

PowerPoker Game Manual



By the PowerPoker Group

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1 Introduction

Our game is an upgraded version of the classic poker Texas Hold'em. We introduced special items in form of so called PowerCards. There are four different types which are: The "Switcheroo" lets you change the personal game cards with an opponent, the "Gambling-Addict" forces you to set a certain percentage of oneself total budget and the "Mind-reader" lets you see the cards of an opponent. Last but not least the fourth card is a filler card the so-called "No Card" PowerCard the card does not do anything.

2 About a Game

2.1 The Rules

Texas Hold'em is a variation of the classic Poker-Card-Game. Ultimate goal of the Game is to win all Pokerchips. The game consists of general rounds which end with one or more players winning the Pokerchips that were bet in the smaller rounds. At the beginning of every general round every player gets dealt 2 cards which only they can see and five on the table. This action is performed by the dealer which changes every general round and is the starting point of the game. Next in line after the dealer are the so called Smallblind and Bigblind. After that the cards are dealt the Smallblind and Bigblind have to place their mandatory bets which are newly settled every general round.

After the first round of betting, calling, folding or checking the first three of five cards are flipped on the table. After the "flop" the players can again bet, call, fold or check. This happens for the three main smaller rounds which are the already heard "flop", "the turn" and "the river". The "the turn" and "the river" unveil only one card for each. After "the river" the players that have not folded yet have one last round of betting after this the cards of each player are shown and the one with the best combination of the two cards on their own hand and from the five on the table wins. The combination consist starting with two cards and end at the maximum of five cards that can be combined.

For our version we have added special cards one for each player that have special abilities as mentioned in the introduction. The PowerCards are dealt whit the normal cards separately for every general round. They have to be used at the beginning round which means contemporary to the very first betting.

2.2 The combinations

One player can combine their own hand dealt cards with the five cards on the table.

The player with the best combination who did not fold until the end wins the pot. In general the cards with which poker is played are 52 cards starting from the "2" up to the "10" to which follow "Jack", "Queen", "King" and the "Ace".

There are four different signs: "Diamond", "Spade", "Club" and "Heart". Every sign has it's own sequence from "2" to the "Ace". Special case here is the "Ace" which can be used as "1" or "Ace" therefore the sequence can also start with a "1".

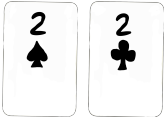
Here are the combinations listed from weakest to strongest.

2.2.1 High-card

If no pair is resulting then the High-card combination applies. It consists of the comparing of the cards and the player with the higher card wins.

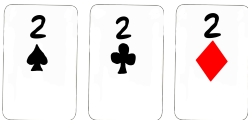
2.2.2 Pair

The pair is the combination of two cards which have the same value for example two "Kings". If two or more players have a pair and no other combination of other players are ranked higher then the highest pair wins.



2.2.3 Triple

The triple is the combination of three cards which have the same value for example three "9". If two or more players have a triple and no other combination of other players are ranked higher then the highest triple wins.



2.2.4 Straight

Five cards of any kind in sequence. For example "2","3","4","5","6". If two or more players have a straight and no other combination of other players are ranked higher then the highest straight wins.



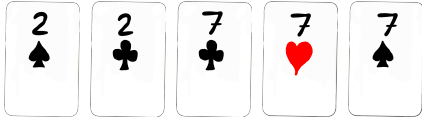
2.2.5 Flush

Five cards of the same sign. If other flushes are around then the winner is chosen by the "High-Card" Rule on the flushes.



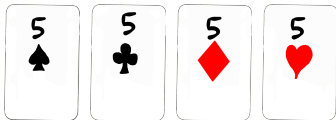
2.2.6 Full House

The Full House consists of the combination of five cards in total. The combination consists of a triple and a pair. If two or more players have a full house then the player with the highest triple of the full house wins.



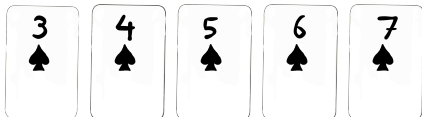
2.2.7 Four of a kind

Four of a kind as the name already tells us are the combination of four equal cards such as for example four "5". If two or more players have a four of a kind and no other combination of other players are ranked higher then the highest four of a kind wins.



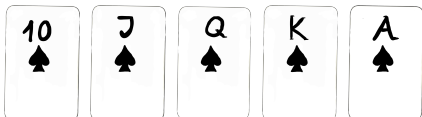
2.2.8 Straight Flush

Basically the combination of "straight" and "flush". Which is a sequence of five cards from the same sign.



2.2.9 Royal Flush

The highest "Straight Flush" which is a "Straight Flush" ranking from the "10" through to the "Ace".



2.3 PowerCards

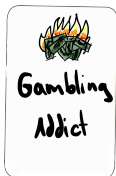
2.3.1 The "Switcheroo":

Lets you change the personal game cards with an opponent.



2.3.2 The "Gambling-Addict":

Forces you to set a certain percentage of oneself total budget.



2.3.3 The "Mind-reader":

Lets you see the cards of an opponent.



2.3.4 The "No Card":

Does not have a PowerCard value. In short terms it is an empty PowerCard.



3 Shall We Play a Game

3.1 Getting Started

To run the game you must have installed the latest Java version, and have a terminal opened from where the jar file is located.

If you want to start a Server with the jar file, run as:

```
java -jar "NameOfJarFile".jar server "Port"
```

If you want to start a Client with the jar file, run as:

```
java -jar "NameofJarFile".jar client "IPServer":"Port" "Nickname"
```

Once you established a connection with the server, a window will pop up which displays the lobby setup menu on the left and the chat on the right. Several game fundamental information are printed in the chat window.

The chat can be used to communicate with all the players on the server by selecting "All", inside the own lobby by selecting "Lobby" and by selecting "Whisper" one can chat with another player without the other players knowing it.

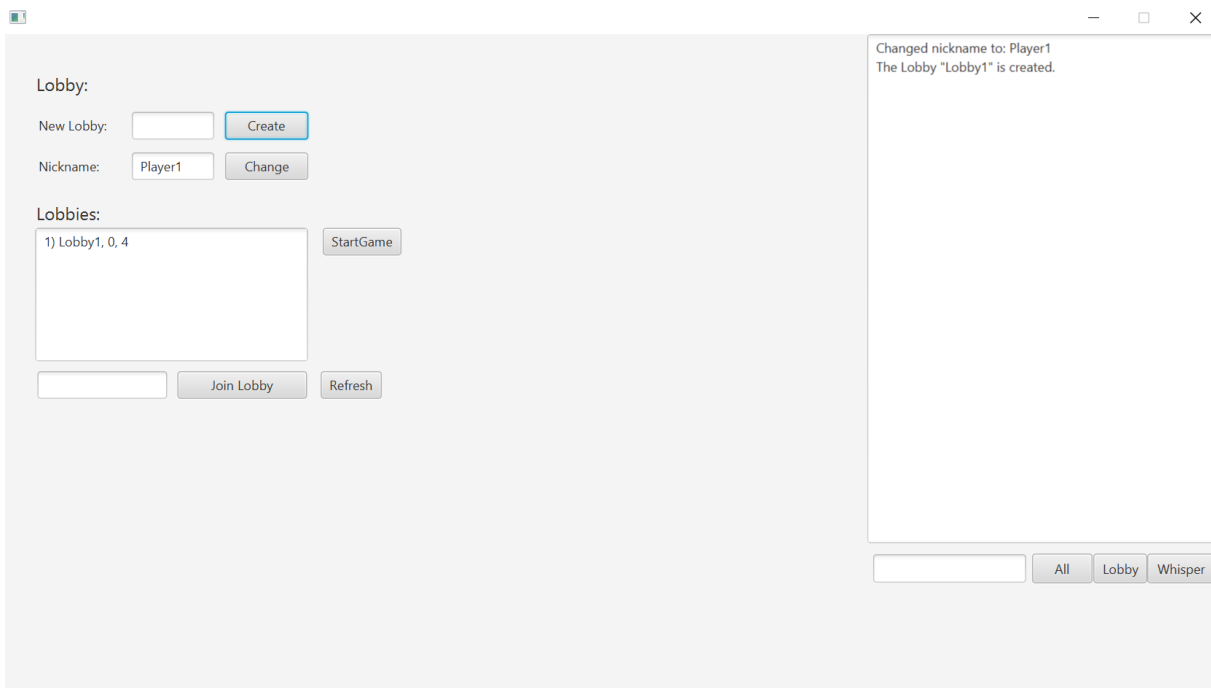


Figure 1: Lobby menu with the chat

3.2 To start and join Lobbies

Our game is fully playable via GUI. To start a game a server must be running and the players need to connect to the server via Clients see subsection 3.1.

The player gets logged in with the nickname that is put in the command line after the argument "Port" if no nickname is given the local-host name is set as a default nickname. One can change the nickname inside the lobby menu by clicking on the text field next to the button "change" typing the wished nickname and clicking on said button. A message will be printed in the client chat that confirms the nickname change.

To start a round of PowerPoker a lobby must be created and joined. One can create and join a lobby which gets displayed inside the lobby list. On the list the open lobbies are displayed in chronological order depending on when they were created. The lobby list entries show the information of the lobby-name, how many players there are in the lobby and how many players are required to start a game see Figure 1.

3.3 To start and play a Round

After that a lobby is created and all four players have joined one player can start a game of PowerPoker by pressing the "StartGame" button.

Once the game starts the window will change to the PowerPoker table and all players have to play their PowerCards and start playing. The playable options fold, call, raise and check are displayed in the bottom left corner and made clickable when one's at turn.

The Calling can begin. As we start a game by default with the person after the Bigblind all the players have to Call the initial mandatory bet of the Bigblind or either fold. Here the players have to use their PowerCards as it is the first round of betting.

The player at turn gets a message inside the chat that it is their turn. Now the buttons in the bottom left corner are enabled according to ones playing status. If one has to use a PowerCard the according buttons will show up near the other clients.

The game follows the betting and raising through until the next cards on the table can be unveiled. This is done for each round up until the river and after the last bet, check raise or fold the winner is determined.

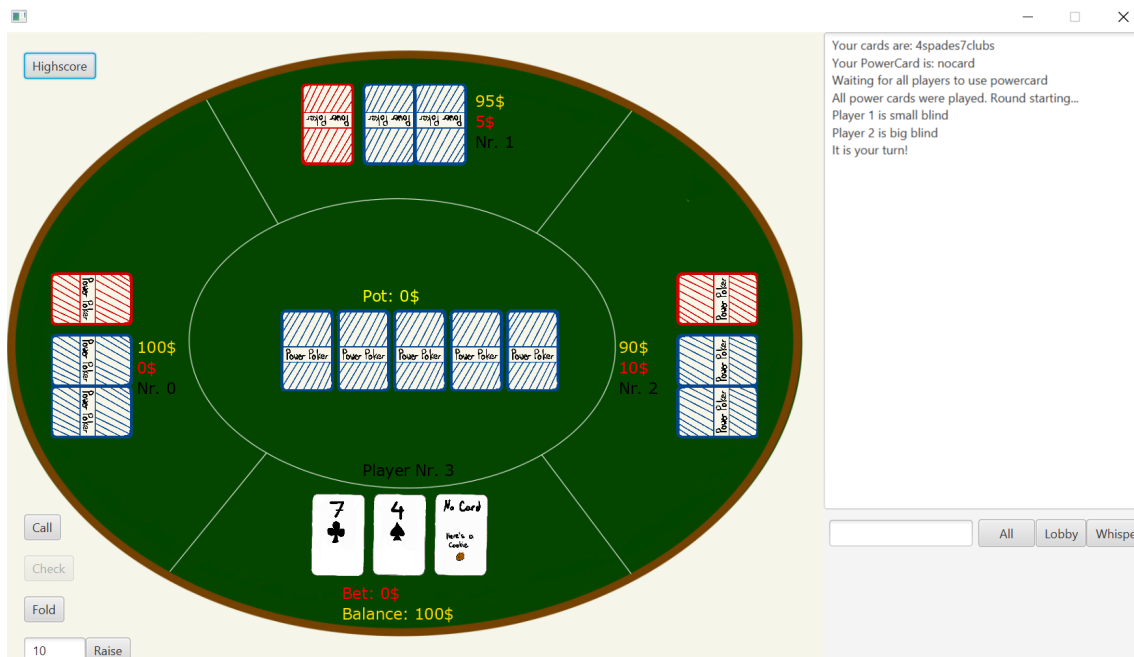


Figure 2: The game screen as seen from a player that has to either call, fold or raise over 10

3.4 PowerCards GUI implementation

3.4.1 Switcheroo and Mindreader

For these two PowerCards buttons near the opponents cards appear that can be clicked. They are labelled accordingly with "switch" and "read". The cards are displayed in the chat for the corresponding client that used the "read" button. By using the "switch" the cards of both players are updated in the GUI accordingly.

3.4.2 Gambling addict

The player that gets the "Gambling addict" PowerCard is going to be able to raise the requested amount unless the players before have already outscored the requested bet amount. The player gets a message in the chat if the action that is performed lies inside the rules of the PowerCard.

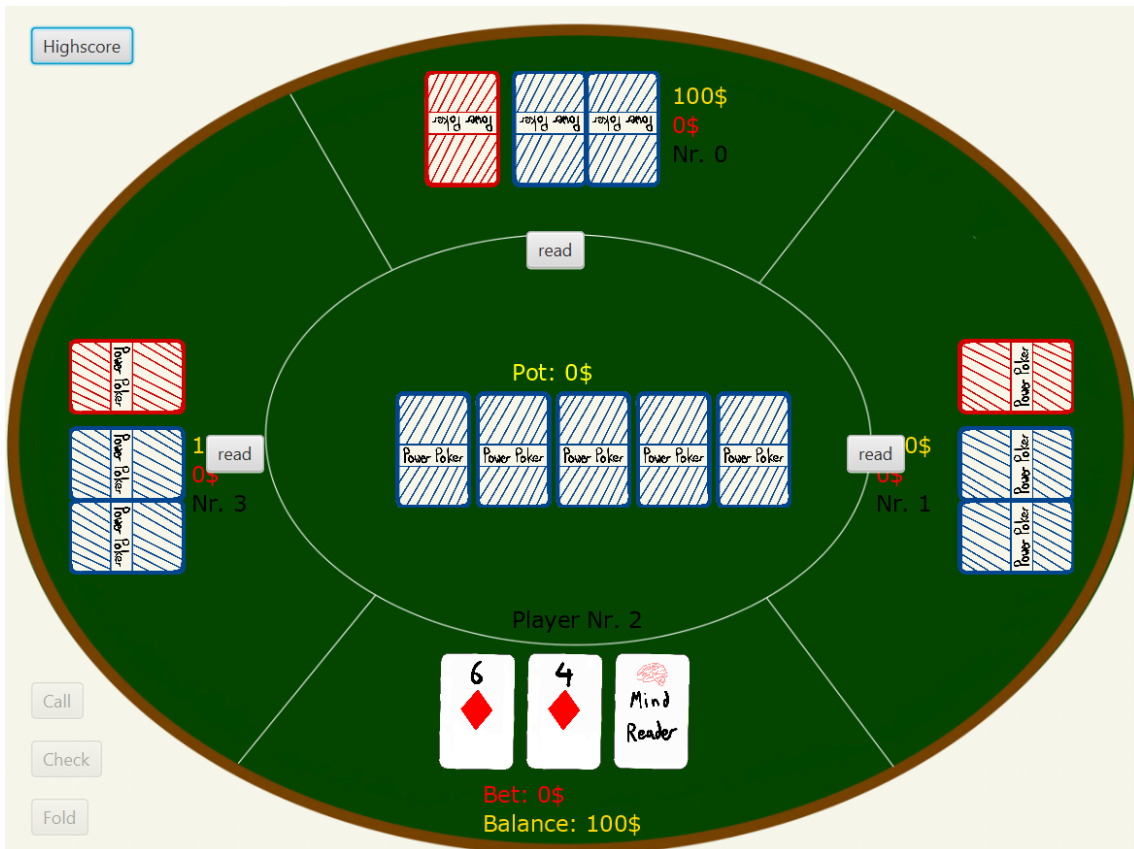


Figure 3: Example for the Mindreader that can be used with the "read" button

3.5 To leave a Round

After that a round of PowerPoker is concluded and the last player has won all the other players money the game ends. To quit the game one has the option to hit the "close window" button on their respective operating systems window. The window will close and the client will be shut down.

4 PowerPoker Group

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