

**Typical Winning Hands (6 players):** With six players it usually takes at least Three-of-a-Kind to win. Straights and Flushes are more likely the minimum you'll need. I have routinely seen Four-of-a-Kinds, Straight-Flushes, and Five-of-a-Kinds win this hand.

### Variations

- Midnight Baseball can be played without the At Bat feature. This then eliminates the unfair advantages and disadvantages. To play this variation, simply have everyone turn over one card at the same time, then bet. Then everyone turns over a second card and bets. In affect, this becomes a 7-Card Stud game where all the cards are blind to the players until they are turned. Threes and Nines are still Wild Cards, and Fours still give you the option to buy another card. In this variation, I would recommend that any extra cards purchased be dealt as Up Cards, immediately at the time of purchase. This way, everyone will always have the same number of Down Cards left to turn.

## Red River

*(a variation of 7-Card Stud)*

Game Category	Table Card Game
NUMBER OF CARDS	7
NUMBER OF BETTING ROUNDS	5
COMPLEXITY	Intermediate
DURATION	Moderate
WILD CARDS	Depends on Player's Selection
FEATURE CARDS	Each Player's selected Red Hole Card



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### Play Sequence

This game combines the features of a Wild Card in the Hole with Roll Your Own. All cards are dealt as Down Cards. As players roll cards, they must keep in mind that they may select one Red Hole Card to be their Wild Card (and any like it are also Wild – whether Down or Up).

- \_ Deal three Down Cards to each player (played as Table Cards). When all players have received their initial three cards, each player executes the “Roll Your Own” by selecting one of his three Down Cards to reveal to the other players. He “rolls” the card by turning it over on the table as an Up Card (just as if it had been dealt to him as an Up Card). (see “Roll Your Own” procedures in section One of this guide). The best way to execute the “Roll Your Own” feature is for each player to pick up one card from among his Down Cards. Then, when everyone has chosen their card, everyone “rolls” their chosen card at the same time. In this fashion, a player’s decision on which card to roll cannot be influenced by the card any other player rolls.
- \_ Betting round #1
- \_ Deal fourth card to each player as a Down Card. Then all players select one of their three Down Cards and roll it as an Up Card.
- \_ Betting round #2
- \_ Deal fifth card to each player as a Down Card. Then all players select one of their three Down Cards and roll it as an Up Card.
- \_ Betting round #3
- \_ Deal sixth card to each player as a Down Card. Then all players select one of their three Down Cards and roll it as an Up Card.
- \_ Betting round #4
- \_ Deal seventh card to each player as a Down Card. On this round, no cards are rolled, thus, everyone ends up with a standard 7-Card Stud hand where they have three Down Cards (Hole Cards) and four Up Cards
- \_ Betting round #5
- \_ Players show their Hole Cards and a winner is determined (unless, of course, the high bettor has not been called, in which case he is the winner by default and does not have to show his cards)



**Comments:** This game is played as Roll Your Own. Therefore, ALL cards are dealt as Down Cards, and the players determine which cards are revealed. High hand showing always leads the betting. With three Hole Cards, bluffing is definitely an option.

**Game Dynamics:** Obviously, you will want to keep at least one Red card as a Hole Card, to ensure you have a Wild Card. There is a small chance that you will be dealt seven black cards, in which case you will not have a Wild Card and will therefore be at a serious disadvantage. During the course of play, you may change your mind as to which of your Red cards you keep in the hole and designate as your Wild Card. After all, none of your opponents will know your Wild Card selection until the game ends. No doubt, if you are dealt a Pair and one of the cards in the Pair is a Red card, you'll probably keep at least the Red card as a Hole Card and thus give yourself two Wild Cards. Having said that, it does not always play out that way, for you may have rolled a Red card only to find it paired by virtue of a subsequent card dealt to you, but by then it's too late to keep the Red card in the Hole.

Pay attention to how your opponents' hands are developing, as Straights and Flushes can often result. Don't drop out unless you're sure someone else is going to win (though certainty is almost impossible with players having the option to designate their own Wild Cards.) Often the last card dealt will provide the winning edge.

**Typical Winning Hands (6 players):** On rare occasions a Three-of-a-Kind could be the best hand, but you should figure on a minimum of a Straight to have a chance at winning. Flushes or Full Houses are likely. Don't feel overly confident until you have at least a Four-of-a-Kind, especially if one or more opponents have a Pair showing.

#### Variations

- \_ Play like standard 7-Card Stud, without the "Roll Your Own" feature (2 Down, 4 Up, 1 Down).
- \_ Play as Black River instead of Red River – choose any Black Hole Card for your Wild Card.



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