Wilds	Spit card (face-up community) + highest valued card in your hand ABOVE spit card
Play	Normal guts rules apply
Betting	Varies · Wild Cards: Varies

Ricky De Laet

Mexican Stud Variant

Players	3–8 · Chaos 4 of 5
Wilds	Final hole card + all matching ranks (4 per player). Only one card remains as hole card.
Play	Similar to Mexican Stud; player chooses up cards.
Betting	5 rounds · Wild Cards: 4 per player

Roll Your Own

Seven Card Stud Variant

Players	3–7 · Chaos 2 of 5
Play	All 7 cards dealt face down. Each player chooses which to turn face up, maintaining 2 down, 4 up, 1 down pattern.
Betting	5 rounds · Wild Cards: None

Roller-Coaster

Alternating High/Low Game

Players	3–10 · Chaos 3 of 5
Play	Ante before each card. 1st card: compete for HIGH (hide coin = in). 2nd: compete for LOW. 3rd: HIGH. 4th: LOW. After the 4th card, losers of the first four rounds match the pot and the winner takes it. 5th card: ALL compete for HIGH (no penalty). Only competing players see others' cards. Can fold instead of anteing.
Betting	Varies · Wild Cards: None

Ruin Your Neighbor

Five Card Draw Variant

Players	3–6 · Chaos 3 of 5
Play	Standard Five Card Draw with betting. After draw and betting, each player passes one card to player on left. Showdown.
Betting	2 rounds · Wild Cards: None

Screw Your Neighbor

Similar to 3 Toad Pete

Players	3–10 · Chaos 2 of 5
Differences	Four piles (instead of 3). Ties NEVER lose. If two have same lowest, next lowest loses (even if King).
Betting	Varies · Wild Cards: None

Seven Card Commander

Seven Card Stud with Re-deal Option

Players	3–7 · Chaos 3 of 5
Special	After 4th up card dealt, highest showing hand is 'Commander.' Commander decides: continue or re-deal entire hand. All money stays in pot until Commander continues and winner is declared.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: None

Seven Card High Chicago

Seven Card Stud Variant

Players	3–7 · Chaos 2 of 5
Split	Highest spade in the hole takes half pot
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: None

Seven Card No Peek

No Peek Stud

Players	3–7 · Chaos 3 of 5
Play	Deal 7 cards face down (no peeking). Player to dealer's left flips 1 card and bets. Next player flips cards until beating all shown cards, then bets. Continue until all cards revealed.
Betting	Varies · Wild Cards: None

Seven Card Stud

Classic Stud

Players	3–7 · Chaos 1 of 5
Dealing	2 down · 4 up · 1 down · Bet after each card (starting after 1st up)
Betting	5 rounds · Wild Cards: None

Seventy-Seven

Seven Card Stud Variant

Players	3–7 · Chaos 3 of 5
Wilds	All 7s (4 cards)
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 4

Shifting Sands

Mexican Stud Variant

Players	3–8 · Chaos 4 of 5
Wilds	First flipped card + all matching ranks (4 total)
Play	Mexican Stud rules — choose which cards to flip
Dealing	2 down initially, choose ups
Betting	5 rounds · Wild Cards: 4

Shotgun

Draw with Multiple Bets

Players	3–6 · Chaos 3 of 5
Play	Deal 3 cards face down and bet. Deal 4th face down and bet. Deal 5th face down and bet. Draw phase (as in draw poker). Reveal left-to-right with betting after each card.
Betting	8 rounds · Wild Cards: None

Sixty-Nine

Six Card Stud Variant

Players	3–8 · Chaos 5 of 5
Wilds	All 6s · All 9s (8 total) · Must match pot or fold if dealt face up — subject to the session rule (Section 2)
Dealing	2 down · 3 up · 1 down
Betting	4 rounds · Wild Cards: 8 · Cost: Match pot for face-up wilds (session rule; Section 2)

Spit in the Ocean

Draw with Community Wild

Players	3–8 · Chaos 3 of 5
Play	During deal, player yells 'spit' — dealer flips card in middle (belongs to everyone). Deal 4 cards face down. Spit card + all matching ranks are wild. Bet, draw up to 2 cards, bet, showdown.
Betting	2 rounds · Wild Cards: 4 (spit card rank)

Stormy Weather

Draw + Community Cards

Players	3–6 · Chaos 3 of 5
Play	Deal 4 cards face down, bet. Draw up to 4 cards, bet. Flip 1st middle card and bet. Flip 2nd middle card and bet. Flip 3rd middle card and bet. Best hand from player's 4 + one middle card wins.
Betting	5 rounds · Wild Cards: None

Tens High

Five Card Draw with a Hand Ceiling

Players	3–6 · Chaos 3 of 5
Special	A pair of 10s is the best possible hand — anything better than a pair of 10s isn't recognized. Below a pair of 10s, hands rank normally. Play standard Five Card Draw.
Betting	2 rounds · Wild Cards: None

Three Card Substitution

Five Card Stud with Purchases

Players	3–6 · Chaos 3 of 5
Play	Deal 1 down, 3 up, 1 down with betting from the first face-up card onward. After the final bet: option to buy 1 substitution at the price the dealer set when calling the game, bet. Option to buy a 2nd at twice that price, bet. Option to buy a 3rd at three times that price. Final betting and showdown.
Betting	7 rounds · Wild Cards: None

Three Forty-Five

Eight Card Stud

Players	3–6 · Chaos 3 of 5
Wilds	All 5s (4 cards)
Dealing	3 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 4

Three Out of Five

Five Card Stud Variant

Players	3–10 · Chaos 2 of 5
Special	Showdown uses only 3 cards. No straights or flushes — three of a kind beats a pair; a pair beats high card.
Dealing	1 down · 3 up · 1 down
Betting	4 rounds · Wild Cards: None

Three Thirty-Three

Six Card Stud Variant

Players	3–8 · Chaos 3 of 5
Wilds	All 3s (4 cards)
Dealing	3 down · 3 up
Betting	4 rounds (opening bet after the three down cards, then after each up card) · Wild Cards: 4

Trade a Heart

Seven Card Stud with Trading

Players	3–7 · Chaos 4 of 5
Special	When dealt a heart face up: exchange any single card with anyone. Up for up, down for down.
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: None

Trees

Five Card with Free Trading

Players	3–10 · Chaos 4 of 5
Play	Deal 5 cards face down one at a time with betting after each. After final betting: free trading period — trade any number with any player (equal numbers only, without knowing card values). Final betting and showdown.
Betting	6 rounds · Wild Cards: None

Two Legged Poker

Five Card Draw with Carryover

Players	3–6 · Chaos 2 of 5
Winning	Must win 2 hands to take any money (don't need to be consecutive). Standard Five Card Draw; pot carries over.
Betting	2 rounds per hand · Wild Cards: None

Twos

Two Card Game

Players	3–10 · Chaos 1 of 5
Rankings	Two of a Kind (pair) > High Card. No wilds, straights or flushes.
Play	Dealer deals two cards face down to each player. Players declare in/out (no penalty for dropping).
Betting	1 round · Wild Cards: None

Value Poker

Card Matching Game · Max $0.05 per card

Players	3–6 · Chaos 2 of 5
Play	Deal 7 cards face down, flip up card in middle. Anyone with matching rank throws card in middle; others pay set amount. Continue flipping until one player has no cards. That player wins pot. Ties split pot. If the deck runs out, the player with the fewest cards wins.
Betting	Varies · Wild Cards: None

Whisky Poker

Knock Game with Kitty

Players	3–9 · Chaos 3 of 5
Play	Deal 5 cards to each player + 5-card kitty (face down). Player to dealer's left: knock, exchange entire hand for kitty or pass. When someone exchanges, kitty becomes face up. Players exchange 1 card at a time with face-up kitty. When player has best hand: knock. Others can exchange once more or fold.
Payouts	Knocker wins: 2× ante from each who stayed. Knocker loses: pays 2× ante to all. Best hand gets 2× ante from all who stayed.
Betting	Varies · Wild Cards: None

Wild Fire

Seven Card Stud Variant

Players	3–7 · Chaos 5 of 5
Wilds	All hearts (13 cards) · Tie-Breaker: highest natural value wild card
Cost	Must match pot or fold if dealt face up — subject to the session rule (Section 2)
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 13 · Cost: Match pot for face-up wilds

Wild Kings

Community Card with Purchases

Players	3–7 · Chaos 4 of 5
Wilds	All Kings (4 cards)
Play	Deal 1 card face down to each player and bet. Run four selection rounds: on each turn, choose the exposed middle card or a blind card from the deck, then bet after the round. Replace the exposed middle card whenever it is taken. Each player finishes with 5 cards. One substitution is available for $0.75.
Betting	5 rounds · Wild Cards: 4 · Cost: $0.75 for substitution

Woolworth

Seven Card Stud Variant

Players	3–7 · Chaos 4 of 5
Wilds	All 5s · All 10s (8 total)
Dealing	2 down · 4 up · 1 down
Betting	5 rounds · Wild Cards: 8

Zombie

Draw Poker with Extra Hand

Players	3–6 · Chaos 3 of 5
Play	Standard draw poker. Extra hand dealt in middle (face down). At showdown: second-best hand picks up extra hand and can draw up to 3 cards to it. If extra hand becomes best: that player wins and former best hand loses.
Betting	2+ rounds · Wild Cards: None

8 Quick Reference — Dealing Patterns

Card backs = face down. Card faces = face up.

Seven Card Stud · 5 betting rounds

The house standard. Absolute Wildfire, Baseball, Black Mariah, Dr. Pepper, Rembrandt, Woolworth …



Five Card Stud · 4 betting rounds

Crazy Stud, Rained Out, Three Out of Five, Three Card Substitution



Six Card Stud · 4 betting rounds

Sixty-Nine



Six Card (3 down) · 4 betting rounds

Three Thirty-Three — opening bet after the three down cards



Eight Card Stud · 6 betting rounds

Eighty-Eight



Dealing Patterns — Continued

Card backs = face down. Card faces = face up.

Eight Card (3 down) · 5 betting rounds

Three Forty-Five



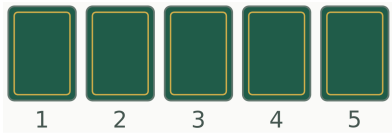
Nine Card Stud · 7 betting rounds

Ninety-Nine



Five Card Draw · 2 betting rounds

Deal, bet, draw, bet. Ruin Your Neighbor, Tens High, Two Legged Poker, Zombie



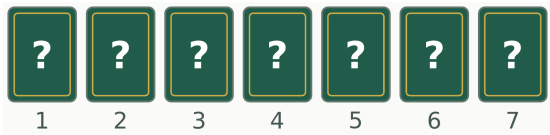
Roll Your Own · 5 betting rounds

All seven dealt down; you choose which four to expose. Roll Your Own. (Mexican Stud, Ricky De Laet and Shifting Sands use a six-card version — see their entries.)



No Peek · Rounds vary

Deal down, unseen; flip one at a time until you beat the table. Blind Pig, Seven Card No Peek, Night Baseball, Limba



House convention: bet after each face-up card, plus once more after the final down card. Patterns that end on an up card have one fewer round.

9 Game Categories Index

A sampler of games by type to help you pick one. Every game's type is printed under its name in Section 7, and selected games with fixed wild ranks appear in the table that follows.

Classic Games	Five Card Draw · Five Card Stud · Seven Card Stud · Hold'em · Razz
Guts Games	Guts · Balls · Cuban Guts Poker · Drop Guts · Reverse Blast Guts · No Peek Guts
Wild Card Games	Baseball · Night Baseball · Dr. Pepper · Woolworth · Heinz 57 · Rembrandt · Wild Fire · Absolute Wildfire
No Peek Games	Blind Pig · Seven Card No Peek · Night Baseball · No Peek Guts · Limba · Mexican Sweat
Knock Games	31 · Knock · Whisky Poker
Pile Games	3 Toad Pete · 7-27 · Pile Driver · Screw Your Neighbor · Double Barrel Screw
Betting Games	Between the Sheets · In/Out Sheets · Red Wolf · Bingo · Value Poker · Roller-Coaster
Community Card Games	Hold'em · Death Wheel · Spit in the Ocean · Lame Brain · Forty-Four · Stormy Weather · Proctor & Gamble
Pass / Trade Games	Anaconda · Pass the Garbage · Ruin Your Neighbor · Trees · Trade a Heart · Have a Heart
Unique / Complex Games	Jacks and Jokers · Oppression · Zombie · Limba · Auction · Dirty Schultz · The Good, the Bad, and the Ugly

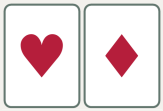
Wild Card Games at a Glance

The count is the total number of wild cards in a 52-card deck.

Cards	Game and wild ranks	Count
	**Baseball** 3s and 9s	8
	**Night Baseball** 3s and 9s · no peek	8
	**Dr. Pepper** 2s, 4s and 10s	12
	**Woolworth** 5s and 10s — the five-and-dime	8
	**Heinz 57** 5s and 7s	8
	**Nine to Five** 9s and 5s · $0.40 per wild	8
	**Sixty-Nine** 6s and 9s	8
	**Football** 4s and 6s	8
	**Seventy-Seven** 7s	4
	**Eighty-Eight** 8s	4

Wild Card Games at a Glance — Continued

The count is the total number of wild cards in a 52-card deck.

Cards	Game and wild ranks	Count
	**Ninety-Nine** 9s	4
	**Three Thirty-Three** 3s	4
	**Three Forty-Five** 5s	4
	**Wild Kings** Kings	4
	**Rembrandt** All picture cards	12
	**Queens, Fours and One-Eyed Jacks** Queens, 4s, J♠ and J♥ only	10
	**Red Ball** Black 4s only · red 4s kill the hand	2
	**Wild Fire** Every heart	13
	**Absolute Wildfire** Every red card	26

Many of these games charge for a wild card dealt face up — check the entry.

Guts, Kitties and Piles

How the declaration games settle up.

1. Ante and deal

Everyone antes. Cards go to each player — and, in most variants, to an extra hand called the KITTY.

2. Declare

On the count, each player reveals a coin in their fist: held = IN, empty = OUT. No looking at anyone else first.

3. Settle

Best hand among those who stayed in takes the pot — but must also beat the kitty. Everyone who stayed in and lost MATCHES the pot.

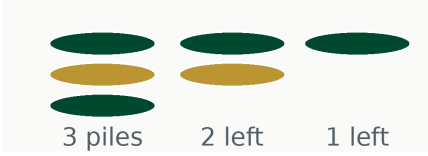
4. Repeat

The matched money becomes the new pot and the hand is dealt again. It ends when exactly one player declares in and beats the kitty.

Pile Games

In 3 Toad Pete, 7-27, Pile Driver, Screw Your Neighbor and Double Barrel Screw you do not chase a pot — you defend a stack of markers.

Lose a hand, put one pile in the pot. Lose them all and you are out. The last player with piles left takes everything.



Poker is entertainment. Play responsibly and within your means.

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Appendix A
Wild Card Poker Odds

These charts compare how often each hand occurs in Five Card Stud, Five Card Draw and Seven Card Stud with no wild cards, two wild cards, four wild cards or eight wild cards.

The four setups

Wild cards	Cards designated wild
None	No wild cards
2 wild	One-eyed jacks
4 wild	Deuces
8 wild	Threes and sixes

Reading the odds

An entry of 1 in 100 means the hand occurs about once in every 100 deals. A larger number means a rarer hand. A dash means the hand is not possible. The odds tables list hands in the book's official ranking order.

On the comparison charts, points farther to the right show more common hands. The horizontal gray line shows the range across the four setups. The logarithmic scale gives equal space to each tenfold change in the odds.

Reading the rarity charts

The rarity charts arrange hands from rarest at the top to most common at the bottom. Follow a hand's code across the four columns to see how its position changes. Green marks a hand rarer than its official position; gold marks one more common. Gray marks the same position.

Rarity does not change the House Rules hand hierarchy. Five of a kind still ranks above a royal flush.

How hands are counted

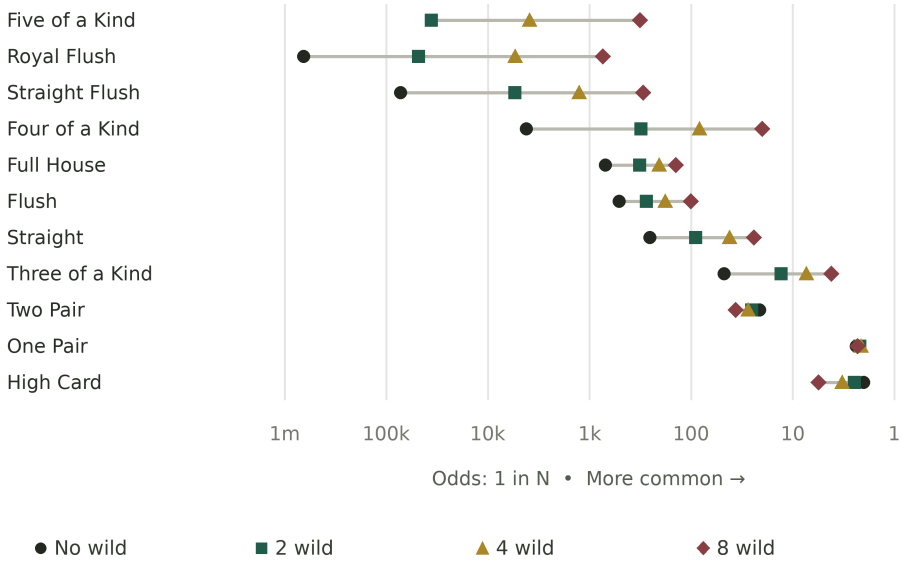
Wild cards stand for any card, so five of a kind is possible. With wild cards, a royal flush is any ace-high straight flush. Each hand counts as its best possible rank.

Five Card Stud and Seven Card Stud use exact counts. Five Card Draw uses simulations and the draw strategy stated on its chart page.

Five Card Stud

How wild cards change the odds

Five cards dealt, no draw. Exact count of all 2,598,960 deals.



Odds table — each entry means "1 in ..."

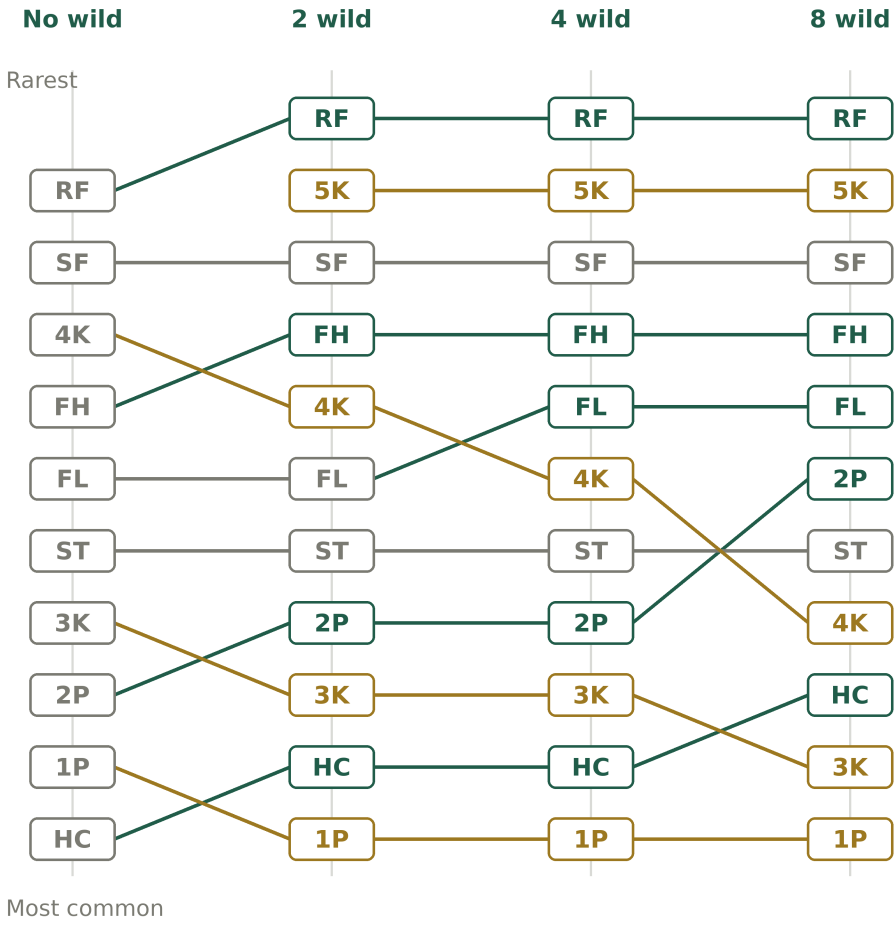
Hand	None	2 wild	4 wild	8 wild
Five of a Kind	—	36,097	3,868	319
Royal Flush	649,740	48,129	5,370	738
Straight Flush	72,193	5,414	1,257	296
Four of a Kind	4,165	312	82.4	19.9
Full House	694	320	205	141
Flush	509	274	180	100
Straight	255	89.8	41.8	24.0
Three of a Kind	47.3	13.0	7.3	4.2
Two Pair	21.0	25.2	27.3	36.5
One Pair	2.4	2.2	2.1	2.3
High Card	2.0	2.5	3.2	5.6

A dash means the hand is not possible. See Appendix A for setups and counting rules.

Five Card Stud

How wild cards change rarity

Five cards dealt, no draw. Exact count of all 2,598,960 deals.



Green = rarer • Gold = more common • Gray = same position
Compared with the official hand ranking; exact odds are on the preceding page.

5K Five of a Kind
4K Four of a Kind
ST Straight
1P One Pair
RF Royal Flush
FH Full House
3K Three of a Kind
HC High Card
SF Straight Flush
FL Flush
2P Two Pair

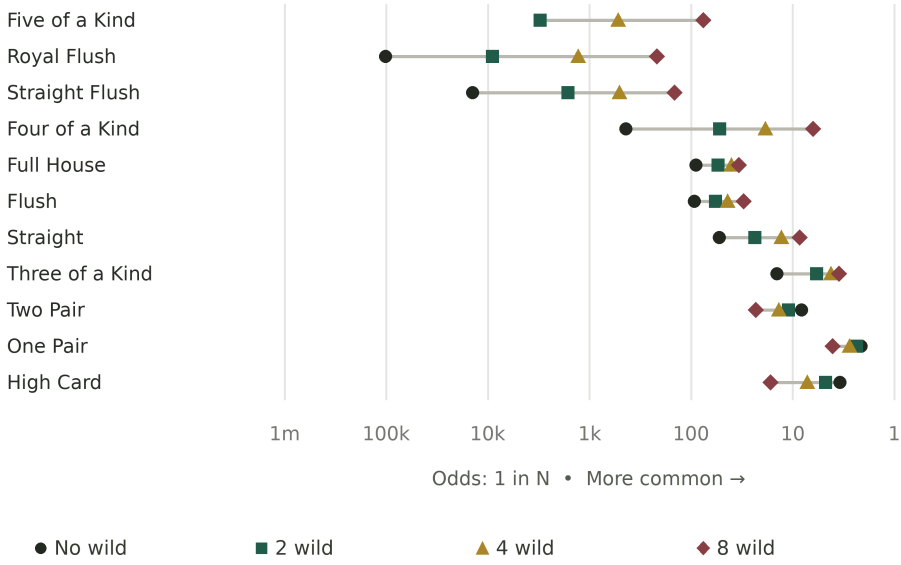
With no wild cards, the order by rarity matches the official hand ranking.

Wild cards stand for any card. Each hand counts as its best possible rank. See Appendix A for the counting rules.

Five Card Draw

How wild cards change the odds

Five cards dealt, one draw: up to 3 cards, or 4 when retaining and exposing an ace. Estimated from 20 million deals per setup.



Odds table — each entry means “1 in …”

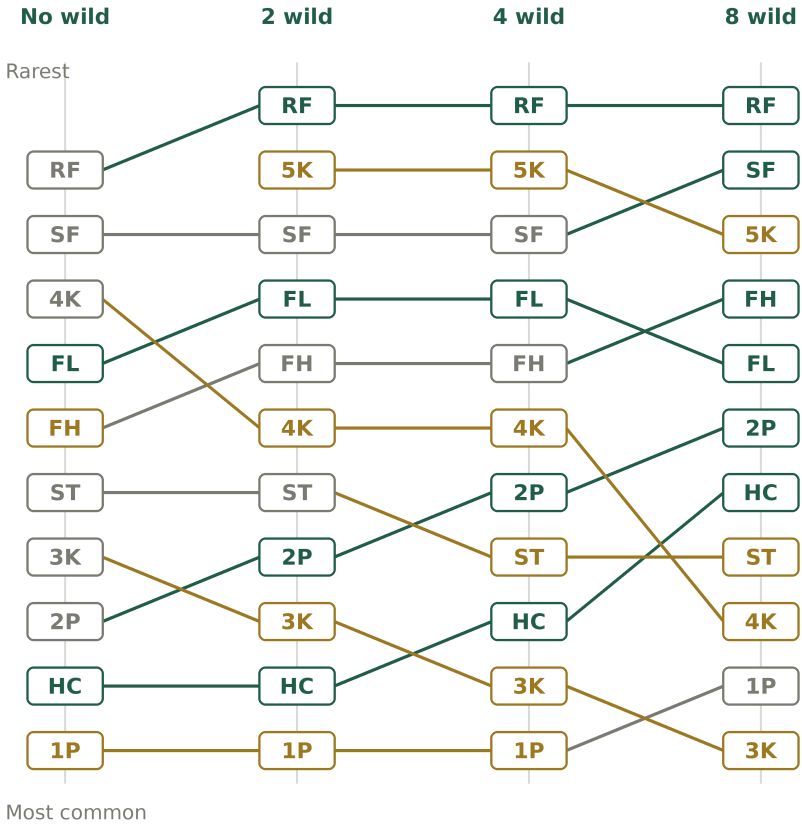
Hand	None	2 wild	4 wild	8 wild
Five of a Kind	—	3,060	522	75.9
Royal Flush	102,000	8,990	1,290	216
Straight Flush	14,100	1,620	507	145
Four of a Kind	439	52.4	18.6	6.30
Full House	89.5	54.1	39.9	33.8
Flush	92.3	57.4	43.4	30.3
Straight	52.5	23.6	12.9	8.50
Three of a Kind	14.2	5.82	4.18	3.50
Two Pair	8.18	11.0	13.6	23.1
One Pair	2.12	2.34	2.75	4.05
High Card	3.43	4.73	7.17	16.5

A dash means the hand is not possible. See Appendix A for setups and counting rules.

Five Card Draw

How wild cards change rarity

Five cards dealt, one draw: up to 3 cards, or 4 when retaining and exposing an ace. Estimated from 20 million deals per setup.



Green = rarer • Gold = more common • Gray = same position
Compared with the official hand ranking; estimates are on the preceding page.

5K Five of a Kind
4K Four of a Kind
ST Straight
1P One Pair
RF Royal Flush
FH Full House
3K Three of a Kind
HC High Card
SF Straight Flush
FL Flush
2P Two Pair

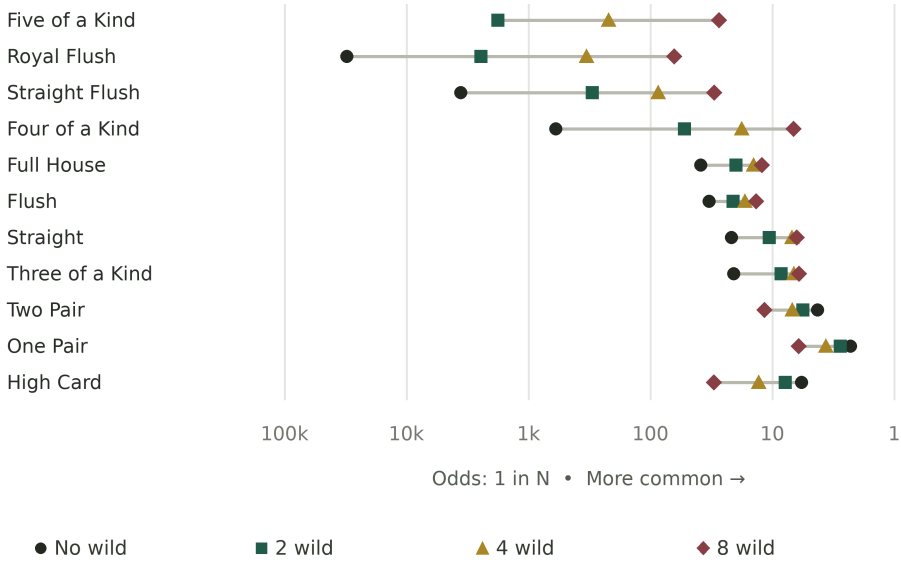
With no wild cards and the stated draw strategy, high card is rarer than one pair but more common than two pair. Simulated odds are rounded estimates.

Draw strategy: Keep all wild cards. Stand pat with a straight or better. Otherwise prefer trips, two pair, four to a flush, four to a straight (including an inside draw), then a pair. With none of these, keep an ace and draw four; without an ace, keep the two highest cards and draw three. When several straight draws qualify, use the highest. Replacements come from the 47 undealt cards; opponents are not modeled. These are simulated estimates, not exact odds.

Seven Card Stud

How wild cards change the odds

Best five of seven cards. Exact count of all 133,784,560 deals.



Odds table — each entry means “1 in …”

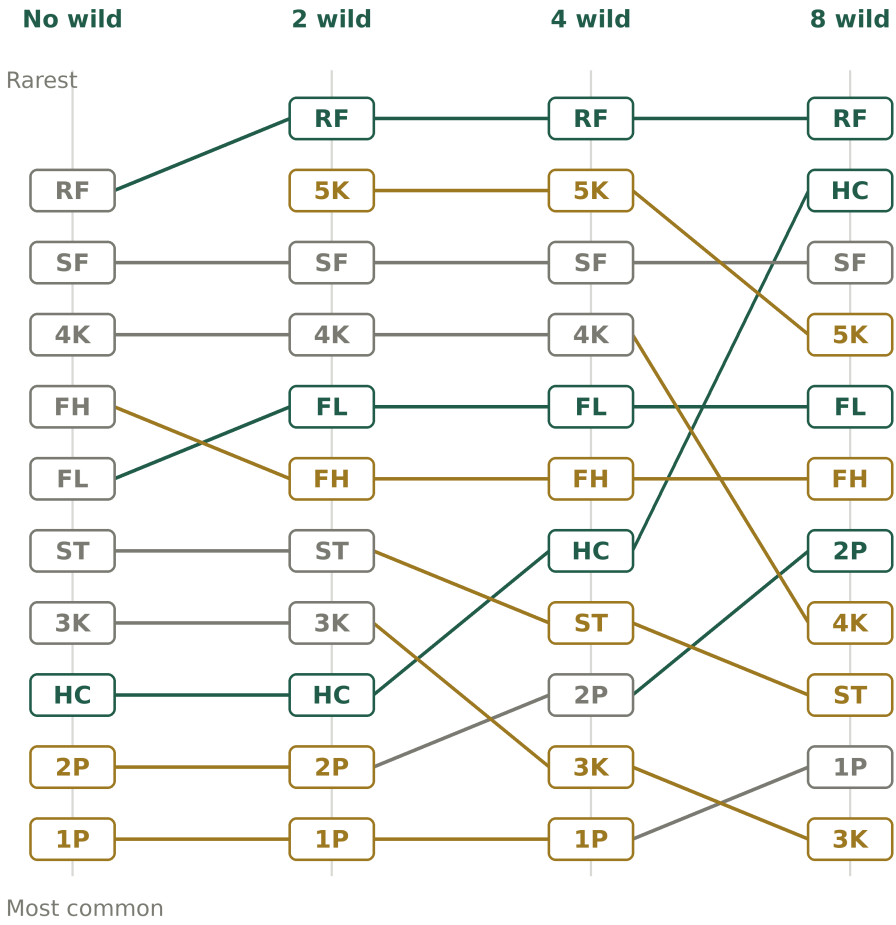
Hand	None	2 wild	4 wild	8 wild
Five of a Kind	—	1,782	219	27.3
Royal Flush	30,940	2,454	335	63.6
Straight Flush	3,591	299	86.2	29.9
Four of a Kind	595	52.4	17.8	6.7
Full House	38.5	19.9	14.2	12.2
Flush	33.1	20.9	16.7	13.5
Straight	21.6	10.6	6.9	6.3
Three of a Kind	20.7	8.5	6.6	6.0
Two Pair	4.3	5.6	6.9	11.6
One Pair	2.3	2.8	3.6	6.1
High Card	5.7	7.8	12.9	30.2

A dash means the hand is not possible. See Appendix A for setups and counting rules.

Seven Card Stud

How wild cards change rarity

Best five of seven cards. Exact count of all 133,784,560 deals.



Green = rarer • Gold = more common • Gray = same position
Compared with the official hand ranking; exact odds are on the preceding page.

5K Five of a Kind
4K Four of a Kind
ST Straight
1P One Pair
RF Royal Flush
FH Full House
3K Three of a Kind
HC High Card
SF Straight Flush
FL Flush
2P Two Pair

Even with no wild cards, high card is rarer than one pair or two pair because you get to pick the best five of seven.

Wild cards stand for any card. Each hand counts as its best possible rank. See Appendix A for the counting rules.

Bonus Self-working Card Tricks

The spectator finds all four aces

What the audience sees

A spectator divides the deck into four piles, follows the same mixing procedure with each pile and then turns over the top cards: four aces.

Secret setup

Put all four aces on top of the face-down deck. Their order does not matter.

How to perform it

1. Ask the spectator to divide the deck into four roughly equal piles by lifting off packets—not by dealing cards individually. Keep track of the pile containing the original top four cards: the aces.
2. Start with any pile that does not contain the aces. Have the spectator:
    - Pick it up, keeping it face down.
    - Move its top three cards to its bottom.
    - Deal one card onto each of the other three piles.
    - Put the remaining packet back in its place.
3. Repeat that exact procedure with each of the other two non-ace piles.
4. Finally, repeat it with the ace pile.
5. Have the spectator turn over the top card of every pile. Each is an ace.

Why it works

The first three piles each contribute one ordinary card to the ace pile. When the spectator finally processes that pile, moving three cards to the bottom removes those ordinary cards and exposes the aces. Three aces get dealt onto the other piles, and the fourth stays on top.

Presentation line: “A good poker player finds opportunities. Let’s see whether you can find four.”

Important: Process the ace pile last, keep every packet face down and make the piles roughly equal so none is too small for the procedure.

Deal yourself a royal flush

What the audience sees

You deal five poker hands and show an ordinary-looking result. You gather the hands, deal again and this time your hand is a royal flush. This is a simple two-deal stacking trick.

Secret setup

Put the 10, jack, queen, king and ace of one suit on top of the face-down deck. Any order works.

How to perform it

1. Deal five face-down poker hands, one card at a time around the table, until each hand contains five cards. Your hand is the fifth hand—the last one dealt to each round.
2. Leave each hand as a squared packet, placing each new card on top of its previous cards. Don't spread them out.
3. Explain that these are ordinary poker hands. If you show them, turn each packet face up as a unit, then face down again without rearranging its cards.
4. Pick up one complete hand and place it on top of the undealt deck.
5. Pick up each remaining hand and place it on top of the deck in the same way. The order in which you collect the five hands does not matter; preserving the order inside each hand does.
6. Without shuffling or cutting, deal five hands again, one card at a time. Deal yourself the fifth hand.
7. Reveal your five cards: a royal flush.

Why it works

The first deal puts one royal-flush card at the bottom of each five-card hand. Gathering those packets onto the deck places those cards at positions 5, 10, 15, 20 and 25. On the second deal, the fifth player—you—receives all five.

Presentation line: "The first deal was luck. The second deal is why you should never let me deal."

Notes and Custom Rules

Notes and Custom Rules (continued)

Notes and Custom Rules (continued)