

Rules of the game

# PeekPoker™ HOLD'EM



# PEEKPOKER HOLD'EM: THE BLUFF IS IN THE CUP!

## CONTENTS

- Game box
- 72 poker chips (24 each of yellow, orange, and red)
- 15 poker dice
- 4 patented see-through dice cups (or "Peekers")
- 1 dice track



## OBJECT OF THE GAME

Win all of the chips by having the best poker hand and/or by being the best bluffer.

## SETTING UP

Divide the chips evenly between all players. Yellow chips are worth 1 point, orange chips are worth 2 points, and red chips are worth 5 points. Each player takes a "Peeker" cup and 3 dice.

Place 3 community dice in the game box. These are shared by all players. Put aside any remaining dice. Each player tosses one die; the highest roller is the dealer.

## **PLAYING THE GAME**

The game is played in a series of rounds. Players roll their dice and combine them with the community dice to create the best Poker hands.

Players betting tokens toss them into the box. The pot (the total of bets at stake) is awarded to the winner of each round.

### **FOR EACH ROUND:**

- The dealer announces the start of the round: "Shake your Peekers!" Players shake their Peekers with all 3 dice inside, and then turn them upside down on the table.
- Players peek through the slots on their Peekers and decide whether or not they will bet. Players who wish to stay in the game put a 1-point token into the pot. Players who decide to pass (i.e., fold) do nothing. If only one player wants to bet, that player takes back the chip he/she threw into the pot, and a new round starts.

- If more than one player is in, the dealer rolls the 3 community dice into the game box. The dealer picks them up one at a time, calling out their face value, and places them in the center of the game box for everyone to see.
- Players create the best hand of 5 dice, based on the 3 dice in their Peekers and the 3 community dice. Players make bets based solely on this hand of dice.
- Starting with the player to the left of the dealer, then continuing in a clockwise direction, players begin bidding.



On their turns, players choose from one of the following options:

**RAISE:** Increase the pot by any given amount. All other players must call, call and raise, or fold according to this amount.

**FOLD:** Decide not to continue in the round. The player sits out the remainder of the round. Any chips played thus far are lost.

**CALL:** Match the amount bet by the player who had the previous raise or call and raise.

**CALL AND RAISE:** Match the amount by the player who had the previous raise and add to it. (For example, if the last raise was 2, and you call with 2 and raise 1, you are putting in a total of 3 chips to the pot). All other players must call, call and raise, or fold according to this amount. The player who made the original raise and the players who called the original raise only need to match the new raise when their turns come.

**ALL-IN:**  
Bet all  
your tokens  
at once.



In PeekPoker, you cannot bet more tokens than the amount an opponent has remaining in his/her hand.

If a player who has less tokens than the others has placed all his/her tokens into the pot and other players still want to bet, create a side pot. Place additional bets to the side, in an area separate from the main pot.

A side pot must have matching side bets from players who still want to bet tokens. There may be more than one side pot, depending on the amount of tokens bet and how many players go all-in.

If the winner of a round goes all-in, that player only collects the pot he/she participated in.

Each side pot is awarded to the player(s) who participated in the side pot and had the best hand among the players who contributed tokens to the side pot in question.

### **WINNING A ROUND:**

A round ends in 1 of 2 ways:

- **SHOWDOWN:** When betting is complete, all players still in the round lift their Peekers to reveal their three dice, and announce their hand. The player with the strongest hand wins all the tokens in the pot. In case of a tie, split the pot evenly.
- **WINNING BY DEFAULT:** If all but one player fold, this remaining player wins the entire pot. This player can, but is not required to, reveal his/her dice.

**BEGINNING A NEW ROUND:** The game is continued in the same fashion, with a new dealer for each round. The dealer passes to the left. Any player who loses all his/her tokens is out of the game.

**WINNING THE GAME:** The game ends when one player has won all of the tokens.

## PEEKPOKER DICE COMBINATIONS (FROM WEAKEST TO STRONGEST):

**PAIR:** Two dice show the same face  
(Example: 9,9)

**TWO PAIRS:** Two pairs of dice show the same face (Example: 9,9,J,J)

**3-OF-A-KIND:** Three dice show the same face  
(Example: Q,Q,Q)

**FULL HOUSE:** A pair and a 3-of-a-kind  
(Example: K,K,Q,Q,Q)

**4-OF-A-KIND:** Four dice show the same face  
(Example: J,J,J,J)

**LARGE STRAIGHT:** Five dice follow each other in sequence (Example: 9,10,J,Q,K)

**LARGE FLUSH:** All five dice show the same color

**5-OF-A-KIND:** All five dice show the same face  
(Example: A,A,A,A,A)

A game created by Thierry Denoual © 2010.

**2 to 4 players**  
**Ages 12 to adult**

