



Instructions / English

Number of cards: 28

27 of the 28 DAKER cards are used, each of which contains two values of those that make up the poker dice.

The use of the values and moves of dice poker, facilitates from the beginning that the player can have better play and a greater number of variation of play combinations during the game

GAME MODES: 1.- DAKER

POKER.

2.- DAKER 5 CARDS WITH DISCARD.

3.- "GAME ROUND" DAKER.

1.- DAKER POKER

1.- Introduction

Number of players: From two to eight.

Number of cards per player: Three.

Number of community cards: Three.

Betting rounds: Four.

Matches: Limit or no bet limit.

2.- Objective

Make the highest value game and win the "Pot".

3.- Previous rules

It is played with 27 cards out of the 28 cards that the "DAKER" deck has

The "DAKER" card is used as a dealer button by the dealer who will place it in front of your position.

Secondly, as in any poker game mode, it is necessary that players agree on the following before starting to play:

- Distribution of players at the table.
- Designation of the player in charge of dealing the cards first.
- Value of the tokens to be used.
- The value of the table's initial minimum bet.
- Number of games to be played, time or time of completion.

IMPORTANT: Number of games or points to be declared the winner when playing with minors.

Bets in each round may be "Limit" or "No Limit" as agreed.

When 2 players are playing, the dealer must first put the agreed opening bet on the table, before proceeding to shuffle the cards and give them to his playing partner to cut. Both players rotate the dealer's turn in each game or hand of play.

In the game "DAKER" players can only use one of the two values of the card. That is, in no case can a play be made using the two values of the same card.

4.- Hierarchy of card values.

From highest to lowest:

A, K, Q, J, Red, Black.

5.- Hierarchy of combinations.

From highest to lowest, in descending order:

1.- REAL POKER OR REPOKER (FIVE OF A KIND)

2ND FOUR OF A KIND

3RD FULL HOUSE (THREE OF A KIND AND ONE PAIR)

4.- THREE OF A KIND (THREE OF A KIND)

5.- TWO PAIR (TWO PAIRS)

6.- COUPLE (TWO EQUALS)

7.- CARD WITH THE HIGHEST VALUE

If two or more players play a game of equal value, the one with the highest hierarchy wins

In the case of the same play (game of equal hierarchy) the following will apply:

1.- In case of identity between two POKER plays, the value of the fifth card used by each player will be used, the one with the highest value will win. If the tie still holds, they will split the pot.

2.- In the combinations of PAIR, DOUBLE PAIR and TRIO, the rest of the cards that are not used to form the hand will not be considered for tiebreaking.

Thus, if two or more players play a game of PAIR, TWO PAIR or THREESOME, of equal hierarchy, they will share the pot.

In each hand, each player receives three cards and in turn, three other cards are successively shown on the table for all players.

The final play of each player will be given by the best combination he can form with his three cards (which only he knows) and two of the community cards (obligatory).

6.- Betting.

In each game or playing hand, four rounds of betting are played:

- 1st.- Before showing the community cards.
- 2nd.- After showing the first community card.
- 3rd.- After showing the second community card.
- 4th.- After showing the third and last community card.

7.- Start

The dealer will put the initial bet on the table.

In each new game or game hand, the dealer's turn rotates the next player clockwise.

Once the initial bet has been placed, the dealer will shuffle the cards and give them to the player to the right to cut. Then, he will deal the cards in the following order: 1st.- Three community cards in the center of the table (face down) and 2nd.- Three for each player (one by one, which only each of them will know).

8.- Betting rounds

The first round starts when players have their three cards in hand (the three community cards have not yet been revealed).

Players play in turn.

The first to speak will be the player to the left of the Dealer. This player cannot pass. You can only fold, call, or raise the initial bet.

The turn then passes to the next player to his left, who can fold, call or raise; and so on until it ends with the Dealer (if no one has raised the initial bet) or the player who made the first or last raise, so that all players who do not fold contribute the same amount of chips to the pot

The Dealer then picks up the first of the community cards and the second round of betting begins. The player to the left of the Dealer starts and, if he has folded, with the first player still in play to his left. The options available to this player will be: Fold, Check or Bet. In case the player folds or passes, the next player will have the same options as the first. If the first player bets, the second player will have the option to fold, call, or raise, and so on and so forth.

After the second round of betting, the second community card is drawn and the third round of betting will begin, which will be played in the same way as the previous one.

Finally, the third community card is drawn and the fourth and final round of betting will be played in the same way.

After the last round of betting is over, the cards are shown if all players check and do not place any bets or if they are placed, if one or more players have called the bet.

In case a player has bet and they do not see the bet, they win the game and will not have to show their cards.

At the end of the game or playing hand, the accumulated pot is awarded to the player with the best play.

In the event of a tie between players (the same hand), the pot will be divided between them.

2.- DAKER 5 CARDS WITH DISCARD

1.- Introduction

Number of players: 2 to 4

Number of cards per player: Five cards plus a maximum two-card discard option.

Betting rounds: Two

Matches: Limit or no bet limit.

2.-Objective

Make the highest value game and win the pot on the table.

3.- Hierarchy of card values and combinations:

Just like the ones we have seen in Daker poker.

Players can only use one of the two values of each card.

The final hand of each player will be given by the best combination they can form with the five cards they have at the end of the second round.

4.- Betting

Two rounds of betting are played in each game:

- 1st.- When the players have their first five cards.
- 2nd.- After all players have been discarded.

5.- Dealing cards and first round of betting

Once the dealer has been appointed, all players must place the minimum bet on the table that is determined before receiving their cards.

In each game, the dealer's turn rotates the next player clockwise.

Once the bet has been placed on the table, the Dealer will shuffle the cards and give them to the player to the right to cut. He will then deal five cards (face down) to each player in a clockwise direction starting from his left (one at a time or two at a time and one to finish).

Once the cards are dealt, the **first round of betting** will begin with the player to the left of the Dealer. This player may fold, check or bet. The turn then passes to the next player to their left who can check if the first player has checked, call, fold or raise, and so on until it ends with the Dealer or player who made the last raise, so that all players who have not folded contribute the same amount to the pot.

6.- Discard round and second round of betting.

Once the first round of betting is over, **all players remain in play are discarded, starting with** the first player still in play to the left of the Dealer.

Each player, in turn, may discard if they wish of a maximum of 1 or 2 cards, or if it is considered "served" not to make any discard. The cards of the discard will be left in the center of the table (face down) without anyone being able to see them. If the dealer runs out of cards in the deck, he will take the cards discarded by the players up to that point and shuffle them again to continue the deal.

Once the discard is finished, the **second (and final) betting round will be played**, starting with the first player still in play to the left of the Dealer. The cards are shown if all players pass and no bet is placed, or if it is placed, if it has been matched by one or more players.

In case a player has bet and they do not see the bet, they win the game and will not have to show their cards.

The progressive pot is awarded to the player with the best hand.

In the event of a tie between players (the same hand), the pot will be divided between them

3.- "GAME ROUND" DAKER

1.- Introduction

Number of players: 2 to 4 (More than 4 participants: play separate games and tiebreak of the winners of each game)

Number of cards per player: Five cards plus a maximum two-card discard option.

Players can only use one of the two values of each card

2.- Hierarchy of card values and combinations:

Just like the ones we have seen for Daker poker.

3.- How to play

Previously, the concession that will be granted to the winner or what the winner will have to do or invite will have to do or invite.

The players receive five cards, then the discard round is held (with a maximum option of one or two cards), at the end of which all players show their cards.

If two or more participants tie (with a higher or lower value play, depending on the agreed game option), they will play again against each other to determine the result.

TABLA DE JUGADAS DE MAYOR VALOR A MENOR, EN ORDEN DESCENDENTE

	REPOKER		POKER		FULL		DOBLE PAREJA
1	A A A A A	31	▼▼▼▼▼	61	J J J ▼▼	90	Q Q ▼▼
2	K K K K K	32	▼▼▼▼A	62	J J J ▼▼	91	J J ▼▼
3	Q Q Q Q Q	33	▼▼▼▼K	63	▼▼▼A A	92	J J ▼▼
4	J J J J J	34	▼▼▼▼Q	64	▼▼▼K K	93	▼▼▼▼
5	▼▼▼▼▼	35	▼▼▼▼J	65	▼▼▼Q Q		PAREJA
6	▼▼▼▼▼	36	▼▼▼▼▼	66	▼▼▼J J	94	A A
	POKER	37	A A A A	67	▼▼▼▼▼	95	K K
7	A A A A K	38	K K K K	68	▼▼▼A A	96	Q Q
8	A A A A Q	39	Q Q Q Q	69	▼▼▼K K	97	J J
9	A A A A J	40	J J J J	70	▼▼▼Q Q	98	▼▼
10	A A A A ▼	41	▼▼▼▼	71	▼▼▼J J	99	▼▼
11	A A A A ▼	42	▼▼▼▼	72	▼▼▼▼▼		UNA CARTA
12	K K K K A		FULL		TRIO	100	A
13	K K K K Q	43	A A A K K	73	A A A	101	K
14	K K K K J	44	A A A Q Q	74	K K K	102	Q
15	K K K K ▼	45	A A A J J	75	Q Q Q	103	J
16	K K K K ▼	46	A A A ▼▼	76	J J J	104	▼
17	Q Q Q Q A	47	A A A ▼▼	77	▼▼▼	105	▼
18	Q Q Q Q K	48	K K K A A	78	▼▼▼		
19	Q Q Q Q J	49	K K K Q Q		DOBLE PAREJA		
20	Q Q Q Q ▼	50	K K K J J	79	A A K K		
21	Q Q Q Q ▼	51	K K K ▼▼	80	A A Q Q		
22	J J J J A	52	K K K ▼▼	81	A A J J		
23	J J J J K	53	Q Q Q A A	81	A A ▼▼		
24	J J J J Q	54	Q Q Q K K	83	A A ▼▼		
25	J J J J ▼	55	Q Q Q J J	84	K K Q Q		
26	J J J J ▼	56	Q Q Q ▼▼	85	K K J J		
27	▼▼▼▼A	57	Q Q Q ▼▼	86	K K ▼▼		
28	▼▼▼▼K	58	J J J A A	87	K K ▼▼		
29	▼▼▼▼Q	59	J J J K K	88	Q Q J J		
30	▼▼▼▼J	60	J J J Q Q	89	Q Q ▼▼		