



Bluff is a fair, easy to understand game that is perfect for casual players, yet it rewards effort and intelligence by lowering the House Edge for people who want to improve their card counting skills, making it fun and safe to practice in a live casino environment. Bluff is an improved version of War mixed with One Card Stud Poker, and just like Poker, the actual act of Bluffing is a large chunk of the game. Is the player bluffing? Is the dealer? Who knows?

## How to Play the Game

The game is played with standard 52 card decks in a 2, 4, 6 or 8 deck shoe. Aces are the highest value card, while deuces are the lowest. The object of the game is to get a higher value card than the dealer, without being Bluffed. Bluffing is when either the player or the dealer Raises with a low card, such as a 2 or a 3.

To start the game, the player will place their initial mandatory wager on the Ante betting circle. Once the cards have been dealt and the player has peeked at their hand, they'll position their card face down in the Play box. At this point, they have two options, they can either Check or Raise. If they Check, they'll make a slight hand movement similar to that of poker. If the player Raises, they'll place a wager that's equal to their initial Ante bet on top of their cards, in the Raise betting area.

Once all of the players have finished, the dealer is required to follow a specific set of rules; however, these rules make it difficult for the players to determine the value of the dealer's card, especially since the dealer has the ability to attempt a Bluff. If the dealer has a 4, 5, 6, 7 or 8 then they'll Check. If the dealer has a 2, 3, 9, 10, Jack, Queen, King or Ace then they'll Raise. If the player Raises, then the dealer will Fold with a 2, 3, 4, 5, or 6 and will Call with a 7 and higher.

**Joseph Shipman**

**609-216-2182**

**[shipmangameconsulting@gmail.com](mailto:shipmangameconsulting@gmail.com)**



## How To Win

The highest value card will determine the winning hand. If the hands tie, then both bets push and no money is exchanged. If the player's card is smaller than the dealer's, then they lost and their money will be taken. If both the player and the dealer Check, then the Ante will be paid 1:1. If one side Raises and the other side Calls, then all bets are paid 1:1. If one side Raises and the other side Folds, then whichever side Raised will be paid 1:1 on the Ante.

If the dealer Raises, then they'd ask all of the players who Checked, "Would you like to Call or Fold?" and if the player Calls, then they'll place an equal bet on the Call betting area, resulting in a showdown between the player and the dealer. If they beat the dealer, the Ante and Call bets will each get paid 1:1. If the player doesn't want to Call, then they'll place their card in the Fold box, therefore losing their Ante bet.

## Optimal Player Strategy

This is one of the few games in the world that welcomes card counters. Test your skills and improve your odds while practicing on a live casino game. By tracking both the high and low cards with your card counting skills, it's possible to reduce the House Edge from 4.2% of the Ante, all the way down to around 2.5%.

For casual players, these are the suggested guidelines: The player should Raise on a 2, 3 or 4 (also known as Bluffing); Check on a 5, 6, 7 or 8 and Raise with a 9, 10, Jack, Queen, King or an Ace.

## Side Bets

There are two optional side bets available for the player, the "Suit and Tie" wager and the Progressive wager. The "Suit and Tie" wager will win if the player's card matches the suit or rank of the dealer's card. If the suit matches, then the bet pays 1:1. If the rank matches, then the bet pays 3:1 and if both the rank and the suit match then it pays 15:1. The Progressive wager takes this concept and extends it for multiple hands in order to win. The first time the player matches both the rank and suit of the dealer they'll be paid \$20. The second time, they'll be paid a jackpot averaging \$2,000 or more.