

Welcome to OGCC Poker

This is intended to be a flexible way to play a wide range of games that are based on what the dealer wants to do. As such you could refer to it as a dealer controlled poker app. There are no game rules/logic built into the app. It merely provides a range of functions to deal and handle cards as well as pots/betting. If I did this right it should support, at a minimum the follow games:

- 7 card stud (normal or High/Low)
- 5 card draw (normal or high/low)
- Texas hold'em including 2.0
- Omaha and Tomaha
- Chicago and its variants
- Baseball
- Korean BUFU
- Buy A Card
- Pass the trash
- Quarters
- Elevator/Elevator-X
- Criss/Cross
- 727

To do this it does not attempt to apply rules, it provides facilities to deal cards to player and a common area (up and down), discard cards, flip cards, swap, pass and shift cards – which this document will explain. It also handles enabling locking certain features as part of the game phase management and managing blinds when needed. It supports betting features including betting from a main kitty or a tournament kitty (as as done in a hold'em tournament for instance). It has a main pot and three side pots as well as a separate pot for Buy-a-card purchases. It has all this and more but it is VERY utilitarian. No high budget graphics or fancy animation. A lot of point and click (not even drag and drop). Now to walk through a few parts of the game.

The log in screen



Nothing surprising here. If you want to play you should contact ogccpoker@gmail.com to request credentials. Logins are based on an email address and will use the email address of the person making the request. See the next section to understand how to link up with your friends at a table.

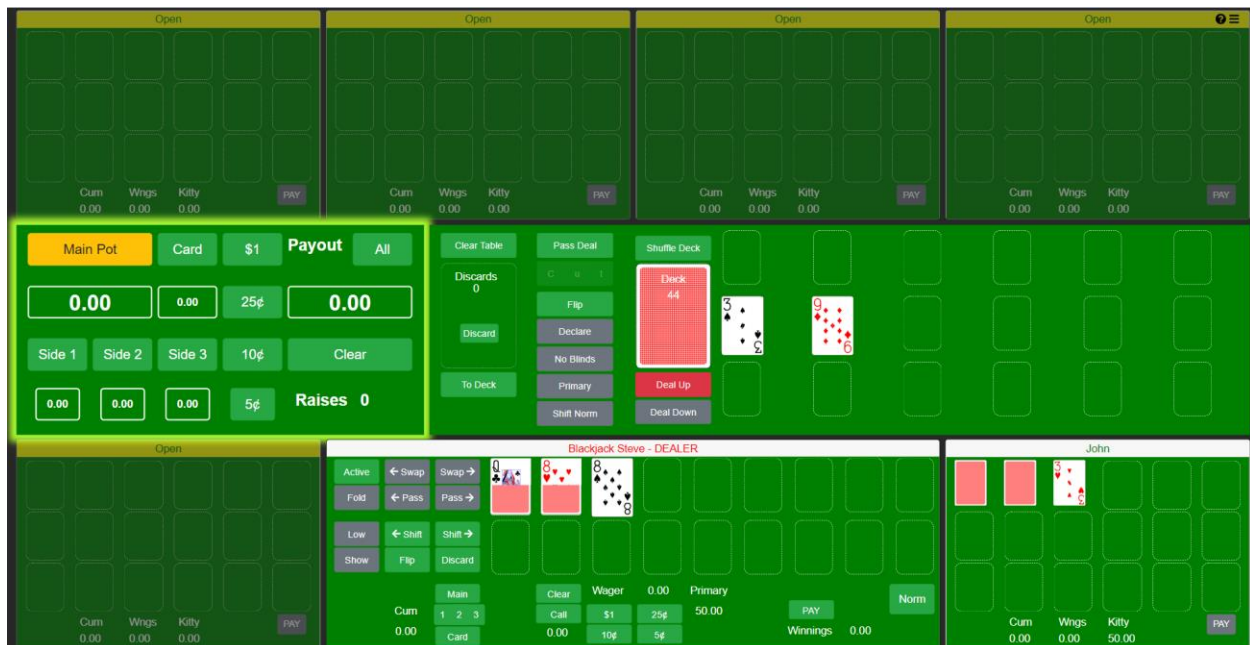
Note, the site is still in its early deployment phase and as such the operators reserve the right to limit the number of players using the site and therefore may not grant all requests to credentials.

Room Selection



Once you are logged in you will be taken to the table selection screen. Here is where you can meet up with your other players to join a game. When other players are already at the table you can select that table and join the game. These are all private tables and you must request that other players be added to your private table list when you initially ask for a login or when you want them added to your table.

Basic layout

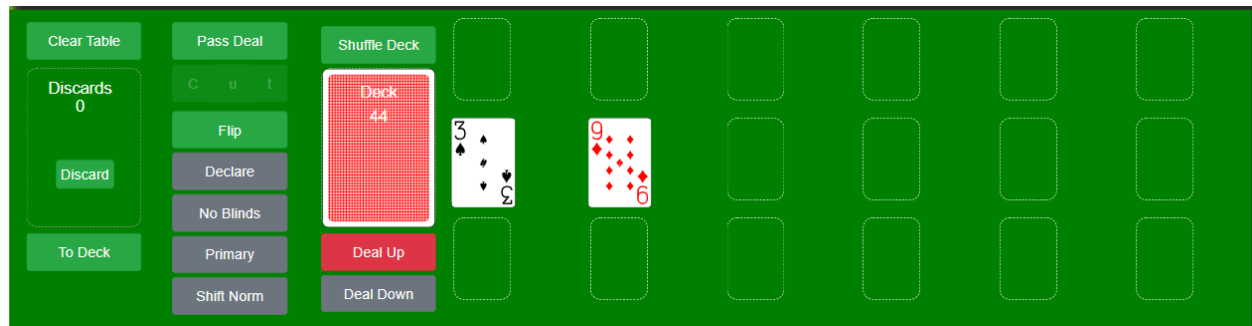


The screen is divided into 4 functional areas/groups. The middle contains the pot on the left and the dealer/common area on the right. The dealer is fully in control of these sections and control for the deal flows from right to left as the deal is passed. The bottom center is you. Here you have your controls for all the thing you want to do with your cards and your betting kitties. The other 6 sections are the remote players (max 7 players in all). They provide you enough room to see their cards and some basic status – that your allowed to see – about what they are doing. One thing you will notice is that this only supports a max of 18 card to any one place –that might limit certain strategies for games like 727.

The header of each of the player sections also contains additional information. The players username is displayed for each player. If an alias has been set (which you can do by going the pancake menu in the upper right and selecting personal settings) it will be displayed instead. The player that is the dealer has that status appended to their name and the font is red to make it easier to see. If player hasn't set their status to Active their header will be yellow and their area will be dim. If they are Active but folded their area will be dim. If their header is red then it means they have lost their real time connection to the site. Check you network status or reload the page to correct this. If you real time connection is not restored in 5 minutes the system will log you out because it thinks you left the game without doing so. Note that if you reload the page you must toggle Activate to get the sound effects back. Finally, as each player bets their area is highlighted in yellow to make it easier for the next player to bet to know it is their turn.

Now for a little more detail in each section.

Dealer section



The deal section provides controls for the deck. That starts with shuffling the card with the button above the deck near the center. Once you have shuffled, you can deal cards by selecting deal up or deal down (sticky buttons) below the deck. From there you can deal to the discard pile, yourself or any other player by merely clicking on the space in their area (note their user name is at the top of each person's area). You can also deal to specific positions in the common area to support games like elevator X. To the left of the deck are a series of control button. From top to bottom. Pass Deal passes control of dealing to the next active play on your left. Cut is used to allow the player to the right of the dealer to cut the deck. This isn't really necessary since the cards are fully randomized on the shuffle but it is provided if you want it. Though it is not required to perform a cut you can and you have three options. If you press the "c" you will cut the deck shallow (randomly in the first third of the deck), the "u" is a mid cut and the "t" in a deep cut. You can only cut once after a shuffle and the player allowed to perform the cut is the one to the left of the person that shuffled the deck. Flip is used to flip a common card over. You do this by clicking on the card(s) you want to flip and then clicking the Flip button. Also, you can flip a common card by double clicking it. When using the button, you can select one or more cards to flip at the same time. Note that there is a count of cards left in the deck and cards that have been discarded.

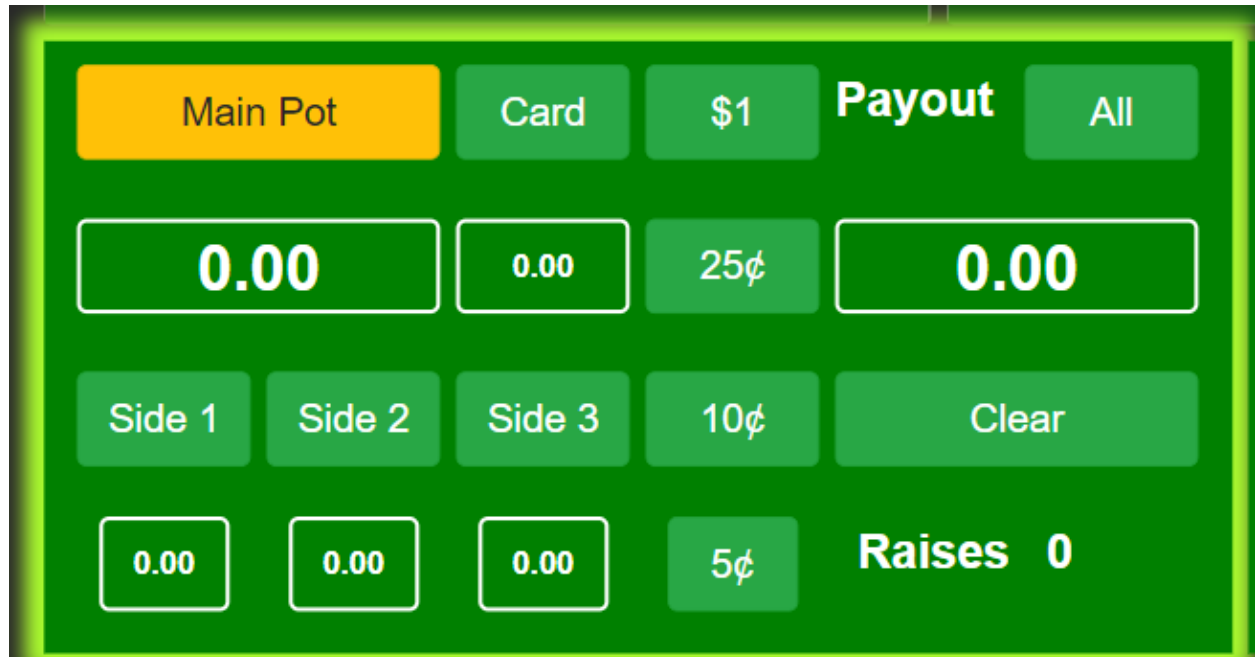
The next series of buttons deals with game play. The first, Declare, tells everyone this is a H/L game and enabled they high/low/both buttons. Blinds shows the blinds for games requiring them – like Hold'em - clicking it a second time bring up just the big blind (or button) used to track whose bet it is. The blinds are moved by any player clicking on it to rotate it left. Note when betting with blinds place the bet on the small blind first and then the big blind to ensure the raise count is correct. The button labeled primary is the kitty management button. It has three states: primary – which is the normal state – where players are betting out of their primary pot; transfer which allows them to transfer money from their primary kitty to their tournament kitty, and back, and tournament where they are playing from their tournament kitty. Shift has a couple of states as well. In the Norm state it allows players to shift cards in their hand at will. In the Locked state cards cannot be shifted. This prevents players from changing the order of the cards in their hand for games like Buy-A-Card. The Left state force all flipped/up cards to the left- side of the card set and Right to the right. This is helpful when trying to ensure that down cards – which could contain wild cards are in a given place at the end of the hand when all cards are exposed.

The left-most group has the following: Clear Table is used to take all the cards from the common area and the players and put them in the discard pile. While shuffle collects all the cards and shuffles them. Clear Table gathers and discards the cards without a shuffle (sort of like boxing the cards) to support games like Quarters. The discard pile shows the number of cards that have been discarded and contains a discard used to discard cards from the deck or the common area. Note discarding from a player is done using the discard button in the player areas which will be discussed later. To deck takes the cards in the discard pile and shuffles them with the cards in the deck (without collecting any additional cards) to allow play to continue when there are no more cards left in the deck but some remain in the discard pile.

By selecting a common card not only can you flip it as discussed above but can also discard it by clicking the discard button, move it to a new space by clicking on a new space or deal it to a player by clicking in their area. Also, if there is a misdeal and the dealer needs to retrieve a card from a player, he can do so by clicking on the player's card and then on an open common card spot to move the card back to the dealer area. From there, as above, the card can be moved to the player that should have gotten it. In fact, a player can move their own card to the common area as well but can't move any card once in the common area – only the dealer can do that.

It should be noted that there are a number of these functions that should only be performed when the current betting round is complete (the cumulative wagers of all active/non-folded players are equal). If you attempt this before the pot is right then you will get a confirmation notification. You can proceed but you have to acknowledge that is your intent.

The Pots

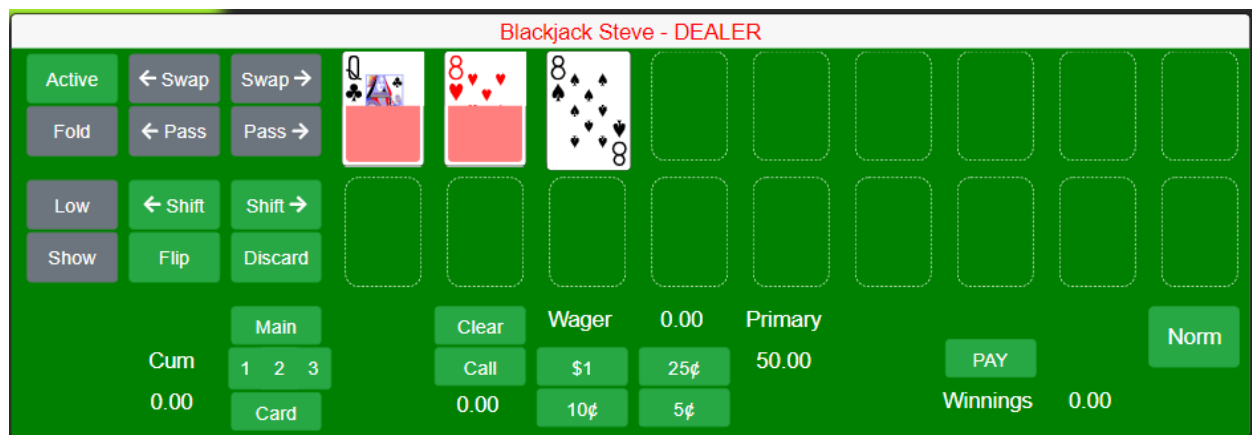


The pots area provides a very simple way to deal with bets. It is the bank. Any player, at any time can bet into one of the pots (just like in the real world) it is the player behavior that governs if this is acceptable. There are 5 total pots. The main Pot is where most to the betting goes on. The value in this area will increase as each play places his bets (more on that in the player area). Below the main pot are three side pots for games that support all in functions that require a separate place to hold the subsequent pots. Again, there are no rules it is just a place to put money. The app also separates out a pot for buying cards. This is so it is easier to keep track of whether the betting round are even as the buy a card number in the main pot would make it harder to see. The border on each of these pots turns red once there is a non-zero value in them. At the end of the game the payout is managed with a couple of steps. First, clicking on the Card pot header sweeps those funds into the main pot. Then you pay a pot out by selecting the pots – by clicking on the pot’s header. Then click the value buttons to transfer the amount you want to pay a player in the payout section – or if you want to transfer all the money to one player you can hit the All button. Once you have the right amount, you click the players pay button to transfer it to him. If you screw, up money can always to moved around, but if you made the mistake before you pay out you can clear the payout and put the money back into the pot. If you mouse-over each of the amounts in the pot it will show you how much is needed to split the pots 2, 3 or 4 ways.

Finally, the Raises count tries to keep track of the number of raises that have happened since the last card action was taken (shuffle, deal, flip a card, swap a card ---- so many events). Sometimes this value may be wrong but usually it is because people bet out of order. Also, for games like 727 where there are not card actions between the next to the last round of betting (where a card is taken) and the last

round of betting (where no cards are taken) there is nothing to reset the count. In this case you can reset the count manually by clicking the “Clear” button in the betting area. Note that for Hold’em it is important to put the big and small blind bets on in that order to keep the raise count correct. To help with betting there are a few features. First, the area around the Pots glows when all the players who are active and un-folded have the same cumulative bets. This is when the pot is “right”. For the most part actions which would change the cumulative bets field have a warning/confirmation dialog if you try to use them before the pot is right. Also, if you try to raise after the raise count as reach 3 you will be asked to confirm your intent.

Player Section



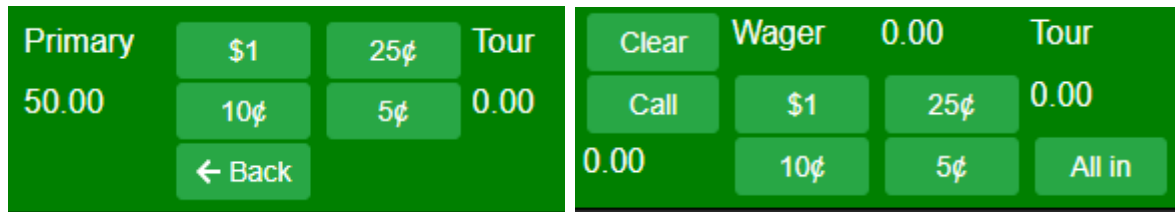
Here is where you will spend most of your time. I put few cards down to show you how it will look. First, the cards. You can see up cards and down card – partially up to show you the value but clearly showing they are down. This is how it looks in Chrome but not all browsers support that feature so you have to mouse over the card to see if it is down (the back shows when you mouse over it). The buttons to the left of the cards manage your cards or handle card play. At the far left at the top is the active/activate button. Think of this as an away button, you can’t get cards and you can’t be dealer when inactive. Just below active/activate button is the fold/folded button. This indicates you are folded. It will allow you to continue dealing if you were the dealer but not get the next deal. When folded you can’t bet or move cards Below that is the declare button. It turns yellow when it is a declare game. The button toggles between low/high/. The bottom button is used to say you are ready to show. Once you press show you can’t change the H/L/B. At the end of the game everyone one presses their show button. Once the last person has pressed show the cards are revealed as well as the H/L/B indicators.



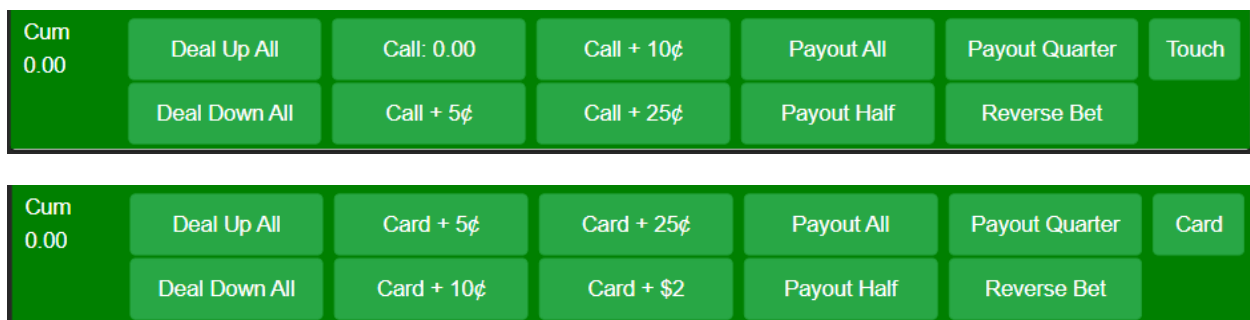
The next two columns to the right contain the card manipulation buttons. I've selected a card to make them light up. The top four deal with Swapping and Passing cards. They are different. You swap a card by exchanging one or more cards with the person in the direction the arrow points. To do this you click on the card(s) you want to swap (in quarters it is only one) and then click the direction, your button stays lit to remind you of your choice. The rest of the players get a notice of how many cards you are trying to swap and in what direction. When the other player (you are pointing to) selects his cards and presses his swap button pointing at you the exchange is made. Passing works the same way except all players pass at the same time and in the same direction. When everyone has selected the same number of cards and the same direction all cards are exchanged.

Shift moves cards around in your hand. This is useful in games like Buy-A-Card for the final stage. You select a card and move it right or left until you want the cards in the order you want then – since no one sees anything but the backs of your cards in most games they can't tell what you did. Then the dealer locks out shift and the last phase of the game begins. Flip and discard do the same thing they do in the common area. Select one or more cards to perform the function and then click the action.

In the wagering/betting area there are 3 stages. Shown above is the first stage. It allows you to bet from your primary kitty. In the center you select how much you want to wager by pressing the money buttons. As you press the value to the right the wager increases. If you go too far you can use the clear button on the far right to clear the value. You can also use the call button to call the current bet (the call value is shown below). If you want to raise a certain amount a convenient method is to hit the call button and then the raise you want to make. Once you have your wager set you place the bet by selecting one of the pots buttons on the left (main, side pot 1,2,3 or the buy a card). As you wager your primary pot value middle right decrements. As you place your bet your cumulative bets value – far left increases. If you mouse-over the number below cum it will give you some details including what bet is required to make the pot even. On the far right is the payout button and your last game winnings. The cum clears on every new card action and the winnings clear on the next shuffle.



Above is the center section when you are in transfer (on the left) and tournament kitty on the right. In transfer you select how much to transfer to the tournament kitty for the tournament. You can move the money back to the primary kitty with the back button if you put too much in or at the end of the tournament. The tournament kitty looks and works pretty much the same as the primary kitty. One subtle difference is that it can't go negative – which the primary can. You also have an All-in button that bets everything currently in that kitty.



Finally, although this application was not designed with phone or tablets in mind some work has gone into making it a bit more touch friendly. This includes adding some buttons to provide access to the most common keyboard shortcuts. These are accessible by clicking/touching the Normal/Touch/Card button at the bottom of the player screen.

Remote players



This is the easiest part to explain. Here you see the other player. Their name is at the top to the area. It shows the cards they have in the order they were dealt (or arranged by the remote player). In addition, there is a status field to the left at the bottom that show whether the other player(s) is ready to show – and will show his H/L/B status in declare games once everyone has pressed show. The numbers along the bottom represent: cumulative bets this game, last games winnings and the amount left in the currently active kitty. Then comes the big and small blinds and finally the pay button. This last item is where the dealer would click to pay a remote player their share of the pot.

As with most things in the app if you mouse over them you get an explanation of what is what, which helps with remembering what those fields mean since there was no room for fixed labels. In fact mouse-over shows the total bets with a breakdown of normal betting and the Buy-A-card betting.

Above the game

Although I won't spend time now describing it there are a number of helpful features built behind the game. These are accessed using the pancake menu (three short horizontal lines) in the top right corner of the screen. It includes a bank which shows the state of all player finances, gives a way to give money back to a player that screws up and a history of the current rounds betting. It also has a download

button to capture the final tallies for settling up later. Below that is a copy of this manual and a (still in the works) games glossary. I give a brief about and finally the logout button. All worth a look at some point.

Keyboard Shortcuts

In addition to the on-screen facilities there are a number of keyboard shortcuts that help with the most common functions in the game. The game often goes much faster when you master these keyboard shortcuts. Below is a list.

- ? : Show the keyboard shortcuts
- End: Logout
- b: Open Bank Panel
- g: Open Games Glossary
- a: Move the full amount in the Main and Card pots into Payout
- h: Move half of the amount in the Main and Card pots into Payout*
- q: Move a quarter of the amount in the Main and Card pots into Payout*
- p: Open Personal settings
- r: Return the last bet placed
- t: Show the helper/training panel
- d: deal all active/unfolded players a down card
- u: deal all active/unfolded players an up card
- c or 0: Call the current bet into the Main pot
- 1: Call the current bet and add 10 cents to the Main pot
- 2: Call the current bet and add 25 cents to the Main pot
- 5: Call the current bet and add 5 cents to the Main pot
- \$: Call the current bet and add \$1 to the Main pot
- Ctl+1: Add 10 cents to the Card pot
- Ctl+2: Add 25 cents to the Card pot
- Ctl+5: Add 5 cents to the Card pot
- Ctl+\$: Add \$1 to the Card pot

Wrap up

Note almost everything on the screen has helper text. If you mouse over something it will explain what it is, how it works or provide other helpful information.

Hope this hasn't scared you off because it feels to complicated/confusing or really missed the mark. Or that if my documentation writing skills make it worse. I also hope you will be patient as we ramp this up. I hope we can all get back together in the real world soon but if not, maybe this can let us hang out in the relaxed environment and play the crazy games we like – and maybe make up a few more.