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Introduction

Oasis Poker (sometimes incorrectly referred to as Caribbean Stud Poker or Caribbean Poker, which is a different game) is a casino poker game, meaning that it's derived from classic player vs player poker, but instead the player plays against the house. Oasis Poker is a derivative of Caribbean Stud Poker that allows the player to discard undesirable cards to receive a replacement. Oasis Poker is played with a standard 52 card deck.

We are aware of Oasis Poker being offered at Net Entertainment, Betsoft, GameSys and Galewind casinos.

Play Structure

Initially the player places an

'Ante' wager and the dealer will deal out 5 cards to the player and themselves. All but one of the dealers cards are dealt face down (often referred to as 'Hole' cards). The player then has to make the decision to either Fold their hand – losing their Ante wager – discard up to 5 cards or 'Call'. Where the player chooses to discard cards they will be charged a fee equal to the Ante bet for each card they exchange. This fee is not a bet and will not be returned regardless of the outcome of the hand. If the player chooses to Call – either before or after discarding cards - they have to place a bet twice the size of the Ante wager then the dealer's hole cards are revealed and the hands are compared.

Hand Comparison

Oasis Poker ranks hands according to a hierarchy

common to poker games which is explained below (strongest to weakest);

* Royal Flush –

The Ace, King, Queen, Jack and Ten cards all of the same suit.

* Straight Flush – five

numerically adjacent cards of the same suit (Example – 4, 5, 6, 7 and 8 of Diamonds). Where both the player and dealer hold a Straight Flush the hand with the highest card is considered the winner.

* 4 of a Kind – four cards of matching rank (Example - 7 of

Hearts, Clubs, Diamonds and Spades). Where both the player and the dealer hold 4 of a Kind the hand with the higher rank is considered the winner.
* Full House – three cards
of the same rank and two cards of a different but matching rank (Example – 8 of Hearts, Clubs and Diamonds and Jack of Spades and Hearts). Where both the player and dealer hold a Full House, the hand with the higher rank 3 of a Kind is considered the winner.
* Flush – five cards of the same suit (Example – Ace, 8, 5, 2 and Queen of
 Spades). Where both the player and dealer hold a Flush the hand with the highest card is considered the winner. Where the highest card is matched the second highest is consider and so on.
* Straight – five numerically adjacent cards ignoring suit (Example
– 7 of Spades, 8 of Spades, 9 of Clubs, 10 of Diamonds and Jack of Diamonds). Where both the player and dealer hold a Straight the hand with the highest card is considered the winner.
* 3 of a Kind – three cards of the same rank with 2 unmatched cards
(Example – 9 of Spades, Clubs and Hearts with any two other cards that are not the 9 of Diamonds or a matching pair). Where both the player and dealer hold a 3 of a Kind, the hand with the higher ranked 3 of a Kind is considered the winner.
* Two Pairs – two
sets of two cards of matching rank with one unmatched card (Example – 4 of Clubs and Hearts, 8 Clubs and Spades and a fifth unmatched card). Where the player and dealer both have two pairs, the hand with the highest pair is considered the winner. If both hands have matching top pair, the higher of the two lower pairs is considered the winner. Where both pairs are matched, the hand with the higher 'Kicker' (final unmatched card) is considered the winner.
* Pair - two cards of matching rank with
three unmatched card (Example – 6 of Clubs and Hearts and any three other cards that are not the six of Spades or Diamonds and are not of matching rank). Where the player and the dealer hold a matching pair, the hand with the highest Kicker card wins. If the Kicker also matches, the hand is decided by the second Kicker then the third if the second Kickers also match.
* High Card – any five unmatched cards ranked as the highest
card (Example – 5 of Spades, 9 of Clubs, 7 of Clubs, 2 of Hearts and Ace of Diamonds would be considered 'Ace High').
In the instance where both the dealer and player have
hands of matching value by the above table the hand is considered a push and the player's bets are returned.
Payouts
As with many other poker based casino games, there
 is a qualification hand for the dealer to play. As such payouts vary depending on whether the dealer qualifies or not. The dealer qualifies if their hand is Ace/King or better.
If the player loses all bets placed are lost. If the player Folds they lose
their Ante bet. If the player wins payouts are decided as follows;
* If the player wins
and the dealer does not qualify the Ante bet is paid out at 1 to 1 while the Call bet pushes.
* If the player wins and the dealer does qualify the Ante bet is paid at 1 to 1
 and the Call bets is paid according to the following paytable;
Hand GameSys Payout*
Payout Royal Flush 100 to 1 100 to 1 Straight Flush 50 to 1 50 to 1 Four of a Kind 26 to 1 20 to 1 Full House 8 to 1 7 to 1 Flush 5 to 1 5 to 1 Straight 4 to 1 4 to 1 Three

of a Kind 3 to 1 3 to 1 Two Pairs 2 to 1 2 to 1 Pair 1 to 1 1 to 1 Ace/King 1 to 1 1 to 1 House Edge XXX 0.47%

* This paytable is only used on the 'Without House Edge' version of Oasis Poker. It should be noted that when playing the Without House Edge games that the house take a 10% cut of any winnings at the end of the session.

Alternative Discard Rules

Galewind software offer an alternative discard rule. Instead of being charged a full Ante bet for each card discarded the charges for discarding different numbers of cards are as follows;

Number of cards discarded Cost 1 1xAnte 2 2xAnte 3 3xAnte 4 2xAnte 5 1xAnte

With this rule Galewind software also make an adjustment to the Call bet paytable;

Hand Payout Royal Flush 100 to 1 Straight Flush 50 to 1 Four of a Kind 20 to 1 Full House 6 to 1 Flush 5 to 1 Straight 4 to 1 Three of a Kind 3 to 1 Two Pairs 2 to 1 Pair 1 to 1 Ace/King 1 to 1 House Edge 0.55%

Jackpot Bet

The GameSys, GamesOS and Galewind software Oasis Poker games also offer a side bet referred to simply as the 'Jackpot' bet. This side bet is optional but if the player chooses to place the Jackpot bet it costsR$1 and the results are based only on the player's final hand (after any dicard/replacements). The payouts for the Jackpot bet are provided below;

Hand	Hand Probabilities	GameSys*	GamesOS	Galewind
Royal Flush	0.00000153908	1000	1000	Jackpot
Straight Flush	0.0000138517	500	500	10% of Jackpot
Four of a Kind	0.00024	200	200	500
Full House	0.001441	70	100	100
Flush	0.0019654	50	60	50
Straight	0.003924646	40	40	
3 of a Kind	0.021128451		25	
Jackpot Range	NA	NA	25000-110280*	
Break Even Value	NA	NA	218009.7	
House Edge	3.05%	51.69%	31.50%-56.44%*	

* This paytable is used for both the normal and 'Without House Edge' versions of Oasis Poker at GameSys casinos.

**The Galewind website lists the theoretical minimum House Edge for the Jackpot bet as 24.04% which would equate to a Jackpot size ofR$135793.56. Our Jackpot range is based on the reset value and the maximum value we've seen.

Calculating the House Edge and Break Even value for the Jackpot Bet

It is possible calculate the House Edge and break even value for any jackpot value at the Galewind game simply by using the Hand Probability figures. To calculate the House Edge we multiply the Paytable values by the probabilities, sum the results and subtract the remaining possibilities. So if we have a Jackpot value of 94000 the calculation would be as follows;

$$94000 \times 0.00000153908 + 9400 \times 0.0000138517 + 500 \times 0.00024 + 100 \times 0.001441 + 50 \times 0.0019654 - (1-(0.00000153908 + 0.0000138517 + 0.00024 + 0.001441 + 0.0019654+))$$

$$0.14467352 + 0.13020598 + 0.12 + 0.1441 + 0.09827 - (1 - 0.00169639)$$

$$0.4309795 - 0.9998303609 = -0.3626$$

So the House Edge for this Jackpot size is 36.26%

House Edge*

The House Edge of Oasis Poker using the standard paytable and across the full round of wagering (Ante bet, Discard fees and Call bet) and assuming that the player plays using the optimal strategy discussed below is 0.47% and Net Entertainment casinos and 0.55% at Galewind casinos. If the player does not play optimally this figure will rise.

The House Edge of the Jackpot bet is dependent on the paytable the casino is using and the size of the Jackpot, but our observations places the House Edge value between 31.50% and 56.44%.

For further information regarding the house edge for both the main game and the Jackpot bet see Beating Bonuses (http://beatingbonuses/oasis.htm).

Optimal Strategy

The most important aspect of correct strategy while playing Oasis Poker is not to play the Jackpot side bet unless it is over the breakeven values listed above. As the Jackpot theoretically should never exceed the breakeven point this means the player should never play the Jackpot bet. Even if the Jackpot value was above the breakeven value you should be aware that this bet has an extremely high variance and it's highly unlikely that the regular player will ever hit the Jackpot, meaning that realistically the regular player will be playing with a far higher house edge.

The Optimal Strategy for Discard decisions when playing Oasis Poker is relatively straight forward. Unlike Video Poker games the fee for replacing cards makes discarding a poor choice except in a small number of situations, namely;

- When the player holds four cards of a Royal or Straight Flush and their hand is not a Straight or a Flush. (Discard the one non-Royal/Straight Flush card)
- When the player holds four cards of a Flush and does not have a Pair. (Discard the one non-Flush card)
- When the player holds four cards to an Outside Straight* and does not have a Pair. (Discard the one non-Straight card)

This strategy can be improved on with a little added complexity be discarding;

- When the player holds four to a Flush with a 22 through 66 pair and the dealer's upcard is of higher rank than the pair. (Discard the one non-Flush card)
- When the player holds four to an Outside Straight* with a 22 or 33 pair and the dealer's upcard is of higher rank than any cards the player holds. (Discard the one non-Straight card)
- When the player holds four to an Inside Straight* without a pair and the highest card of the Straight is 10 or more with the dealer's upcard of lower rank than any card in the Straight.

* An 'Outside' Straight is four cards that are numerically adjacent meaning that two different cards would create a Straight (i.e. 6, 7, 8, 9). An 'Inside' Straight would be four cards that could make a Straight with a gap in between meaning only one card rank could complete the Straight (i.e. 3, 4, 6, 7).

The above is only the strategy for the Discard decision.

For the Fold/Call decision the decisions are similar to Caribbean Stub Poker and as such are too complex for all but the most dedicated player to memorise. A simplified version of this strategy would see the player Call with any hand of Ace/King/Jack/8/3 or better. This results in a house edge 0.1% higher than the full

optimum strategy. For full Optimum Strategy you can use our Strategy
Calculator;

Fairness Calculator

Below you can find a calculator to allow you to check
the fairness of your wins/losses when playing Oasis Poker.
*This fairness calculator
will assume that you've been playing with the optimal strategy detailed above. If you
have not then the calculator will NOT return accurate results.

Winning

Strategies

Offline

Hole Carding, Steering or Sorting

Unlike Blackjack the techniques
used to gain an advantage over the game of Caribbean Stud Poker in the offline
environment are not nearly so widely discussed. Gaining information on dealer's hole
cards – be that via edge sorting, steering or hold carding – can produce a player
advantage as long as the information is used to alter the player's strategy. Even with
information on up to two of the dealer's hole cards and an optimised strategy the
player still has a substantial disadvantage (nearly 2%) so you need to have knowledge
of at least 3 of the dealer's hole cards before this is a worthwhile game. With perfect
 knowledge of all four dealer hole cards the strategy is trivial – Call, any winning
hand or hand where the dealer will not qualify – though it may be worth playing some
losing hands to avoid unusual/suspicious folding decisions where you hold a strong
hand. With knowledge of only three hole cards or imperfect knowledge of four cards the
strategy is more complex.

The rarity of being able to obtain information on 3 or more
of the dealer's hole cards and the high skill level involved ensure that only the most
diligent of professional players are ever likely to come across this information and it
should be emphasized that the risks involved in gaining less than perfect information
are likely to be substantial.

The best source of information on how best to play with
additional information can be found in James Grosjean's 'Exhibit CAA: Beyond Counting'.
The author provides the full and correct Optimal Strategy for Caribbean Stud Poker for
each of the different scenarios where additional information can be gathered. This book
is widely considered the Bible for the professional player and as such is not a
worthwhile investment for anyone other than a full time professional Advantage Player
(not to mention it requires a professional reference to obtain).

Optimum Strategy and

Sharing Hand Information

Offline the rules of Oasis Poker prohibit players sharing
information about their hands. Online it's certainly possible to share hand information
if a multi-player tables could be found without the casino being aware of it. However
given the prohibited nature of this activity in the offline game we would not like to
comment on the ethics of engaging in such activities. As such the following information
is for use at the player's own risk – we do not encourage players to share information
while playing Oasis Poker. We're also not aware of any multi-player options in the
online environment and include this information simply due to the easy modification
from Caribbean Stud Poker.

While the House Edge of Caribbean Stud Poker cannot be
reduced enough to give a player advantage without more hands being played than we are
aware of being available online (at least 7 hands), given that the Discard decision
substantially reduces the overall House Edge of the game, it may be possible to gain a
Player Edge at Oasis Poker if enough additional hands are known.

According to James
Grosjean you would need to have information on a full 7 hands and the dealer's up card
(36 cards in total) alongside a playing strategy optomized to the additional
information to gain an edge of 2.374% over the house. 6 or less hands and the house
retains the edge. Even with complete information the strategy required to obtain this
edge is far too complicated for human application. Grosjean has developed a count
system that couple be feasibly applied by a team of human players that achieves a
player advantage of 1.34%. We have neither the desire, the inclination, nor the
permission to republish the details of this count system, but interested parties should
look to get hold of Grosjean's book 'Exhibit CAA: Beyond Counting'. It should be stated
 that the opportunities for application of this system are extremely rare and very
likely not worth the effort for anyone but the most dedicated professional player.
In
the Optimal Strategy section of this article you will find our 'Strategy Calculator'.
This calculator has an option to generate the Optimum Strategy when additional cards
are known. Simply check the 'Enter Additional Removed Cards From Deck' option and AFTER
you've entered your hand and the dealer's upcard, click on the cards that you are aware
of.
Online
There are several methods of legitimately gaining an advantage playing
online Oasis Poker games. By and large these involve the use of promotions, bonuses and
comp point systems as the games by themselves – assuming the game is functioning in a
correct fashion and there are no errors in the paytable – will not provide any
additional information about the cards and shuffles after every hand.
It should be
noted that online advantage play is not specific to Oasis Poker and in recent years the
wagering requirements for player's choosing to play any table game has inflated to the
 point that Oasis Poker is now often a sub-optimal choice for the player. For more
information on beating online casinos see BeatingBonuses.
References
James Grosjean
'Exhibit CAA: Beyond Counting'
* All 'House Edge' figures in this article are based on
the 'loss per unit wagered' rather than 'loss per initial bet'.

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Hades II: A Greek Mythology-Themed Action Game

El tiempo llega para todos, y en Hades II, incluso los dioses no están 4 a salvo de su ira. Este emocionante juego de acción con temática de mitología griega es la primera secuela del 4 estudio de arte Supergiant Games, lo que significa que tiene la difícil tarea de superar a un predecesor que ganó 4 innumerables premios y elogios generalizados de la crítica. Afortunadamente, el tiempo está del lado de los desarrolladores: aunque puedes comprar 4 Hades II en este momento, está bajo la apariencia de "acceso anticipado", lo que significa que aún hay algo de 4 contenido placeholder en él. Sus creadores están recopilando comentarios de los jugadores en la esperanza de lanzar finalmente un juego 4 terminado que cumpla con las altas expectativas.

Un nuevo personaje y una historia familiar

Quizás la comparación más cercana con lo que 4 Hades representa en el mundo de los videojuegos es la traducción de Emily Wilson de La Ilíada, que siguió a 4 su muy elogiada interpretación de La Odisea. Donde el trabajo de Wilson ayuda a recontextualizar la mitología griega para audiencias 4 modernas, la serie Hades tiene la ambiciosa intención de expandir esos mitos. El primer juego presentó a Zagreus, hijo de 4 Hades, una figura raramente citada del panteón que buscaba escapar de las garras del inframundo. Hades II toma un camino 4 similar, colocando a los jugadores en los zapatos de Melinoë, una figura tan oscura que los estudiosos especulan que puede 4 ser una sincretización de Perséfone. Figuras como estas son terreno fértil para Supergiant Games, que ha configurado un drama familiar 4 que solo es posible cuando involucra a una cohorte de dioses discutiendo.

Una búsqueda de venganza contra el Titán del tiempo

Melinoë 4 está en una búsqueda de venganza contra Cronos, el Titán griego que personifica el tiempo. En el mito original, Cronos 4 se levanta al poder derrocando (y castrando) a su padre, pero Cronos está atormentado por la paranoia después de una 4 profecía que predice que también será derrocado por sus descendientes. Para evitar este destino, Cronos come a sus hijos (Hades 4 entre ellos), un acto inmortalizado en la famosa y espeluznante pintura de Peter Paul Rubens. Son liberados más tarde de 4 su vientre por su hijo más joven, Zeus, cuya madre lo escondió para evitar que fuera consumido, y Cronos es 4 desterrado a Tártaro, en las profundidades de la tierra. En Hades II, Cronos ha escapado de su encarcelamiento y ha 4 tomado como rehén a Hades, arrojando el reino de inmortales representado en el primer juego en el caos. Melinoë, una 4 hija de Hades, ahora debe luchar para entrar en el inframundo y derrotar a su abuelo.

Muerte y renacimiento

Donde la mayoría 4 de los juegos preparan al jugador para temer el fracaso, en Hades II, morir allana el camino hacia la iluminación. 4 Melinoë debe sumergirse en salas cambiantes llenas de peligros mitológicos que están ansiosos por matarla, y a menudo lo hacen. 4 Es una tarea imposible, digna de Sísifo, ya que cada muerte le quita al jugador todos los potenciadores y bendiciones 4 adquiridos durante su última carrera.

Un juego que recuerda tus acciones

La verdadera revelación de Hades II radica en su voluntad de 4 reconocer las acciones del jugador, sin importar lo insignificantes que sean. Si el jugador pierde una cantidad inusual de

salud 4 en una sola habitación, Melinoë lo notará. Si el jugador es derrotado por un personaje específico, los amigos en su 4 campamento se burlarán de él por ello, especialmente si lo ha superado antes. Un jefe puede mencionar encuentros anteriores para 4 burlarse de Melinoë o reconocer su propia derrota. Este diálogo flexible estaba en el primer juego, pero a menudo era 4 demasiado breve. Hades II expande el alcance de las cosas que recuerda, sin importar lo insignificantes que sean. A medida 4 que juegas, el juego se convierte en una amalgama de detalles cuidadosamente considerados que florecen en algo profundamente personal. Para 4 un jugador trabajador, estos pequeños pero consistentes guiños a tus esfuerzos son un poderoso incentivo para seguir luchando contra probabilidades 4 abrumadoras.