

Oasis Poker

Player clicks on chips of selected denomination and then on Deal to start the game. Player and the dealer get five cards each. All player's cards are dealt face up, 4 dealers cards are face down with one dealer card exposed.

The number of decks - 1. RTP is 98.96%

1. The player has the option to switch one or more card of his choice for the next card(s) in the deck. The fee to do so is one ante wager to change one card. Fees do not take part in game and non-refundable.
2. After player made decision on whether to switch or not switch cards, they must either fold or raise.
3. If player folds he forfeits his cards and ante bet.
4. If player raises then he must make a raise wager exactly equal to twice the ante.
5. The dealer will turn over the four face down cards.
6. The dealer must have an ace/king or higher to qualify.
7. If the dealer does not qualify then the player will win even money on his ante wager and the raise will push.
8. If the dealer qualifies and beats the player both ante and raise bets will lose.
9. If the dealer qualifies and loses to the player then the ante will pay even money and the raise according to the Raise Pay Table below.
10. If the player and dealer tie then both the ante and raise will push.

Hand	Pays
Royal flush	100 to 1
Straight flush	50 to 1
Four of a kind	20 to 1
Full house	7 to 1
Flush	5 to 1
Straight	4 to 1
Three of a kind	3 to 1
Two pair	2 to 1
All other	1 to 1

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. If the game requires "Collect" - "Collect" will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.