

RECIVS' Boardgame Projects

House Rules, Variants & Hacks

Presents

PeekPoker Hold'em: Crazy Aces

Version 1.4

This is a variant I developed for **PeekPoker**, which is the only *Hold'em* game I know with poker dice instead of cards. The game is played with three private (or *hole*) dice plus three community dice.

Each player tosses one die; the highest roller is the dealer. The player to the left of the dealer starts by placing an ante wager (I use 1 chip). Action continues clockwise around the table. Once all the players have placed their antes, they shake their private dice inside an opaque cup, which is then turned upside down on the table in front of the player. Private dice must be concealed inside the cup from the rest of the players.

After all the players have rolled (and looked) their private dice, the player left to the dealer starts the first round of betting, continuing clockwise. Players may check, bet (or call), raise (no limit), or fold. If more than one player is in, the dealer rolls the (3) community dice and places them in the center of the table for everyone to see. Once the community dice have been rolled, a new round of betting starts with the player left to the dealer and continues clockwise.

After the second (and last) round of betting, the players reveal their private dice, but before announcing their hands they must say if they want to re-roll *any* aces on their private dice. Re-rolling dice is optional. The players may announce their hands right away using their aces if they so decide, but they must wait until the rest of the players (if any) re-roll their dice.

The dice must be re-rolled at the same time by all the players that decided to do so. If more aces are rolled, they may be subsequently re-rolled in the same manner (you may want to check the other players' hands first). After the dice have been re-rolled, the players may announce their hands, and the best poker hand wins the pot.

Hand Ranking

- Five of a Kind
- Flush (black or red with the six dice)
- Large Straight (to ace with the six dice)
- Straight (to ace)
- Four of a kind
- Full House
- Three of a kind
- Two Pairs
- Pair

Optional Rules

Players may use as many or as few of the following optional rules as decided:

*Blinds may be used instead of antes.

*A forced bet (I use 1 chip) may be added to every round. The player to the left of the dealer starts by placing their forced bet (or fold), which may be raised; the other players may then call, raise, or fold.

*An additional round of betting may be added if the community dice are divided 2-1. Two community dice are rolled for the second round of betting; the third one may then be used for an additional round.

*Aces may not be re-rolled.