



Party Pac-net<sup>sm</sup>  
Instant Party Kit

Inside  
This Package

\$5  
POKER  
PARTY



Just Add People

## Inside This Package



## Game Menu

Okay! You are ready to party. Let's begin with the game.  
Hyperlink to any of the items listed below to setup everything you need for \$5 poker.



[Game Rules:](#) Complete Set of Poker game rules and card ranking from high to low hand.

[Poker Games:](#) 15 popular poker games that can be played in sequence or by dealer choice.

[Players Sheet:](#) A reference sheet that summarizes each game and card ranking.

[Print File:](#) Print ranges for each of the above items.

## Game Rules

Poker is a game of chance. It requires skill and some player psychology when you place a bet on the table. A poker night with friends that limits the maximum play to \$5 will give you two or more hours of good fun. So let's review the rules.

[Basic Game Play / Card Descriptions](#)

[Ranking of the Hand](#)

[Game Definitions and Terms](#)

[Betting Rules](#)

[How to Play](#)



## Basic Game Play / Card Description

Poker uses a standard pack of 52 cards that are ranked from high to low :

Ace - King - Queen - Jacks -

10 - 9 - 8 - 7 - 6 - 5 - 4 - 3 - 2 - (Ace can be high or low).

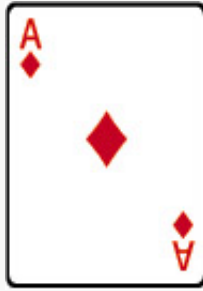
There are four suits. No suit is higher than the other.

Spade - Hearts - Diamonds - Clubs

The player's hand with the highest combination of **FIVE** cards (or lowest) wins the game.

Some poker games use wild cards for play, which allows the player holding the wild card to name the suit and rank. Jokers are used as wild cards. Other cards that may be used as wild cards include:

Deuces - One Eyed Jacks - Suicide King - Black Moriah



Ace High



King



Queen



Jacks



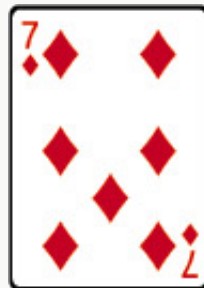
10



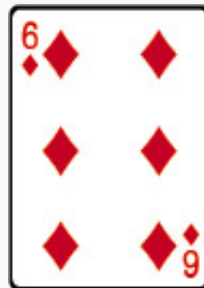
9



8



7



6



5



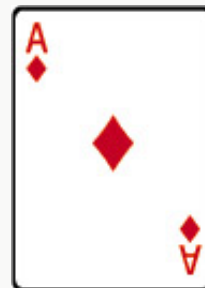
4



3



2



Ace Low



Spades

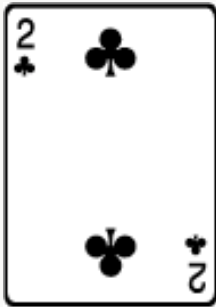
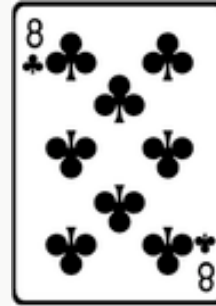


Diamonds

Hearts



Clubs



Deuces

- clubs
- spades
- hearts
- diamonds



Suicide King

- hearts



One-Eyed Jacks

- spades
- hearts



Black Moriah

- spades

## Ranking of the Hand

A poker hand contains five cards. The highest hand (or sometimes the lowest hand) wins the game. So which hand wins? Check the ranking of hand from high to low:

Five of a Kind

Royal Flush

Straight Flush

Four of a Kind

Full House

Flush

Straight

Three of a Kind

Two Pair

Pair

High Card





## Five of a Kind

Five of a Kind is the highest hand. It's the hand you'll see in old westerns. You need to play with wild card to get five-of-a-kind. If two players end the game with five-of-a-kind, the player with the highest rank wins the game; five aces beat five kings.

## Royal Flush

See straight flush below. A Royal Flush is the highest natural hand (w/o the use of wild cards) that has an Ace high straight flush: Ace-K-Q-J-T all of the same suit.

## Straight Flush

A Straight Flush is five cards in order that have the same suit (such as 4-5-6-7-8 all of hearts). Ace can be used as a high straight flush or low straight flush . A straight flush cannot wrap around — such as K-A-2-3-4.

## Four of a Kind

Four of a Kind is four cards of the same rank. If there is a tie, the player with the highest cards wins the game. If wild cards are used and players tie with the same rank, the player with the high fifth card wins the game. This rule applies when there is a tie for Pair, Two Pair, Three of a Kind, etc. The cards not being played determine high hand.



## Full House

A Full House is a hand that has three of a kind and a pair: J-J-J-4-4. You break a tie by using the high card rule first by using the three of a kind and then second by the pair. For example: K-K-K-2-2 beats Q-Q-Q-J-J.

## Flush

A Flush is a hand where all of the cards have the same suit — spades, club, hearts, or diamonds. Use the high card rule to break a tie.

## Straight

A Straight is five cards in order — 3-4-5-6-7. An ace can be either high or low: A-K-Q-J-T (high hand) or A-2-3-4-5 (low hand). Straights do not wrap around: K-A-2-3-4. The highest straight wins in the event of a tie: A-K-Q-J-T beats K-Q-J-T-9. If two straights have the same value, both players split the pot.

## Three of a Kind

Three of a Kind is three cards in the players hand that have the same rank. Use the high card rule in the event of a tie.

## Two Pair

Two pairs of the same rank: 8-8-7-7-4. The highest pair wins the game. If players have the same pair, the highest second pair wins the tie. If both pairs match, the highest fifth card wins.

## Pair

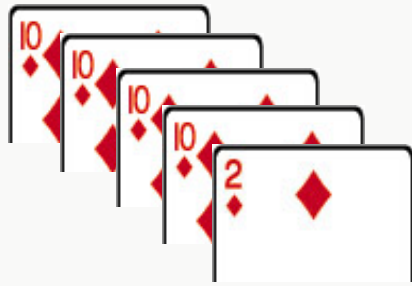
One pair of the same rank: 4-4-6-9-K. Highest pair breaks any ties. If both players have the same pair, high card wins.



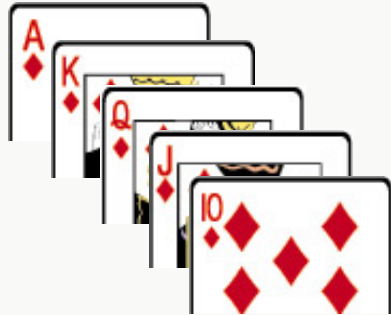
## High Card

When any player's hand doesn't qualify for any of the above hands, the player with the highest card wins the game. If more than one player has the same rank, then use the second high card and so forth.

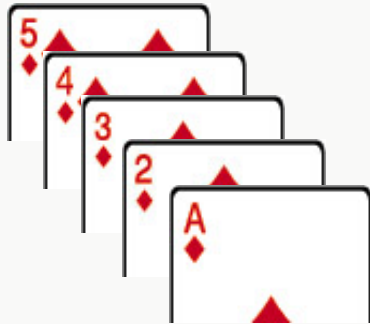




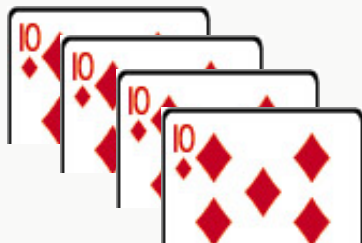
**Five of a Kind**  
(Deuces Wild)



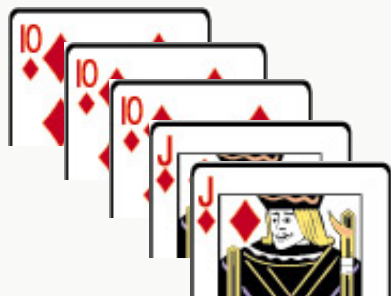
**Royal Flush**  
(Ace High Diamonds)



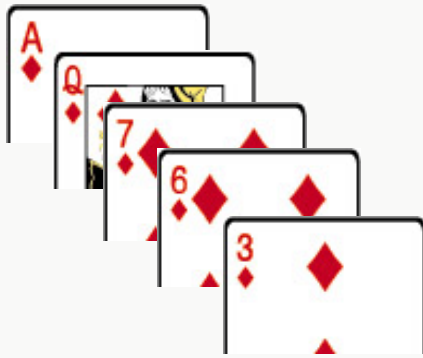
**Straight Flush**  
(Ace Low Diamonds)



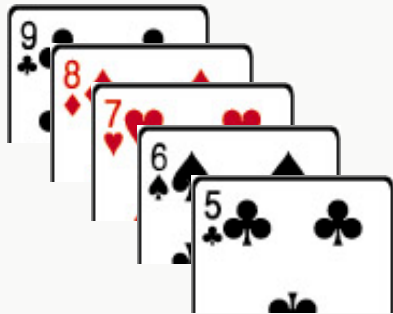
**Four of a Kind**



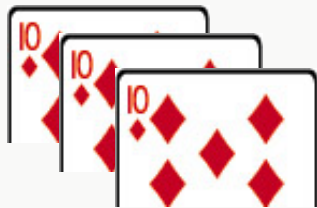
**Full House**



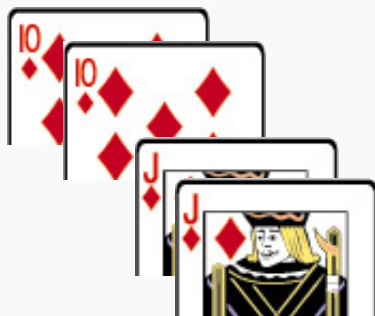
**Flush**  
(all Diamonds)



**Straight**



**Three of a Kind**



**Two Pair**



**Pair**



## Game Definitions

Now what are those terms they use in Vegas? We have them:

- Ante:** Every game begins with an ante. You place a betting amount on the table indicating that you want to play.
- Deal:** Give to each player in order the number of cards required for play.
- Face Down:** Deal the cards face down so that no one except the player whose cards have been dealt can see the face value.
- Roll:** To roll your cards up one at a time — to turn your card face up individually so that everyone can see the face value. Usually a betting round will follow each roll.
- Lead Player:** The player on the dealer's left.
- Call:** ([see Betting Rules](#)).
- Check:** ([see Betting Rules](#)).
- Raise:** ([see Betting Rules](#)).
- Fold:** ([see Betting Rules](#)).
- Declare:** To indicate how you want to bet.  
([see Betting Rules](#)).
- Reveal:** To show your hand.
- Showdown:** Betting rounds end and each player shows their cards to determine highest hand.



## Betting Rules

You will begin each poker game by making an ante before being dealt cards. The dealer sets the amount of the ante — usually a nickel or dime. Cards are then dealt to each player as defined by the game.

A betting round begins in clockwise order beginning with the player on dealer's left — the lead player. You have one of four choices:

**Call:** When you call, you have bet enough to match what has been placed in the pot since your last bet. For instance, if you bet a dime and someone bets a quarter, you must place into the pot 15 cents to stay in the game.

**Check:** You can 'check' when you don't owe anything to the pot. The betting round turns to the next player who can check or place a bet.

**Raise:** You can increase the amount of the bet after you make the call. You first bet enough to match or call since the last time you placed a bet, and then you 'raise' your bet an additional amount.

For example: say you bet 15 cents on your first bet. Another player matched your bet and raised it another 10 cents to a quarter. You might then call the player's 10 cents and raise it another 15 cents. You now owe the pot 25 cents.

**Fold:** You will fold your cards when you decide to drop out of the game. You lose any bets that you have placed in the pot. But you don't need to add any new money to the pot. When you fold, don't show your cards to any player.

The betting round will continue until everyone calls or folds after a raise or initial bet.



## How to Play

Now roll up your sleeves and light your cigar. You are ready for play. Players who wish to play must ante. Dealer shuffles cards. Player on dealer's left will cut the deck. The dealer will then select game and deal cards to each player as instructed.

The lead player begins game with a bet followed by each player in clockwise order. Game action continues as instructed. Additional betting rounds may follow. A show-down will occur when all betting rounds end. The player with the highest hand (or lowest hand) wins.

- antes begin at 5 or 10 cents, dealers choice.
- the maximum first bet is 15 cents.
- the maximum raise is 25 cents.
- the maximum play for the game is \$5. Any player who loses \$5 must remove themselves from further play.

# Poker Games

Your Game Pac.net package lists 15 popular poker and non-poker games with one or two game variations. View the poker games individually or print each game by linking to the [print file menu](#).

**Draw Poker:** Usually played by 3-7 players. Each player is dealt a set number of cards and has the opportunity to replace these cards to create a best hand:

- [Five Card Draw](#)
- [Jacks to Open, Tripps to Win](#)
- [Anaconda \(Pass the Trash\)](#)
- [Spit in the Ocean](#)

**Stud Poker:** Most cards are dealt face up with one or more cards dealt face down. Requires a little more skill to play since players know what cards another player may have:

- [Seven Card Stud](#)
- [Mexican Stud](#)
- [Follow the Queen](#)
- [Ten](#)

**Shared Poker:** Cards are dealt so that can be shared by all players:

- [Omaha](#)
- [Cincinnati](#)
- [Iron Cross](#)
- [Tic Tac Toe](#)

**Misc. Poker:** Different games that can add some spice to the evening:

- [Guts](#)
- [Buddha's Folly](#)
- [Seven Twenty SevenTen](#)



## Five Card Draw

**Deal:** Five cards down to each player.

**Play:** Betting round begins after first deal. The lead player begins betting (lead player). After the first betting round, each players may exchange up to three cards with the dealer.

Another round of betting. Showdown.

**Winner:** Player with the highest hand.

### Game Variations:

- Low ball: lowest hand wins.
  - Shotgun: same as five card draw except betting begins after three cards are dealt. Another round of betting after fourth card is dealt. Another round of betting after fifth card. Continue play as in five card draw.
- 

## Anaconda (Pass the Trash)

**Deal:** Seven cards down to each player.

**Play:** Betting round after first deal. Each player than passes three cards to the player on their left. Next betting round. Each player than passes two cards left. Another betting round. Players then pass one card left. Players than choose the best five cards. Final betting round and showdown.

**Winner:** Players with high and low hand split the pot.

### Game Variations:

- Pass two cards to the left and one card to the right at the same time.
- When play ends with five best cards, players roll one card up with a betting round after each roll.
- Players keep all seven cards and choose which cards to roll. This allows players to change from high to low hand depending on what is being played.

## Jacks to Open, Tripps to Win

**Deal:** Five cards down to each player.

**Play:** Play like five card draw, except play begins with a hand that is as good or better than a pair of Jacks. If nobody has such a hand, than everybody antes and a new deal is made.

If a player can open with “Jacks or better,” play continues like five card draw until show-down. Any player that has Three of a Kind must reveal their hand. The best revealed hand wins the game. If nobody can reveal a hand (Three of a Kind), everybody in the game can make another exchange. You will repeat this round — exchange, bet, reveal — until someone wins.

**Winner:** High and low hand split the pot.

### Game Tip:

- If a player opens the game and your hand has nothing, play for low hand.
- 

## Spit in the Ocean



**Deal:** Four cards down to each player. One card up on the middle of the table.

**Play:** Play like five card draw. The card in the middle is shared by all other players.

**Winner:** High hand wins the pot.

### Game Variations:

- All cards of the same rank as the one card in the middle are wild. Middle card is not wild.
- Middle card is wild as are all cards of the same rank as the card in the middle.

## Seven Card Stud

**Deal:** One card down and then one card up to each player.

**Play:** Bet after first deal. Then deal one card up to each player. Bet. Deal one more card up to each player. Bet.

Continue dealing one card up followed by a betting round until each player has six cards. Deal the final card down to each player. Bet and then showdown.

**Winner:** High hand with the best five cards wins the pot.

### Game Variations:

- Low Ball: lowest hand wins.
  - High/Low Split: players with high and low hand split the pot.
- 

## Mexican Stud

**Deal:** Two cards down to each player.

**Play:** Player rolls one of their two cards up. Betting round. Deal another card down. Player now has two cards down and one card up. Each player rolls another card up. Betting round. Continue play until each player has five cards — four cards up and one card down. Final round of betting to showdown.



**Winner:** High hand wins the pot.

### Game Variations:

- High/Low hand split.
- Deal last card down.
- Start with three cards down. Continue play until all players have six cards — three cards down and three cards up. Deal seventh card up. Final round of betting to showdown

## Follow the Queen

**Deal:** Two cards down and one card up to each player.

**Play:** Play like seven card stud, except that all queens are wild. In addition, if a queen is dealt up, the next card dealt up and all cards of the same rank are also wild. If a second queen is dealt up, the next card dealt up and all cards of the same rank become the new wild card. The old wild card is no longer wild (queens remain wild). If the last card dealt up is a queen, then all previous wild cards are cancelled and queens remain the only wild cards.

**Winner:** High hand wins the pot.

### Game Variations:

- Queens are not wild but cards that follow queen are wild.
  - Black Moriah: if Queen of Spades is dealt face up, game ends and all players ante up again. New deal.
- 

## Ten

**Deal:** Five players maximum. Deal ten cards down to each player. Do not look at cards.



**Play:** Each player rolls one card and then a second card and places one card forming a pile to their left (hand going low) and one card forming a pile to their right (hand going high). Betting round. Repeat again by rolling two cards and placing them respectively — one card on the left pile and another card on the right. Betting round and continue play until all cards revealed.

**Winner:** High and low hand split the pot.

### Game Variation:

- Suicide King is wild.

## Omaha

**Deal:** Two cards down to each player.

**Play:** Bet. The dealer then deals three cards face up on table. All players can play using the three cards on the table. Bet. Dealer then exposes fourth card on table. Bet. Dealer then deals one card face down to each player. Final betting round to showdown

**Winner:** High hand with best five cards wins the pot.

### Game Variation:

- Texas Hold'em: dealer exposes the three cards on the table one at a time. Betting round after each exposure.
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## Cincinnati

**Deal:** Five cards down to each player. Five cards down forming a row in the center of table.

**Play:** Bet. The dealer then exposes the center card on the table. Bet. Repeat until all cards on table are exposed. Betting round and showdown.



**Winner:** High hand with the best combination using the five cards from the players hand and the exposed hand on the table.

### Game Variation:

- Utah: last card exposed on table and all cards of the same rank are wild.



## Iron Cross

**Deal:** Five cards down to each player. Five cards dealt face down on the table with the five cards forming a cross..

**Play:** Bet. Dealer exposes one of the cards on the table. Bet. Dealer exposes the second card. Bet. Continue play until all cards on the table are exposed. Bet and showdown. Players may use any combination of cards to form a hand in either the horizontal row or the vertical row, but not both.

**Winner:** High hand with the best combination of five cards using the players hand and the cards from one of the rows.

### Variations:

- Deal four cards down to each player.
- Fiery Cross: center card in cross and all cards of the same rank are wild. Play to expose center card first. Play to expose center card last.

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## Tic Tac Toe



**Deal:** Two cards down to each player. Then deal nine cards face up onto the table arranged in a 3 by 3 grid. Each player places three dimes in front of them — called posts.

**Play:** Betting starts on the dealers left. Make the best hand using the player's two cards and any three cards on the table in the vertical, horizontal or diagonal row. Showdown. High hands takes the pot. All other players must toss one of their posts into a separate pot — called the post pot.

Ante and redeal cards to players who have posts left.

Continue play until only one player has posts left. That player collects the post and the game ends.

**Winner:** High hand wins the pot. Last player with posts get the post pot.

## Guts

**Deal:** Two cards down to each player.

**Play:** Play begins with ante. Player looks at cards to form high hand (no straights or flushes). Then all players hold cards six inches above table, face down. Dealer calls: one-two-three-guts. Players who want to fold will drop their cards on the table. Players who want to stay in the game, hold their cards.

**Winner:** Player with the highest hand wins. Losing player(s) must match the pot. Play continues until only one player stays in the game and wins the pot.

### Variations:

- Play three, four, or five cards (five card play allows for straight and flushes).
  - Invisible Hand: deal same number of cards face down on table. This becomes the invisible hand. Players must beat the invisible hand or match the pot.
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## Buddha's Folly

**Deal:** Three cards down to each player.

**Play:** The dealer rolls the top card from the deck. The player on the dealer's left has the option to take the card from the deck or pass it to the next player clockwise. If the card is taken, the player must replace it with one of the cards they are holding. The discarded card then becomes the deck card and is passed to the next player. Play continues until a card makes it all the way around the table without being taken. Play then continues as guts.

**Winner:** High hand wins the pot. Losing player(s) must match the pot. Game continues until one player remains.

### Variations:

- Play three, four, or five cards (straight and flushes).
- Invisible Hand: deal same number of cards face down on table. Players must beat the invisible hand.



## Seven Twenty Seven

**Deal:** Two cards down and one card up to each player.

**Play:** Aces are worth 1 or 11 points. Numbered cards are worth their face value. Face cards are worth 1/2 point. The game objective is to get as close to 7 or 27 without going over.

Play begins with the lead player. The lead player takes one card face up from the deck. The play rotates clockwise to all players who has the option to take one card face up from the deck. Betting round. Continue play with each player taking one more card face up from the deck. Betting round. Continue play until nobody takes an additional card. Bet and showdown.

**Winner:** The hand closest to 7 and 27 without going over split the pot. Note that A-A-5 can be both 7 and 27.





## Players Sheet

Have you ever been at a poker game and can't remember all of the fun games to play? Or do you find yourself playing the same games over again?



The Players Sheet summarizes all of the poker games listed in this package. Hand these sheets to your guests upon play. It will come in handy for selecting a variety of poker games and helping non-poker players understand game play.

You can print the sheet on one-side, 8x11 paper. Fold the sheet in half and place it by each player's place at the table.

[View Players Sheet](#)

[Print Players Sheet](#)

## Food Menu

What is a party without food? It's like a car without gas. Your friends will come and stare at each other.

No fear! Your Game Pac.net package includes an excellent recipe for New England Clam Chowder Soup served with fresh sourdough bread. Sure, you might think to serve chicken wings or dogs with a poker game. But let's try something different.

The recipe is easy to make and delicious. It is a perfect dish for poker players who want to eat and move quickly to the games.

[Chowder Ingredient Listing](#)

[Recipe / Preparation](#)

[Sourdough Bread Recipes / Express Order](#)

[Other Suggested Items to Serve](#)

[Print Menu](#)



## Clam Chowder Ingredient Listing

You need a little flour, a little milk and a little bit of clams. Everything you need is easily indexed for 4-6-10 people, depending on the number you plan to invite.

Make yourself an extra batch to have the next day.

[Ingredient Size Listing for 4 People](#)

[Ingredient Size Listing for 6 People](#)

[Ingredient Size Listing for 10 People](#)

## Clam Chowder Ingredient Listing *for 4 People*

4-5 medium potatoes to make 2-3 cups, diced.  
2-3 stalks celery to make 1 cup, chopped.  
1 large onion to make 1 cup, chopped.

2/3 cups butter.  
2/3 cups flour.  
3 (12-oz.) cans evaporated milk (32 oz. required). Can substitute low or nonfat evaporated milk.  
1 (6 oz.) can minced clams.

1/2 teaspoon sugar.  
1/2 teaspoon salt.  
cracked pepper to taste.

[go to recipe / preparation](#)

[print listing](#)

## Clam Chowder Ingredient Listing *for 6 People*

5-7 medium potatoes to make 4 cups, diced.  
3-4 stalks celery to make 1-1/2 cups, chopped.  
1 large onion to make 1-1/2 cups, chopped.

1 cup butter.  
1 cup flour.  
4 (12-oz.) cans evaporated milk (48 oz. required). Can substitute low or nonfat evaporated milk.  
1 (9-10 oz.) can minced clams.

3/4 teaspoon sugar.  
3/4 teaspoon salt.  
cracked pepper to taste.

[go to recipe / preparation](#)

[print listing](#)

## Clam Chowder Ingredient Listing *for 10 People*

9-12 medium potatoes to make 6-1/2 cups, diced.

5-7 stalks celery to make 2-1/2 cups, chopped.

1-2 large onions to make 2-1/2 cups, chopped.

1-2/3 cups butter.

1-2/3 cups flour.

7 (12-oz.) cans evaporated milk (80 oz. required). Can substitute low or nonfat evaporated milk.

3 (6 oz.) cans minced clams.

1-1/4 teaspoon sugar.

1-1/4 teaspoon salt.

cracked pepper to taste.

[go to recipe / preparation](#)

[print listing](#)

## Clam Chowder Recipe / Preparation

Preparing your chowder will take about 40 minutes or less. We recommend a large pan that doesn't burn easily on the bottom. You will be using evaporated milk as a base. Make sure you stir constantly at medium heat so that you don't burn the milk.

You can serve your Chowder in regular bowls or in bowls carved from sourdough round loaves. Either way will be a hit.

Cook in boiling water (little salt) until almost tender:  
diced peeled potatoes.  
chopped celery.  
chopped onion.

Melt butter.  
Stir in flour and salt to make white sauce.

Add: Evaporated milk.  
Stir to form smooth creamy broth.

Add: Cooked vegetables.  
Minced clams.  
Sugar.  
Pepper to taste.

Simmer at low-medium heat for about 20 minutes.  
Stir constantly. Be careful not to burn bottom.

Serve with sourdough bread.

## Sourdough Bread

Sourdough bread can compliment any chowder. It's perfect for dipping or for using as a bowl carved from the bread to serve your clam chowder. We don't expect you to make the sourdough bread for your party. But if you like, we have a couple of web site addresses where you can find some simple recipes for sourdough starters and breads . . . *plus a little history.*

You can purchase sourdough bread at most local markets. Or if you prefer, visit our favorite [web site](#) to place an order for express delivery.

Long Loaf: Can be served sliced or cubed.

Round Loaf: Can be served as long loafs or carved into individual bowls.

Check out these web sites for interesting stories and recipes for sourdough bread. Your Reader program will open your Internet connection.

Note: at time of publication, the following web sites were in operation.

### Information About Bread:

[http://www.californiaheartland.com/archive/hl\\_516/bread.htm](http://www.californiaheartland.com/archive/hl_516/bread.htm)

<http://www.howstuffworks.com/bread6.htm>

### Recipes:

<http://ebicom.net/kitchen/page/souridx.htm>

<http://www.breadworld.com/>

### Express Order:

<http://www.sourdoughbread.com/>

### Catalog of Bread Recipe Web Sites:

<http://www.bbga.org/breads.html>

If sourdough bread is not your fancy, may we suggest other items that can be served with your chowder.

Soup Crackers / Oyster Crackers.

Saltine Crackers

Dinner Rolls / Italian Bread

Bread Sticks

Any Grain Bread



## Snack / Dessert Menu

Every party begins with a few chips, crackers and other great munchies. And what party have you been to that doesn't end with a scrumptious dessert?



Relax!, we have the right suggestions for you to make your party a favorite. Neat ideas for snack items that are a bit different than the traditional chip 'n dip tray. As for dessert, we offer a couple of ideas that will sure to be a hit.

[View Snack Ideas / Preparation](#)

[View Dessert Tray](#)

[Print Menu](#)



## Party Snacks

Let's begin your party with some munchy finger foods. Finger foods are great to serve at a poker party because they can be eaten while you play. You can serve a variety of fresh vegetables, and/or cheese and meats for a relish tray that will satisfy everyone. You may want to use the following suggestions and recipes for your party.

We offer one of two combinations. A vegetable tray with a spicy dill dip for vegetables. Or select a cracker/chip tray with a shrimp artichoke dip. Or select both trays. Enjoy!

## Relish Tray and Veggie Dip

### Relish Tray

red bell pepper, cut in strips  
green bell pepper, cut in strips  
broccoli florets  
cucumbers, peeled & cut in strips  
celery sticks  
carrot sticks  
assorted 'deli olives

Size accordingly, serve with creamy dill dip

### Creamy Dill Dip

Yield 2 cups

8-oz package neufchatel cream cheese  
8-oz light dairy sour cream  
2 T dried dill weed  
2 T chopped green onion  
fresh dill (for garnish)

Beat the cheese sour cream, onion and dill weed with an electric mixer until fluffy.

Garnish with fresh dill, if you wish.  
Serve with vegetable tray and chips.

[Print Menu](#)

## Cracker 'n Dip Tray

### Cracker Tray

Onion crackers  
Wheat crackers  
Sesame cracker sticks  
Pita chips  
Other assorted favorites

Potato chips  
Peanuts

Size accordingly, serve with artichoke shrimp dip

### Artichoke Shrimp Dip

Yield 2-1/2 cups

14-oz can artichoke hearts  
1/4 cup parmesan cheese  
4-1/2-oz can shrimp rinsed/ drained  
1/2 cup mayonnaise or salad dressing  
1/2 cup picante or salsa sauce  
3-oz. package cream cheese

Drain and chop artichoke hearts.  
Add remaining ingredients, mixing well.

Place in a shallow baking dish  
Bake 350 degrees for about 20 minutes.

[Print Menu](#)

## Dessert Tray

Imagine the poker games coming to an end. You are going to have some winners and losers. No worry. Everyone will go home a winner after sampling your fabulous dessert tray.

You can find hundreds of recipes for hot Apple Crisp. But this recipe is one of our favorites. It is easy to make and it makes you look like a professional. But if Apple Crisp isn't your favorite, we have another dessert idea. Either one will help your party become a success.

[Hot Apple Crisp Ala Mode](#)

[Drop Chocolate Crumb Bars](#)



## Hot A la Mode Apple Crisp

(serves 8-10 people)

Toss together and place in a baking dish:

1-1/2 lbs. apples: peeled, cored and sliced.

1 T lemon.

1/2 cup brown sugar.

In a separate bowl combine the following,  
until crumbly.

1-1/2 C flour.

1/2 C butter.

1/2 t salt.

Sprinkle on top of apple mixture.

Bake in 9X13 baking dish at 350 for 30 minutes.

Serve warm with Vanilla Ice Cream.

## Drop Chocolate Crumb Bars

Yield 36 bars

1/2 C butter or margarine

1-1/2 C graham cracker crumbs

14-oz can sweetened condensed milk

1 C chocolate chips

1-1/3 C flaked coconut

1 C chopped nuts

Place butter in a 13x9 inch pan and place in oven as it is  
preheating to 350 degrees (325 for glass baking dish).

Sprinkle crumbs over melted butter.

Next add the sweetened condensed milk evenly over the  
crumbs. Sprinkle with the chips, coconut, and nuts. Press  
down firmly, and bake 25-30 minutes or until lightly browned.  
Cool and cut into bars.

[Print Menu](#)

# Invitation

The most important part of your party is your guests.  
That's our slogan: *Just Add People.*



This package includes an invitation that you can snail mail. All you need to do is personalize it.

Complete each menu in sequence.

- 1: [View Invitation](#)
- 2: [Personalize Invitation](#)
- 3: [Print Invitation](#)
- 4: [Fold Invitation](#)

## Invitation Print Menu

The invitation menu will open the Print Panel on your PC.  
Click and enter page range to print.



### **Snail-Mail Invitations:**

[Print Folding Instructions](#)

**page 41**

[Print Invitation](#)

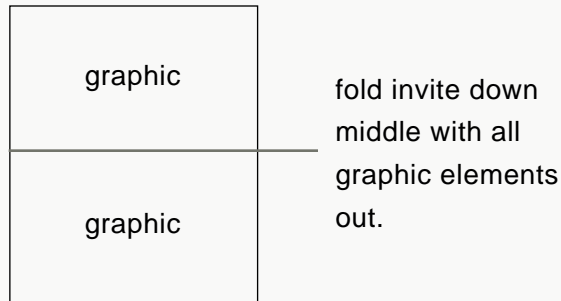
**page 42**

For sharper quality or color, copy this file to a diskette for transport to your local print shop.

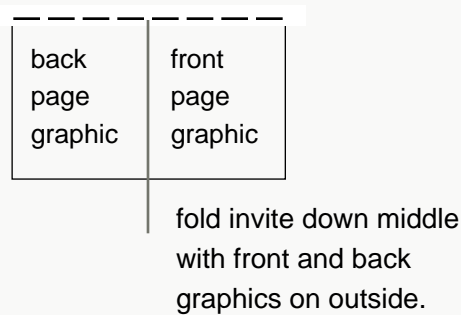
# Fold Paper Invitation

The invitation will print on 8x11 paper, one side only. You will make two folds to size the invitation to fit in a 4x6 envelope.

**First Fold:** fold invitation in half along the horizontal axis — graphic elements on the outside.



**Second Fold:** hold invitation with front and back cover facing you. Fold invitation in half along the vertical axis with the front and back cover on the outside fold. Use a standard 4x6 envelope to mail.



# Input Fields for the Invitation

Input your name, time of party, location, etc., in the fields highlighted below. Use the TAB key to move between fields. After you complete all entries, click VIEW INVITATION BELOW and review each input. If you need to edit your fields, simple return to this page.

Enter your name  
as host:

Limit to 1 Line

Enter the  
directions  
to location:

Limit to 10 Lines

Enter the date of  
your party:

Limit to 1 Line

Enter the time of  
your party:

Limit to 1 Line

Enter RSVP  
instructions:

Limit to 1 Line

Enter the location  
of your party:

Limit to 1 Line

Enter any items  
you would like  
your guest to  
bring:

Limit to 6 Lines

These next fields default to the menu items suggested for this game package. You can change them if you prefer.

Enter the main  
dish being served:

Limit to 1 Line

Enter the snacks  
being served:

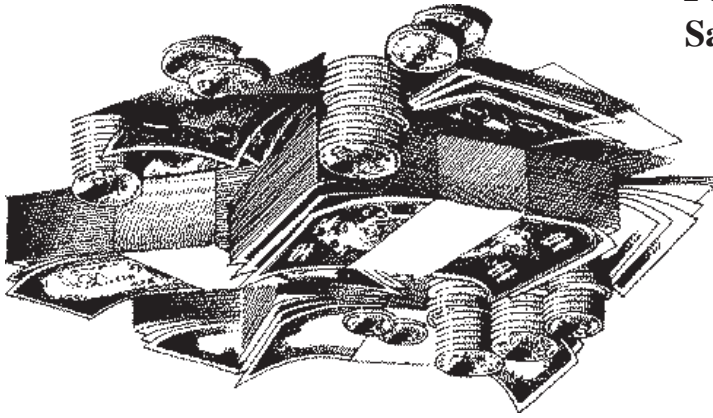
Limit to 1 Line

Enter the dessert  
being served:

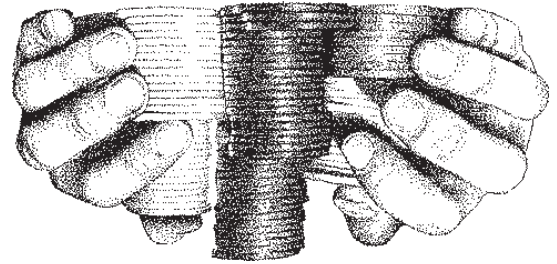
Limit to 1 Line

---





Folding Sample



It's poker  
party time,  
partner

to the party

dress fun  
be fun  
have fun  
and if you don't mind

could you please bring

party laws

First Fold: Fold Down at Crease

come play  
\$5 Poker with us



your host:

where:

date:

time:

rsvp:

directions:

great food: new england clam chowder

great snacks: relishes, chips, drinks

great dessert: new york cheese cake

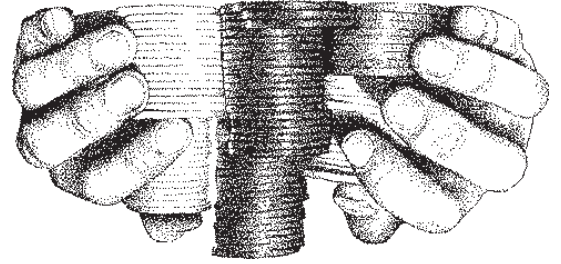
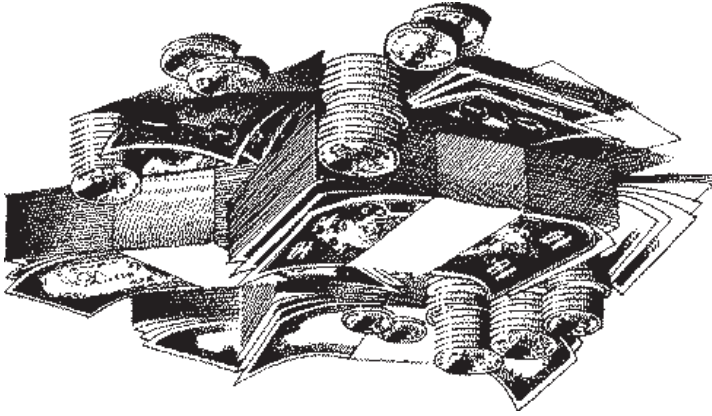
great fun: 15 different poker games  
5, 10 and 25 cent antes  
\$5 maximum play

how-to play sheets available

great company: like you and a few outlaws

Second Fold: Fold Inward at Crease





# It's poker party time, partner

to the party

could you please bring  
and if you don't mind  
have fun  
be fun  
dress fun

party laws

## come play \$5 Poker with us



your host:

where:

date:

time:

rsvp:

directions:

great food:

great snacks:

great dessert:

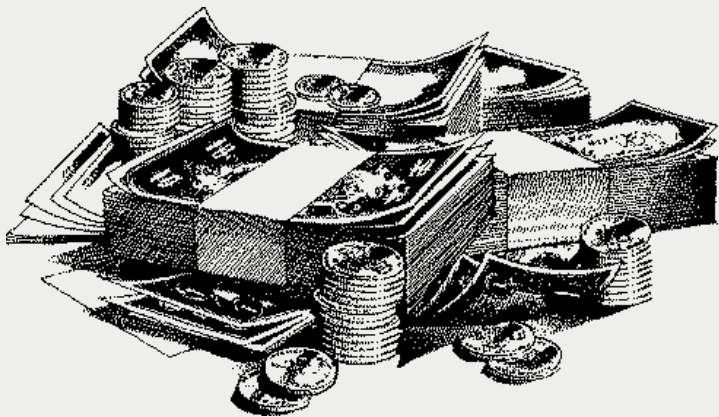
great fun: 15 different poker games  
5, 10 and 25 cent antes  
\$5 maximum play

how-to play sheets available

great company: like you and a few outlaws



It's poker party  
time . . .  
partner



# come play \$5 Poker



**your host:**

**where:**

**date:**

**time:**

**rsvp:**

**directions:**

great food:

great snacks:

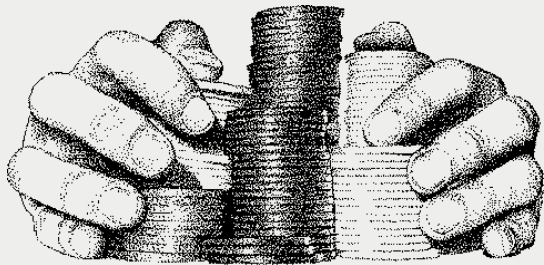
great dessert:

great fun: 15 different poker games  
5, 10 and 25 cent antes  
\$5 maximum play

how-to play sheets available

great company: like you and a few outlaws





## party Laws

dress fun

be fun

have fun

and if you don't mind

could you please bring  
to the party

## Printing Menu

You can print this package for your personal use. Note that the print function will not print the side bar or navigation buttons.



To print, simply click the page numbers to open the print panel on your PC. Input the page numbers to print.

Print the Entire Package:	<a href="#"><u>pages 2-37</u></a>
Poker Game Play:	<a href="#"><u>pages 3-24</u></a>
Player Sheet:	<a href="#"><u>pages 47</u></a>
Food Menu:	<a href="#"><u>pages 26-31</u></a>
Snacks / Dessert:	<a href="#"><u>pages 32-36</u></a>
Invitation:	<a href="#"><u>see invitation print</u></a>

### Five Card Draw

Five cards down to each player. Bet. Exchange up to three cards. Betting and Showdown. Player with high hand wins.

- Lowball: lowest hand wins.
- Shotgun: begin play after 3 cards.

### Anaconda (Pass the Trash)

Seven cards down to each player. Bet. Pass three cards face down. Bet. Pass two cards face down. Bet. Pass one final card face down. Showdown. High or low hand wins.

- Pass two cards left, one card right.
- Roll cards up one at a time with bet.
- Seven cards to roll up high or low.

### Jacks to Open, Trips to Win

Five cards down to each player. Open play with pair of Jacks or better. Play continues as in 5-card draw until showdown. Three of a kind needed to win.

Best revealed hand wins game. High and low hand split the pot.

### Follow the Queen

Two cards down and one card up. Play like 7-Card Stud, Queens wild. When Queen dealt, next card dealt and all cards same rank wild. If second Queen dealt, the next card dealt and cards of the same rank is new wild card. If the last card dealt up is Queen, all previous wild cards are cancelled. Queens remain wild. High hand wins the pot.

- Queens not wild; card to follow is.
- Queen of Spades force new game.

### Seven Card Stud

One card down, one card up. Bet. Deal one card up. Bet. Continue one card up, bet, until each player has six cards. Deal final card down. Bet and then showdown. High 5-hand wins.

- Lowball: lowest hand wins.
- High/Low Split:.

### Mexican Stud

Two cards down to each player. Players roll one card up. Bet. Deal another card down. Role card. Bet. Continue play until five cards: four cards up and one card down. Bet. High hand wins the pot.

- High/Low Hand split.
- Deal last card down.
- Three cards down, seventh card up.

### Tic Tac Toe

Two cards down to each player. Deal nine cards up arranged in a 3x3 grid. Player places three dimes as posts. Betting starts on dealer's left. Best hand with player two cards plus any three cards in horizontal, vertical, or diagonal row. Showdown. High hand wins. Losing players toss one of their posts into a separate pot. Redeal cards. Continue play until one player has last post. Last player collects post pot and the game ends.

### Spit in the Ocean

Four cards down to each player. One card up in middle. Play like 5-card draw. Middle card shared by all players. High hand wins the pot.

- Same rank cards as middle wild.

### Guts

Two cards down to each player. Ante. Use cards to form high hand (no Straights or Flushes). Hold cards face down above table. Dealer calls "one-two-three-drop". Players who fold drop cards. Players who stay hold cards. Highest hand wins. Losing players must pot. New deal. Play continues until one player stays.

- Play 3, 4, or 5 cards.
- Invisible Hand.

### Buddha's Folly

Three cards down to each player.

Dealer turns top card of deck face up. Player on dealers left has option to take card or pass it to next player clockwise. If card taken, player must replace it with one of their cards. Discarded card becomes deck card and passed to next player. Play continues until a card makes full round without being taken. Play then continues as Guts. High hand wins the pot. Losing players match pot.

### Seven Twenty-Seven

Two cards down, one card up to each player. Aces worth 1 or 11, number cards worth face value. Face cards worth 1/2 point. Objective to get as close to 7 or 27 without going over. Play begins with lead player who takes one card from deck. Play rotates clockwise to all players who have the opportunity to take one card from deck. Bet. Play continues with another take until no player takes card. Bet. Showdown. The hands closest to 7 and 27 without going over split the pot.

### Ten

10 cards down to each player. Each player rolls two cards. Place one card on left going low. Second card on right going high. Bet. Repeat. High and low hand split the pot..

### Omaha

Two cards down. Bet. Deal three cards up. Bet. Deal fourth card up. Bet. Last card down to each player. Bet and showdown. High hand wins.

### Cincinnati

Five cards down. Five cards down on table center. Bet. Expose card. Bet. Repeat until all cards exposed. Bet and showdown. High hand wins.

- Last card and alike cards wild.

### Iron Cross

Four cards to each player. Five cards down forming a cross. Bet. Expose one card. Bet. Expose second card. Bet. Continue until fifth card exposed. Showdown. Use any combination of cards in horizontal or vertical row. High hand wins.

- Center card and alike cards wild.

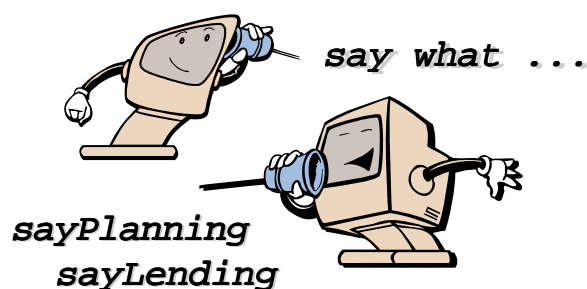
### Hand Ranking

- Five of a Kind (w/ wild)
- Royal Flush
- Straight Flush
- Full House
- Flush (same suit)
- Straight (in sequence)
- Three of a Kind
- Two Pair
- Pair
- High Card

## Print this 1-page Guide for Future Reference

### Planning and Financing Guides

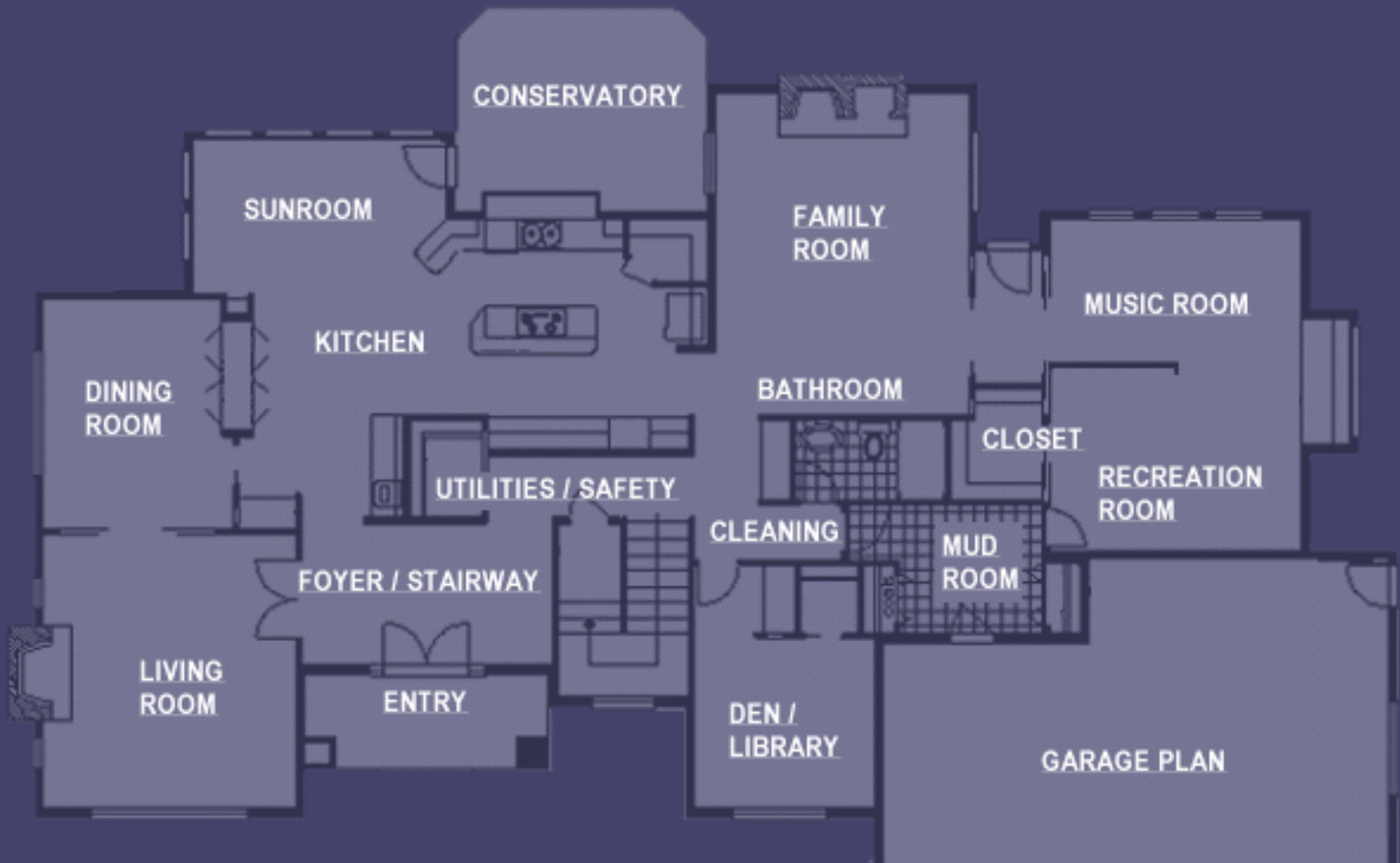
Planning Guides	
<input type="checkbox"/>	Going to college? Complete step-by-step plan for first-time high school students? Site address: <a href="http://www.SayPlanning.com/OfftoCollege">http://www.SayPlanning.com/OfftoCollege</a>
<input type="checkbox"/>	Saving for college? Learn everything you need on State 529 Plans. Find the right plan. Site address: <a href="http://www.SayPlanning.com/MyNetInvest">http://www.SayPlanning.com/MyNetInvest</a>
<input type="checkbox"/>	Buying or selling your home? Step-plans on information you need for making informed decisions. Site address: <a href="http://www.SayPlanning.com/OwnMyHome">http://www.SayPlanning.com/OwnMyHome</a>
<input type="checkbox"/>	How about building your home. Find how-to manage steps, contractors, spec plans, more. Site address: <a href="http://www.SayBuild.com">http://www.SayBuild.com</a>
<input type="checkbox"/>	Maybe you are looking to remodel or improve your home. Need some ideas? site address: <a href="http://www.SayPlanning.com/LetsRenovate">http://www.SayPlanning.com/LetsRenovate</a>
Other Planning Guides	
<input type="checkbox"/>	Lower your monthly bills. Saving tips on housing, food, transportation and more: Site address: <a href="http://www.SayPlanning.com/bills">http://www.SayPlanning.com/bills</a>
<input type="checkbox"/>	Other planning guides for career, moving, debt management, ID theft and more: Site address: <a href="http://www.SayPlanning.com">http://www.SayPlanning.com</a>
Financing Guides	
<input type="checkbox"/>	Understand home mortgage lending: Site address: <a href="http://www.SayLending.com/PickMyMortgage">http://www.SayLending.com/PickMyMortgage</a>
<input type="checkbox"/>	How can your home equity help you? Site address: <a href="http://www.SayLending.com/YourEquity">http://www.SayLending.com/YourEquity</a>
<input type="checkbox"/>	Everything about Education Lending: Site address: <a href="http://www.SayLending.com/SayStudent">http://www.SayLending.com/SayStudent</a>
<input type="checkbox"/>	Finding the right loan and lender. Search our network of online or local lenders: Site address: <a href="http://www.SayLending.com">http://www.SayLending.com</a>





# Ready for your party?

## Now where in your house will you hold it?



Visit our Home Improvement / Renovation Center for great home ideas and improvement plans.