

# The Design Document

The Design Document is the designer's entire vision spelled out in detail, which includes all of the storyline, character dialog, world maps, city views, and room specifications with sample wallpaper, artwork, and rug designs, audio content for background or ambient sounds, sound effects and character dialog (with accents and speech patterns), programming, and AI considerations. This document is often called the "Design Bible," since it is the document written by the designer for the entire team to follow, including the programmers (game and engine, technical programmers), the artists (both scenery and character artists), audio specialists (composer, special effects, background sound engineers, ADR and Foley specialists), and game testers. The concept is "if something exists in the game, it must appear and be described in the Design Document." It is the common point of reference that the entire team understands and follows to create the designer's vision. It is from this document that programmers (usually the lead programmer or technical director) and the artist (usually the head artist) refer to when documenting the technical spec (or specification), which explains in detail the in-depth technical issues of all the game code, the engine code, and the artwork and audio files (describing the file's name, size, and description).

## Background

In late May 2001 I met with Phantom EFX in Iowa to discuss a follow-up game to Reel Deal Slots. My previous "casino" games included products from Villa Crespo Software, such as video poker (Stanford Wong Video Poker and Dr. Wongs Jacks+), black jack (Dr. Thorp's Black Jack), craps, roulette, and poker (Amarillo Slim's Dealer's Choice, 7 Card Stud, and Ruckus Poker). The meeting determined that the product was to be a poker game, and some basic game design issues were discussed and written down.

In June 2001 the project was underway as design, programming, and artwork progressed concurrently. The distributors wanted a Christmas product, and that meant a mid- to late-August deadline (a gold master reproduced and boxed by the end of August). That was a 12-week project

life cycle. My friends in the industry laughed when I chatted with them about the project, claiming that the time needed to complete a game of this size was six to twelve months.

This case is *not* (I repeat *not*) the usual project life cycle. Several important issues had to be done to meet these critical deadlines, such as numerous daily meetings in the beginning to flesh out the game design, total control of the project by the programmer (me), and working six to seven days a week, ten to sixteen hours a day. Needless to say, the official design document was never written. The design discussed daily was written down, and artwork submitted to programming had to be documented (filename, screen positions, file format).

The project shipped on time with a few items dropped from the design document and the Internet component placed in the first patch (downloadable update). In the design document of Reel Deal Poker Challenge in this chapter, I note the design originally planned, and in brackets (“[this was dropped from the game because...]”) I discuss issues and reasons for changes, later implementations, or dropping the issue from the game.

I have often read articles and books on game design that discuss game design documents in theory. In this chapter I show you in detail what goes into a game design document. This document is provided as a tutorial so you can start with this template and create your own, much better design documents for your visions—the games of the future.



## Reel Deal Poker Challenge Design Document

---

PUBLISHER:	PHANTOM EFX
GENRE:	CASUAL GAME WITH ADVENTURE ELEMENTS
PLATFORM:	WINDOWS 98/2K/Me/XP WITH DIRECT X 8.0
DESIGNERS:	(Alphabetic order) Roger E. Pedersen Aaron Schurman Danny Stokes Marty VanZee

## Table of Contents

Overview	
Rules of Poker	
Hand Rankings	
Poker Variations	
Start of the Game (or After the Game Icon Is Clicked on)	
The Cashier's Cage	
VIP Register	
The Lobbies	
Prize Vault	
Audio	
Artwork	
Lobbies	
General	
Poker Rooms for Four and Eight Players	
First and Second Floor Card Icons	
Third Floor Card Icons	
Tournament	
Tournament Information	
Tournament Place Finished	
First Floor	
Lobby	
Poker Room	
Four Player	
Eight Player	
Tournament Room	
Four Player	
Second Floor	
Lobby	
Poker Room	
Four Player	
Eight Player	
Tournament Room	
Four Player	
Third Floor	
Lobby	
Poker Room	
Four Player	
Eight Player	
Tournament Room	
Four Player	
Special Floor	
Poker Four Player	
First Floor: Roman Motif	
Yvette	

	Profile
	Poses
	Mouth Animations
	Animated Eyes
Sven	
	Profile
	Poses
	Mouth Animations
	Animated Eyes
Hoyt	
	Profile
	Poses
	Mouth Animations
	Animated Eyes
Second Floor: Oriental Motif	
Melvis	
	Profile
	Poses
	Mouth Animations
	Animated Eyes
Jacqueline	
	Profile
	Poses
	Mouth Animations
	Animated Eyes
Mortimer	
	Profile
	Poses
	Mouth Animations
	Animated Eyes
Third Floor: Egyptian Motif	
Lizzie	
	Profile
	Poses
	Mouth Animations
	Animated Eyes
Qiangsheng (aka “Q”)	
	Profile
	Poses
	Mouth Animations
	Animated Eyes
Lou	
	Profile
	Poses
	Mouth Animations
	Animated Eyes
Special Floor: World Championship Poker Room	

- Trevor
  - Profile
  - Poses
  - Mouth Animations
  - Animated Eyes
- Trevor has been beaten (Red Dress Dance)
- Eight Player Characters
- Cards
  - Whole Cards
  - Discarded Cards
  - No Alpha Round Cards
  - Fake Drop Round Cards
  - Fake Drop Shadow Cards
- Cashier's Cage
  - VIP Casino Card
  - VIP Clipboard
  - Cashier's Cage
- Credit Screen
- Statistics Screen
- The Prize Vault
- Chips
- Tournament First Prizes
  - Floor 1 \$5,000 Tournament Prizes
  - Floor 1 \$25,000 Tournament Prizes
  - Floor 2 \$25,000 Tournament Prizes
  - Floor 2 \$100,000 Tournament Prizes
  - Floor 3 \$100,000 Tournament Prizes
  - Floor 3 \$500,000 Tournament Prizes
  - Special Floor \$2,500,000 World Championship
- Exit Game
- Betting/Raising
- Scriptwriting
  - Yvette
  - Sven
  - Hoyt
  - Melvis
  - Jacqueline
  - Mortimer
  - Lou
  - Q
  - Lizzie
  - Trevor
  - Cashier, Bouncer, and Manager
- Programming
- Basic Poker AI
  - The AI to Determine the Best Poker Hand Using Five to Seven Cards
  - Draw Poker (No Openers and Jacks or Better to Open)

Five Card Stud  
 Seven Card Stud, Chicago Lo, and Chicago Hi  
 Texas Hold 'Em and Omaha  
 Game Variations: Order of Play  
 Draw Poker No Openers and Jacks or Better to Open  
 Five Card Stud  
 Seven Card Stud, Chicago Lo, and Chicago Hi  
 Texas Hold 'Em  
 Omaha

## Overview

Reel Deal Poker Challenge takes place in the Poker Palace where players from each level's lobby enter the cashier cage, the slot room, the poker room, or the poker tournament room.

The goal of Reel Deal Poker Challenge is to advance through each of the three levels by winning tournaments and finally beating the World Champion in a winner-takes-all showdown.

Poker game variations available are Draw Poker, Draw Poker with Jacks or Better, Five Card Stud, Seven Card Stud, Chicago High, Chicago Lo, Omaha, and Hold 'Em. (Omaha, a variation of Texas Hold 'Em, was added due to its Internet and casino popularity.)

Based on the successful features from Reel Deal Slots and Video Poker, Reel Deal Poker Challenge will incorporate two addictive features, such as the Prize Vault and "VIP" player areas.

Players enjoy guessing what prizes they can win and gaining prizes in their "prize vault," as well as earning the right to have access to upper levels where there are better players and higher stakes. The Internet play through the Game Spy site will allow players (up to eight) to play a selected poker variation and increase their chip inventory against other human players.

Each room and lobby will have its own unique theme from "Oriental" to "Roman" to "Egyptian" accompanied by ambient (background) music in the lobby and in each room.

The slot room will be an extension to the Poker Palace to show off (and gain sales for the slot game) and increase the player's chip inventory.

(Although the players could enter the slot room and play several slot games, the money lost or won in the slot room is not added to the player's chip inventory. The prior product written in Linux and Windows under a different compiler using a special library for graphics and sound combined with the extremely short development cycle made this feature a low priority. Finally, it was implemented as a separate room with an "order this great product" screen before returning to the Poker Palace lobby. These are the realities that separate a design document and your vision versus getting the product on the shelf in the time required—usually beyond most of the team's control.)

## Rules of Poker

Poker is played by using a single deck of 52 cards. The deck has four suits: clubs , diamonds , hearts , and spades . Each suit has 13 cards ranked two through ten, jack, queen, king, and ace (the ace can be the highest or lowest card).

Poker games always begin with a shuffle to randomly sort the deck. A brand new deck always has the 52 cards in suit and rank order.

## Hand Rankings

The following examples are in ranking order, meaning the best hand has a ranking of one and the worst hand is of rank ten.

Rank	Hand Name	Description of Hand	Example
1	Royal Flush	A, K, Q, J, 10 of same suit	10 , J , Q , K , A
2	Straight Flush	Five same-suit consecutive cards	4 , 5 , 6 , 7 , 8
3	Four of a Kind	Four cards of the same rank	7 , 7 , 7 , 7 , 6
4	Full House	Three of a kind plus a pair	3 , 3 , 3 , K , K
5	Flush	Five cards of the same suit	3 , 7 , 10 , Q , A
6	Straight	Five cards in sequence	5 , 6 , 7 , 8 , 9
7	Three of a Kind	Three cards of the same rank	J , J , J , 8 , 9
8	Two Pair	Two pairs of different rank	5 , 5 , 9 , 9 , 8
9	One Pair	Two cards of the same rank	A , A , 2 , 4 , 8
10	High Card	None of the other rankings	K , 2 , 4 , 6 , 8

## Poker Variations

Poker has many variations with each variation having its own rules. The more popular poker variations are Draw Poker, Five Card Stud, Seven Card Stud, Chicago Hi, Chicago Lo, Texas Hold 'Em, and Omaha. Most poker variations can be played with two to eight players. The cards are shuffled and distributed by a player called the dealer. In all variations, the first card is given to the player to the left of the dealer. A round of betting consists of each player deciding whether he should bet (or raise after the first bet was made) an amount from the group's agreed-to minimum to maximum, fold (quit this round of play), or check (agree to cover the current amount due to the pot). When three raises to the original bet have been made or all players have checked, the betting round is completed.

In Draw Poker, all players make a small blind bet or ante before receiving any cards. Then the players, starting with the player left of the dealer, receive cards until each player has five cards. Players carefully look at their cards and determine which cards to keep and which cards to discard. Players can discard up to three cards (or four cards if they are keeping an ace). Before discarding, each player may bet or raise, fold (quit this round of play), or accept the current bet amount (check). Then the remaining players discard their cards. Another round of betting occurs where each

player can bet, fold, or check. After all players have checked or three raises have occurred, the players must show their cards; the player with the highest hand wins the pot (all bets made). If only one player remains (no showdown), he wins and his cards can remain unexposed.

One variation of Draw Poker that is commonly played is Draw Poker Jacks or Better, where to open the first round of betting the player needs a pair of jacks or better (a better ranking like three of a kind) to bet. This lets the other players know the player has a hand with a pair of jacks or better. If no player can bet (no hand has at least a pair of jacks), the cards are reshuffled and a new round begins (ante and all). This variation can make the pot quite large with antes and the bets of players with bad hands who fold earlier.

Five Card Stud is a variation where each player receives their first card face down (called the “hole”), the next three cards are dealt face up, and the last card is dealt face down. The player to the left of the dealer receives the first card. The player with the lowest first card must bet the minimum. Some variations have all players at the start ante up (a small bet). After all players have received their up cards (cards three and four), a round of betting occurs. Then after the fifth card (a down card) has been received by all players, the last round of betting occurs. In each betting round after the first, the player with the highest-ranking hand showing (only the up cards) starts the betting process. If only one player remains, he wins the pot and his cards can remain unexposed. Otherwise, the remaining players show all five cards and the player with the highest ranking hand wins the pot.

Seven Card Stud is a variation where the first two cards are dealt face down (the “hole”) and the third card is dealt face up. On the first card up, the player with the lowest up card must make the minimum bet. Each player must either bet (raise), fold, or check. After the first round of betting, the player with the highest ranking hand of shown cards opens the betting round. The cards four through six are dealt face up, and after all players have received that round’s card, betting occurs. The last card (the seventh card) is dealt face down unless in an eight-player game all eight players remain, and then the last card is dealt as a community card (shared by all players). If only one player remains, he wins (no showdown) and his cards may be left unexposed. Otherwise, all remaining players must show their cards, and the player with the highest-ranking hand wins the pot. If more than one player has the highest-ranking hand, they split the pot or the player with the highest suit wins. The suit order is usually spades (the highest), hearts, diamonds, and clubs (the lowest).

Chicago Hi plays exactly like Seven Card Stud, except the player with the highest spade in the “hole” splits the pot. The ace of spades is the highest card. If the last card (seventh card) is a community card, it cannot be used as a “hole” card.



Chicago Lo plays exactly like Seven Card Stud, except the player with the lowest spade in the “hole” splits the pot. Players must decide whether the ace of spades is the lowest card or the two (deuce) of spades is the lowest. If the last card (seventh card) is a community card, it cannot be used as the “hole” card.

Over the last few years, Texas Hold 'Em and Omaha have become popular variations.

Many of the top poker players consider Texas Hold 'Em to be the most challenging and sublime of all the poker games. Texas Hold 'Em is the game played to determine the undisputed champion at the World Series of Poker at Binion's Horseshoe in downtown Las Vegas.

Texas Hold 'Em is a seven-card poker game where each player receives two down cards and the remaining five cards are called “community cards,” which are shared by all of the players. Each player must make his best five-card poker hand using five out of the seven cards (his two cards plus the five community cards). After the two down cards have been dealt to all of the players, the player to the left of the dealer must make a small blind bet. Then a round of betting occurs where each player must bet (raise), fold, or check. Then five cards are placed face down in the center as community cards. The middle three community cards (the “flop”) are turned over (face up) and another round of betting occurs. Then the first community card (the “turn” card) is flipped over (face up) and another betting round occurs. Finally, the fifth community card (the “river”) is turned over (face up) and the final round of betting occurs.

If more than one player remains, the player with the highest ranking hand wins the pot. Any combination of the player's own two down cards and the five community cards can be used to make the best five-card poker hand. The pot is split if a tie occurs.

Omaha is a form of Texas Hold 'Em that is very popular in casinos and on “poker night.” Omaha is a nine-card poker variation where each player is dealt four down cards and the remaining five cards are dealt face down as community cards (for all players to use). Each player must create the best ranking poker hand by using two of his four cards plus three of the five community cards (Omaha players often say “Two from the hand, three from the board”). Just like in Texas Hold 'Em, after the first four cards are dealt, the player to the left of the dealer must make a small blind bet. Then the players must bet (raise), fold, or check. The middle three community cards are turned face up, and another round of betting occurs. The first community card is flipped, and another round of betting occurs. The last, fifth, community card is turned over, and the last round of betting occurs. The players remaining show their cards, and the player with the best ranking poker hand wins the pot.

## Start of the Game (or After the Game Icon Is Clicked on)

### The Cashier's Cage

Players start their first game in the cashier cage, where they must register to proceed into the lobby. In the cashier's cage, players can turn on or off the four-player poker room's character comments, turn on or off ambient sound (background music), look at their statistics for each poker variation (should I call if I'm only holding a pair of aces in Draw Poker?), register as a player and get their name and unique ID number on their VIP Casino Card, or see the credits (the people who worked night and day to provide you with this fine entertainment).



The cashier's cage



VIP registration

### VIP Register

The VIP registration screen has several required fields that must be entered before proceeding to play the game, such as the player's title (Mr., Mrs., or Ms.), the player's first and last name (two separate entered fields), and the player's birthday (month and day as two digits). Optional fields are the player's address, city, state, and zip code (allow up to ten digits). "CANCEL" will clear all fields, and "DONE" will check the required fields for completeness and validity (the birth date check will validate the day based on the month—i.e., making 04/31 an invalid date). This screen matches the previous product's screen where there is a method for customers to register their product, sending the publisher their mailing information contained on this screen. [This feature of downloading the registration was not implemented by the publisher.]

The entry of "Mr." and "Mrs." or "Ms." flags the return "Welcome" verbal greeting of "Nice to have you back, (Sir or Miss)" and "Play well, (Sir or Miss)," which adds a nice touch to the game (How did it know?).

The last player to play the game is the player that the game assumes is playing. If not, the new or returning player must indicate so.

In the cashier's cage players can request additional funds when they are below the highest floor allowed or minimum tournament entry fee.

If the player is only allowed on the first floor and his current chip inventory is below \$250, he can receive an additional credit of \$2,500. The credit is added to his current chip inventory and the credit is noted in his casino record (see the "Statistics Screen" section).

If the player is only allowed on the first or second floors and his current chip inventory is below \$1,250, he can receive an additional credit of \$5,000. The credit is added to his current chip inventory and noted in his casino record (see "Statistics Screen").

If the player is allowed on all three floors and his current chip inventory is below \$5,000, he can receive an additional credit of \$25,000. The credit is added to his current chip inventory and the credit is noted in his casino record (see "Statistics Screen"). Otherwise, the player is given a sound bite of "Your account balance is not low enough to receive additional funds."

The "cash" area displays the player's current chip inventory in dollars and reputation points earned by participating in poker tournaments.

The birthday in this game will be utilized on the Prize Vault by giving the birthday player a present (a birthday cake plus a \$100 chip).



Player has registered



Prize vault birthday celebration



## The Lobbies

There are three lobbies and a special level to play the World Champion in a winner-takes-all poker battle.

The first floor's motif is based on the Roman era with Roman Doric columns, wooden carved doors, and a mirrored ceiling reflecting the plush Corinthian rug.



The second floor sends the player into the Orient where Ming vases shoot out spirals of flames, lighting up the walls of famous works of art from the Han dynasty. The floor is cushioned by a rare Oriental rug under a simplistic wooden ceiling.



The third floor transports the player to the edge of the Nile, where pharaohs once ruled and the players enjoy visions of authentic Egyptian hieroglyphics, rare Egyptian doors from the throne of King Tutankamen, and an exotic rug from the temple of Cleopatra. The symbol of Ra, god of

the sun appears as the wall torches flicker, adding to the illumination of the magnificent array of constellations that shine through the high glass ceiling.

If a player hasn't earned enough reputation points to enter the elevator to the next floor, a security guard blocks the entrance to the elevator.



## The Prize Vault

The Prize Vault (or the trophy room) is where players store their first place tournament prizes. There are 15 prizes to be placed in the Prize Vault. Winning them and discovering what they are is an addictive part of the fun (as experienced from the previous product Reel Deal Slots and Video Poker). There is only one of each type of prize to win (prizes once earned cannot be removed). If a prize is clicked on, its description and a larger picture of that prize appears on the screen.

If the date is between seven days before the player's birthday and seven days after that date, the happy birthday cake and message will appear. Only the first time will a \$100 chip be given as a birthday present (mark "Chip Given" and Year).

## Audio

- All voice-over audio recorded
- Floor 1 (Roman) Ambience (Background Music): Several to be intermixed and not repetitive
- Floor 2 (Oriental) Ambience (Background Music): Several to be intermixed and not repetitive
- Floor 3 (Egyptian) Ambience (Background Music): Several to be intermixed and not repetitive
- Special Floor Ambience (Background Music): Several to be intermixed and not repetitive

- Player input sound effects for actions such as a button press or a mouse click
- Ambience (Background Music) for the other rooms on each floor such as the Cashier's Cage, the Elevator (arriving and exiting sounds), the Poker Room, the Tournament Room, the Prize Vault, and entering the Slot Room
- In-game sounds for card flipping, chip click when thrown on the table, chip rake when gathering your winnings, and a shuffle sound
- Music for winning a tournament and credits screen

## Artwork

As a designer, your job (to the best of your knowledge) is to list all the needed artwork and the vision you have of your game to the artists. But they have to see the same vision you do. Since this is an internal design document and not a product for sale, provide detailed photographs and pictures of your world from any source. Borrow from the Internet, scan photos from books and magazines, and get on paper the closest visual to what you are envisioning as possible.

## Lobbies

### General

Multiplayer button and Multiplayer Mouse Over  
Next Level Congratulations

## Poker Rooms for Four and Eight Players

Bet indicator	Marks the player who initially started the betting
Deal indicator	Marks the player who is dealer

### First and Second Floor Card Icons

IconG5carddraw	Icon on green table for Five Card Draw Poker
IconG5carddrawjb	Icon on green table for Five Card Draw Poker Jacks or Better
IconG5cardstud	Icon on green table for Five Card Stud Poker
IconG7cardstud	Icon on green table for Seven Card Stud Poker
IconGChicagoHi	Icon on green table for Chicago Hi Poker
IconGChicagoLow	Icon on green table for Chicago Lo Poker
IconGOmaha	Icon on green table for Omaha Poker
IconGTexasholdEm	Icon on green table for Texas Hold 'Em Poker

### Third Floor Card Icons

IconB5carddraw	Icon on blue table for Five Card Draw Poker
IconB5carddrawjb	Icon on blue table for Five Card Draw Poker Jacks or Better
IconB5cardstud	Icon on blue table for Five Card Stud Poker
IconB7cardstud	Icon on blue table for Seven Card Stud Poker

- IconBChicagoHi

Icon on blue table for Chicago Hi Poker
- IconBChicagoLow

Icon on blue table for Chicago Lo Poker
- IconBOmaha

Icon on blue table for Omaha Poker
- IconBTexasholdEm

Icon on blue table for Texas Hold 'Em Poker

Tournament



A tournament is a four-player game for a preset “entry fee” where the winner gets an additional money prize and in some rooms a “prize” to be added to their Prize Vault (or trophy room). All players keep their winnings. Early exiting from the room forfeits the “entry fee.” Reputation points needed to advance to the other floors are gained by participating in tournaments. The player with the most money after 20 hands of poker (any variation but only one per tournament) wins.

Tournament Information

Floor	Level	Next Floor Points	Ante Min	Ante Max	Entry Fee	VIP Points (1st-4th)
1	1	100	\$20	\$50	\$1,000	15, 10, 5, 3
	2	100	\$50	\$200	\$5,000	25, 20, 10, 5
	3	100	\$250	\$1,000	\$25,000	35, 25, 15, 10
2	1	1100	\$50	\$200	\$5,000	150, 100, 50, 30
	2	1100	\$250	\$1,000	\$25,000	250, 200, 100, 50
	3	1100	\$1,000	\$5,000	\$100,000	350, 250, 150, 100
3	1	1100	\$250	\$1,000	\$25,000	1500,1000, 500, 300
	2	1100	\$1,000	\$5,000	\$100,000	2500, 2000, 1000, 500
	3	1100	\$5,000	\$20,000	\$500,000	3500, 2500, 1500, 1000
4	1	0	\$20,000	\$50,000	\$2,500,000	

Tournament Place Finished



First Floor

Lobby

RomanLobby	The first floor's lobby
RomanBouncer	The bouncer in front of the elevator
RomanBouncerText	The bouncer's text when accessing the elevator
RomanCashMO	Enter the cashier's cage mouse over
RomanElevUpMO	Access the elevator up mouse over (first floor)
RomanExitMO	Exit the game (and save) mouse over
RomanGrandMaster	Enter the Grandmaster button (play Trevor) Only displayed when player has enough reputation points to access the "Special Floor" and has not played Trevor yet
RomanGrandMasterMO	Enter the Grandmaster button mouse over
RomanPokMO	Play the non-tournament Poker Room mouse over



RomanPrizeMO  
 RomanSlotsMO  
 RomanTournMO

Enter the Prize Vault mouse over  
 Enter the Slot Machine Room mouse over  
 Play in a poker tournament mouse over

### **Poker Room**



#### **Four Player**

Roman Table  
 Roman Deal normal, mouse over, on click buttons  
 Roman Lobby normal, mouse over, on click buttons  
 Roman Stats Screen normal, mouse over, on click buttons  
 Profiles Turn On and Turn Off buttons  
 Profile Exit normal and mouse over button

#### **Eight Player**

Roman Table  
 Roman Deal normal, mouse over, on click buttons  
 Roman Lobby normal, mouse over, on click buttons  
 Roman Stats Screen normal, mouse over, on click buttons

### **Tournament Room**

#### **Four Player**

Roman Table  
 Roman Deal normal, mouse over, on click buttons  
 Roman Lobby normal, mouse over, on click buttons  
 Roman Stats Screen normal, mouse over, on click buttons  
 Profiles Turn On and Turn Off buttons  
 Profile Exit normal and mouse over button

### **Second Floor**

#### **Lobby**

OrientalLobby  
 OrientalBouncer  
 OrientalBouncerText

The second floor's lobby  
 The bouncer in front of the elevator  
 The bouncer's text when accessing the elevator  
 Enter the cashier's cage mouse over

OrientalCashMO

OrientalElevUpMO	Elevator up mouse over (to third floor, if able)
OrientalElevDownMO	Elevator down mouse over (to first floor)
OrientalExitMO	Exit the game (and save) mouse over
OrientalGrandMaster	Enter the Grandmaster button (play Trevor)
OrientalGrandMasterMO	Enter the Grandmaster button mouse over
OrientalPokMO	Play the non-tournament Poker Room mouse over
OrientalPrizeMO	Enter the Prize Vault mouse over
OrientalSlotsMO	Enter the Slot Machine Room mouse over
OrientalTurnMO	Play in a poker tournament mouse over
LeftPot	Animation of fire spiraling out of the left pot
RightPot	Animation of fire spiraling out of the right pot
(Programming note: Offset the two pots' spiraling fire so they look more natural.)	

**Poker Room**



**Four Player**

- Oriental Table
- Oriental Deal normal, mouse over, on click buttons
- Oriental Lobby normal, mouse over, on click buttons
- Oriental Stats Screen normal, mouse over, on click buttons
- Profiles Turn On and Turn Off buttons
- Profile Exit normal and mouse over button

**Eight Player**

- Oriental Table
- Oriental Deal normal, mouse over, on click buttons
- Oriental Lobby normal, mouse over, on click buttons
- Oriental Stats Screen normal, mouse over, on click buttons

**Tournament Room**

**Four Player**

- Oriental Table
- Oriental Deal normal, mouse over, on click buttons
- Oriental Lobby normal, mouse over, on click buttons
- Oriental Stats Screen normal, mouse over, on click buttons

Profiles Turn On and Turn Off buttons  
 Profile Exit normal and mouse over button

### Third Floor

#### Lobby

EgyptianLobby	The third floor's lobby
EgyptianBouncer	The bouncer in front of the elevator
EgyptianBouncerText	The bouncer's text when accessing the elevator
EgyptianCashMO	Enter the cashier's cage mouse over
EgyptianElevUpMO	Elevator up mouse over (to third floor, if able)
EgyptianElevDownMO	Elevator down mouse over (to first floor)
EgyptianExitMO	Exit the game (and save) mouse over
EgyptianGrandMaster	Enter the Grandmaster button (play Trevor)
EgyptianGrandMasterMO	Enter the Grandmaster button mouse over
EgyptianPokMO	Play the non-tournament Poker Room mouse over
EgyptianPrizeMO	Enter the Prize Vault mouse over
EgyptianSlotsMO	Enter the Slot Machine Room mouse over
EgyptianTournMO	Play in a poker tournament mouse over
LeftTorch	Animation of fire flickering from the left torch
RightTorch	Animation of fire flickering from the right torch

(Programming note: Offset the two torches' flickering fire so they look more natural.)

#### Poker Room



#### Four Player

Egyptian Table  
 Egyptian Deal normal, mouse over, on click buttons  
 Egyptian Lobby normal, mouse over, on click buttons  
 Egyptian Stats Screen normal, mouse over, on click buttons

Profiles Turn On and Turn Off buttons  
 Profile Exit normal and mouse over button

### Eight Player

Egyptian Table  
 Egyptian Deal normal, mouse over, on click buttons  
 Egyptian Lobby normal, mouse over, on click buttons  
 Egyptian Stats Screen normal, mouse over, on click buttons

### Tournament Room

#### Four Player

Egyptian Table  
 Egyptian Deal normal, mouse over, on click buttons  
 Egyptian Lobby normal, mouse over, on click buttons  
 Egyptian Stats Screen normal, mouse over, on click buttons  
 Profiles Turn On and Turn Off buttons  
 Profile Exit normal and mouse over button

### Special Floor



Boiler Room Table  
 Boiler Room Deal normal, mouse over, on click buttons  
 Boiler Room Lobby normal, mouse over, on click buttons  
 Boiler Room Stats Screen normal, mouse over, on click buttons  
 Profiles Turn On and Turn Off buttons  
 Profile Exit normal and mouse over button

## Four-Player Poker Characters

### First Floor: Roman Motif Four

#### Yvette

##### Profile



## Poses



## Mouth Animations



Phonemes for each of Yvette's poses ("ah," "ee," "eh," "fv," "mm," "oh," "oo," "pb," "uh," and a smile)

## Animated Eyes



For each of Yvette's poses, the eyes should blink, look mad, smile, and open wide.

## Sven

### Profile



## Poses



## Mouth Animations



Phonemes for each of Sven's poses ("ah," "ee," "eh," "fv," "mm," "oh," "oo," "pb," and "uh")

### Animated Eyes



For each of Sven's poses, the eyes should blink, look mad, and open wide.

### Hoyt

#### Profile



#### Poses

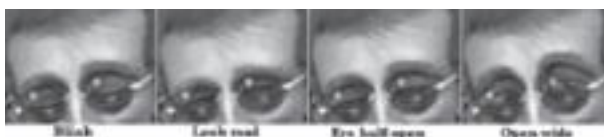


#### Mouth Animations



Phonemes for each of Hoyt's poses ("ah," "ee," "eh," "fv," "mm," "oh," "oo," "pb," "uh," and a smile)

### Animated Eyes



For each of Hoyt's poses, the eyes should blink, look mad, half-open, and open wide.

## Second Floor: Oriental Motif

### Melvis

#### Profile



#### Poses



#### Mouth Animations



Phonemes for each of Melvis' poses ("ah," "ee," "eh," "fv," "mm," "oh," "oo," "pb," "uh," a smile, and a sneer—of course!)

#### Animated Eyes



For each of Melvis' poses, the eyes should blink, look mad, brow up, left brow up, and right brow up.

Jacqueline

Profile



Poses



Mouth Animations



Phonemes for each of Jacqueline’s poses (“ah,” “ee,” “eh,” “fv,” “mm,” “oh,” “oo,” “pb,” “uh,” and a smile)

Animated Eyes



For each of Jacqueline’s poses, the eyes should blink, look mad, smile, and open wide.

Mortimer

Profile





## Poses



## Mouth Animations



Phonemes for each of Mortimer's poses ("ah," "ee," "eh," "mm," "oh," "oo," "sah," "seh," "smm," "soh," and a smile)

## Animated Eyes



For each of Mortimer's poses, the eyes should blink, look mad, smile, and open wide.

## Third Floor: Egyptian Motif

### Lizzie

#### Profile



## Poses



Mouth Animations



Phonemes for each of Lizzie’s poses (“ah,” “ee,” “eh,” “fv,” “mm,” “oh,” “oo,” “pb,” “uh,” and a smile)

Animated Eyes



For each of Lizzie’s poses, the eyes should blink, look mad, and open wide.

Qiangsheng (aka “Q”)

Profile



Poses



Mouth Animations



Phonemes for each of Qiangsheng’s poses (“ah,” “ee,” “eh,” “fv,” “mm,” “oh,” “oo,” “pb,” “uh,” and a smile)

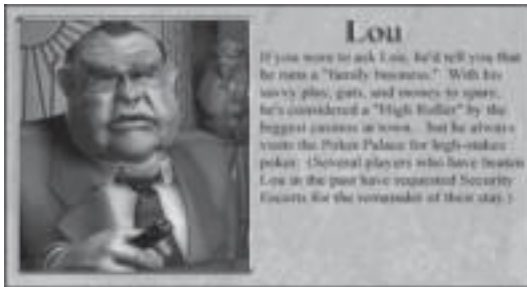
Animated Eyes



For each of Qiangsheng’s poses, the eyes should blink, look mad, and open wide.

## Lou

### Profile



### Poses

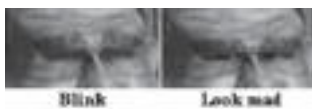


### Mouth Animations



Phonemes for each of Lou's poses ("ah," "ee," "eh," "fv," "mm," "oh," "oo," "pb," and "uh")

### Animated Eyes



For each of Lou's poses, the eyes should blink and look mad.

## Special Floor: World Championship Poker Room

### Trevor

#### Profile



Poses



Mouth Animations



Phonemes for each of Trevor's poses ("ah," "ee," "eh," "fv," "mm," "oh," "oo," and "uh")—the World's Best Poker Player doesn't smile!

Animated Eyes



For each of Trevor's poses, the eyes should blink, look mad, and look up.

Trevor has been beaten (Red Dress Dance)

TrevorEnd                      Trevor dancing in a red dress animation (loops until Exit clicked)

Ending Background      Boiler Room Background

Close Ending Scene on click and mouse over





Eight-Player Poker Characters



Players (static 2D images)

Normal	Eye Open/Closed	Mouth Open/Closed	Extra Animation
Beth	BethEC	BethMO	CarolWink
Carol	CarolEC	CarolMO	
Carver	CarverEC	CarverMO	
Cathy	CathyEC	CathyMO	CurlyTiltHead
Curly	CurlyEC	CurlyMO	
Gerald	GeraldEC	GeraldMC	
Harry	HarryEC	HarryMO	

Normal	Eye Open/Closed	Mouth Open/Closed	Extra Animation
Hazel	HazelEC	HazelMO	
Lakisha	LakishaEC	LakishaMO	
Mark	MarkEC	MarkMO	
Meredith	MeredithEC	MeredithMO	
Mitch	MitchEC	MitchMC	
Thomas	ThomasEC	ThomasMO	

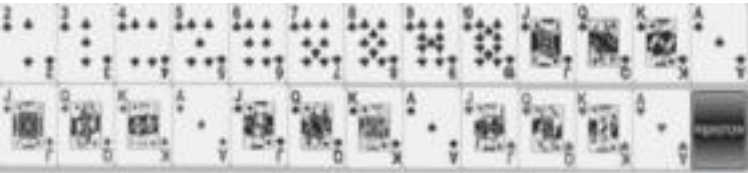
Cards

There are 52 cards (or one deck) in poker. There are four suits named clubs, diamonds, hearts, and spades (“alpha” order) with rankings from a two or deuce (low) to the ace (high). In a low game like Chicago Lo, the ace can be the lowest card or the highest card or both.



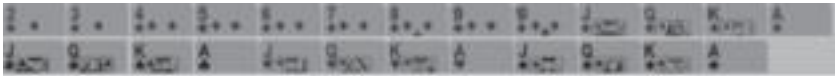
All cards are placed in racks for the four- and eight-player poker games. Most casinos use the “reverse alpha” order to break ties, meaning that the best suit is a spade, followed by the hearts, diamonds, and clubs.

Whole Cards



The 52 card faces and the decorated back of the card are used as the “community cards,” cards shown in the middle of the table and used by all of the players such as center cards in Texas Hold ’Em, Omaha, and other variations if there are not enough cards left to play (Seven Card Stud with eight players needs 56 cards so the last card must be a “community card”).

Discarded Cards



In Draw Poker, the player may discard his unwanted cards in order to receive new replacement cards. The player clicks on the card (as a toggle On/Off) to turn the clicked-on card “gray,” meaning “to discard.” Since the game places the cards in a rack, the cards (all 52) need to be only half drawn.

### No Alpha Round Cards



All 52 cards plus the back of the card, drawn half size since the cards are placed in a rack, are mainly used as the top-right card without a shadow.

### Fake Drop Round Cards



All 52 cards plus the back of the card, drawn half size since the cards are placed in a rack, are mainly used as the “discarded” cards beneath another card.

### Fake Drop Shadow Cards



All 52 cards plus the back of the card, drawn half size since the cards are placed in a rack, are mainly used as the cards beneath another card (not a discarded card).

## Cashier Cage



### VIP Casino Card

Fonta numbers 0 through 9

Fonta letters capital A through Z and lowercase a through z

### VIP Clipboard

VIP Clipboard (see Registration screen)

Numbers 0 through 9

Letters capital A through Z and lowercase a through z

Symbols dash and slash

Back of first name, Back of last name, Back of address, Back of city,  
Back of state, Back of zip code, Back of birthday, Back of birth month  
Cancel and Done on click buttons

Cashier Cage

- Cashier Screen
- The cashier cage screen
- Player Name Area
- Up to 20 previous players who registered
- Cash Prestige Font
- Numbers 0 through 9 for Cash and Reputation area
- Lobby
- To return to the Lobby (must be a registered player)
- Credits
- To honor those who have worked hard on this game
- Register
- To register to play in the casino
- Additional Funds
- An ATM in the casino, like calling your parents for money
- Statistics
- To view the playing statistics for each poker variation
- Ambient Sound
- To turn on or off the ambient music
- Character Comments
- To turn on or off the four-player verbal comments

Credit Screen

- Credits
- The staff that will produce the vision

Statistics Screen





Note: On chart, the Straight Flush (including a Royal Flush) and Flush will mark the high card in the winning hand. The flush winning hands will be indicated in the columns marked spades, hearts, diamonds, and clubs (“reverse alpha” order). The chart numbers reflect the winning hands from the currently registered player’s games (not just their winning hands) from all play in either the Poker Room or the Tournament Room.

- Bookman Demi10 font numbers 0 through 9 (for chart)
- Bookman Demi14 font numbers 0 through 9 plus the \$ and “,” (for upper section)
- Bookman Demi24 font letters capital A through Z and lowercase a through z (for player’s name)

The statistics are saved and can be cycled through for each of the poker variations, such as Chicago Hi, Chicago Lo, Five Card Draw, Five Card Draw Jacks or Better, Five Card Stud, Texas Hold ’Em, Omaha, and Seven Card Stud.

- Close normal, mouse over, and on click buttons
- Left arrow normal and mouse over to scroll back through the poker variations
- Right arrow normal and mouse over to scroll forward through the poker variations.

## The Prize Vault



Lobby on click and Lobby mouse over to exit back to the Lobby.

Stat Screen on click and Stat Screen mouse over to view the Statistics screen.

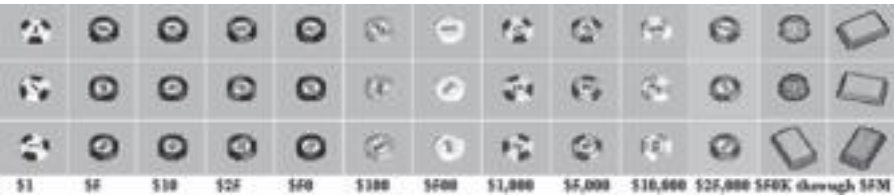
## Chips

Chips are to be displayed for betting (click on a chip to bet that amount) and placed on the table in three varying positions to look randomly thrown.

Betting chips are to be valued from \$1 to \$5 million.



Table chips are to be valued from \$1 to \$5 million in three varying positions (one or two positions for the \$50K to \$5M chips).



## Tournament First Prizes

### Floor 1: \$5,000 Tournament Prizes



In addition to the cash prize the casino is awarding the following prize to the winner:

**COOKWARE**

Cooking just got easier with this 3 piece stainless steel set. This sturdy set features the latest non-stick technology, stainless steel bases, and beautiful wooden handles.



In addition to the cash prize the casino is awarding the following prize to the winner:

**Cappuccino Machine**

Enjoy the gourmet flavor of a real Cappuccino with this machine. Complete with drip tray, stainless filter, and frothing arm.

## Floor 1: \$25,000 Tournament Prizes



In addition to the cash prize  
the casino is awarding the  
following prize to the winner:

### DVD PLAYER



Bring the theater experience  
home with this DVD player.  
Features include 5.1 surround  
sound, optical output, and  
remote control.



In addition to the cash prize  
the casino is awarding the  
following prize to the winner:

### AQUARIUM



Experience the breath-  
taking beauty of the coral  
reef without ever leaving  
your home. This 75 Gallon  
saltwater aquarium comes  
fully stocked with beautiful  
sea life.



In addition to the cash prize  
the casino is awarding the  
following prize to the winner:

### GUITAR



Enjoy the beautiful sound of  
this handmade acoustic  
guitar. Rosewood sides and  
Mother of Pearl inlay make  
this K&J, Blerius original a  
real collector's piece.

## Floor 2: \$25,000 Tournament Prizes



In addition to the cash prize  
the casino is awarding the  
following prize to the winner:

### VASE



Add beauty to your home  
with this beautiful ceramic  
vase. From the famous  
Edgewood factory comes  
this limited-edition piece,  
sure to increase in value.



In addition to the cash prize  
the casino is awarding the  
following prize to the winner:

### COMPUTER



The digital world is at your  
fingertips with this state of  
the art desktop PC.  
Powered by the new EFX  
Phantom 7 processor, it's  
super fast. What do you  
want to do today?

Floor 2: \$100,000 Tournament Prizes



In addition to the cash prize the casino is awarding the following prize to the winner:

**TELEVISION**

Your hands will never leave your home when they see this 61 inch, super-screen television. It comes complete with all the latest features and a multi-function remote.



In addition to the cash prize the casino is awarding the following prize to the winner:

**HOT TUB**

Anything less than total relaxation is not an option with this deluxe hot tub. Over twenty high-pressure jets soothe your aches away and the wood design complements any decor.



In addition to the cash prize the casino is awarding the following prize to the winner:

**SCULPTURE**

A monument to your casino win, this striking steel and marble sculpture adds class to any room.

Floor 3: \$100,000 Tournament Prizes



In addition to the cash prize the casino is awarding the following prize to the winner:

**SLOT MACHINE**

Now you can enjoy the thrill of real slots action in the comfort of your own home. Fully functional, this \$100 authentic, "Wheel of Cash" machine is the ultimate casino moment.



In addition to the cash prize the casino is awarding the following prize to the winner:

**WATER CRAFT**

Experience the thrill of the open water as you ride the waves in style on this personal watercraft. Unique styling and high performance make for an unbeatable ride.

### Floor 3: \$500,000 Tournament Prizes



In addition to the cash prize the casino is awarding the following prize to the winner:

**VACATION**

Your trip in style as you visit the wonders of ancient Rome on this deluxe tour package. Five-star accommodations on your trip make this the vacation of a lifetime.



In addition to the cash prize the casino is awarding the following prize to the winner:

**FUR COAT**

You'll be the toast of the town as you wear this gorgeous fur coat to all your social events. Made from only the most endangered species, this fur makes a statement.



In addition to the cash prize the casino is awarding the following prize to the winner:

**STOCK CAR**

Go ahead and sleep in, you'll get to work in record time now! This 650 horse-power custom race car is super-fast and ultra-cool.

### Special Floor: \$2,500,000 World Championship



You're the greatest poker player in the world! Here's the proof: a solid gold trophy commemorating your victory. It will serve as a monument to your skills until the end of time.



Exit Game



- “Yes” mouse over and on click buttons (save player’s game settings)
- “No” mouse over and on click buttons

Betting/Raising



Clicking the left box for Open or Raise brings up the right box to enter the amount.

Check	On click and mouse over buttons
Fold	On click and mouse over buttons
Open	On click and mouse over buttons
Call	On click and mouse over buttons
Raise	On click and mouse over buttons
Cancel	On click and mouse over buttons
LED Font	Numbers 0 through 9
Right Arrow	On click and mouse over buttons
Left Arrow	On click and mouse over buttons
Chips	See Artwork: Chips to set Amount of Open or Raise Chips values displayed are determined by the Min and Max betting amount set by the poker game amounts selected before entering the poker room.

## Scriptwriting

For standard scripting format rules, see Chapter 14, “The Basics of Scriptwriting.”

```
[
3      4      6      ]
[123456789012345678901234567890123456789012345678901234567890]
      YVETTE
      Wow! Good hand.
      YVETTE
      Oh, I like that.
      YVETTE
      Nice try.
      YVETTE
      Call.
      YVETTE
      I can't lose.
      YVETTE
      Check.
      YVETTE
      Now, that's a cute little card.
      YVETTE
      Did that feel good?
      YVETTE
      Fold.
      YVETTE
      I'm in, way in.
      YVETTE
      That's the card I'm looking for.
      YVETTE
      Not good for me.
      YVETTE
      Oh, baby.
      YVETTE
      Pass.
      YVETTE
      Where did you pull that out of?
      YVETTE
      Show me yours and "huh" I'll show you mine.
      YVETTE
      I suppose.
      YVETTE
      Sweet!
      YVETTE
      That was too close for comfort.
      YVETTE
      I wouldn't pass this up for anything.

      SVEN
      (German stuff)
      SVEN
      I'll be back.
      SVEN
      I can't believe you don't play now.
      SVEN
      Better luck next time.
```

SVEN

Call.

SVEN

I can't believe it's not better.

SVEN

Check.

SVEN

My day will come.

SVEN

Fold!

SVEN

I fold now.

SVEN

(German stuff) I'm in.

SVEN

Look at you, little girly cards.

SVEN

Ha! Ha! Ha! (German stuff)

SVEN

I am triumphant!

SVEN

I'm in.

SVEN

I'm out.

SVEN

I'm liking these cards.

SVEN

Your money will be mine now.

SVEN

I must raise now.

SVEN

Nice cards there.

SVEN

Pass.

SVEN

Raise.

SVEN

Oh, (German stuff "Menee Guta")

SVEN

(German stuff)

SVEN

Sure, why not.

HOYT

Bah.

HOYT

Call.

HOYT

Check.

HOYT

Doh!

HOYT

Fold.

HOYT

You gotta know when to fold 'em.

HOYT

Good job, buddy!



HOYT  
Hmmm!  
HOYT  
I'm in the money! I'm in the money!  
HOYT  
I'm in.  
HOYT  
I'm there.  
HOYT  
Later tator.  
HOYT  
Not me.  
HOYT  
On to you, pal.  
HOYT  
Shazam!  
HOYT  
Doh, I knew I should have run.  
HOYT  
Well, spank my ass and call me Shirley!  
HOYT  
You stayed in with that?  
HOYT  
This must be my lucky day.  
HOYT  
This pot's mine!  
HOYT  
Well, why not.

MELVIS  
Ahhh...Yah  
MELVIS  
Baby!  
MELVIS  
Can't love these cards.  
MELVIS  
Ah... You can't treat the King like that.  
MELVIS  
Ah...Check baby!  
MELVIS  
Ah... That's a hell of a clambake!  
MELVIS  
Foldin'.  
MELVIS  
I'm gonna call.  
MELVIS  
Ain't nothin' but a hound dog, baby.  
MELVIS  
Melvis has left the building!  
MELVIS  
Baby needs some blue suede shoes.  
MELVIS  
Ohh... nice hand there.  
MELVIS  
Oh mama!  
MELVIS  
Ouch, man!

MELVIS

Uh! huh huh!

MELVIS

Uh thank ya. Thank ya very much!

MELVIS

Oooh, ya baby!

MELVIS

You betcha!

JACQUELINE

Oh, you'll do better next time.

JACQUELINE

Check!

JACQUELINE

That pot was only chump change anyway.

JACQUELINE

Can we play yet?

JACQUELINE

My daddy told me I can't lose.

JACQUELINE

Daddy always said I could do it.

JACQUELINE

Hmmmmmp!

JACQUELINE

I did it! I did it!

JACQUELINE

Sure, I have plenty.

JACQUELINE

Impressive!

JACQUELINE

Why won't you let me win?

JACQUELINE

Hmm...Pass.

JACQUELINE

Daddy, I need more money.

JACQUELINE

I must fold now.

JACQUELINE

Never too rich for my blood.

JACQUELINE

Oooo!

JACQUELINE

I'll see that and raise you.

JACQUELINE

You know what they say, the rich get richer.

JACQUELINE

Simply divine.

JACQUELINE

Sure, why not.

JACQUELINE

I want to win.

MORTIMER

Hee! Hee! Ain't missing this opportunity.

Hee! Hee!

MORTIMER

(Chuckle)

MORTIMER

Eh...that's what Daddy's talking about.

MORTIMER

Don't feel bad, it's only money.

MORTIMER

In my day we ran from cards like this.

MORTIMER

But I'm feelin' frisky.

MORTIMER

Now that's a good return on investment.

MORTIMER

Yeah...Sure. What have I got to lose?

MORTIMER

Horse hockey!

MORTIMER

This isn't worth a hill of beans.

MORTIMER

I'm in.

MORTIMER

I should've invested less.

MORTIMER

There goes my kids' inheritance.

MORTIMER

I'm in for the long haul.

MORTIMER

Nice hand.

MORTIMER

In my day, we played with nickels.

And we were thankful for it.

MORTIMER

In my day, we never saw cards like these.

MORTIMER

Whoopee!

MORTIMER

Call.

MORTIMER

Check.

MORTIMER

Fold.

MORTIMER

Raise.

LOU

I was actually nervous.

LOU

Call.

LOU

Hey, I can't win your money if we don't play.

LOU

Fold.

LOU

Get out while you still can.

LOU

Oh, give it a shot.

LOU  
 Good cards, pal-ie.  
 LOU  
 Have fun spending my money.  
 LOU  
 Hell yeah!  
 LOU  
 I'm in.  
 LOU  
 Bet on.  
 LOU  
 No more for me.  
 LOU  
 Not me.  
 LOU  
 I'm out-ie.  
 LOU  
 Pass.  
 LOU  
 I can't possibly lose.  
 LOU  
 Raise.  
 LOU  
 I'll raise ya.  
 LOU  
 See ya!  
 LOU  
 Suckers!  
 LOU  
 Let's sweeten the pot.  
 LOU  
 You talkin' to me?  
 LOU  
 What were you thinkin'?  
 LOU  
 Check.

Q  
 Ha! Ha! Ha! I always win.  
 Q  
 I cannot beat that hand!  
 I could beat a weaker hand.  
 Q  
 Beginner's luck.  
 Q  
 I do not believe in your bluff.  
 Q  
 Call.  
 Q  
 Ha ha ha! You cannot defeat me.  
 Q  
 Check.  
 Q  
 A cherry blossom knows when to fall.  
 I know when to get out.  
 Q  
 I do not want it.

Q

I will live to fight another day.

Q

Fold.

Q

Only a fool fights in a burning house.

Q

This pot is only half full.

Q

I'm in.

Q

Your cards are like sand, no substance.

Q

Observe the lotus blossom, it needs no  
timekeeping.

Q

Our money must experience more togetherness.

Q

Pass.

Q

How long does it take one to learn patience?

Q

Raise.

Q

For everything there is a season.

This is not mine.

Q

I will see what happens.

Q

This hand cannot help but spill gold.

Q

Victory belongs to the honorable.

LIZZIE

Bingo! Wait, wrong game.

LIZZIE

How do you feel, taking my bus fare?

LIZZIE

Guess I'll take the bus home.

LIZZIE

Check.

LIZZIE

That's OK, sweetie, you deserve it.

LIZZIE

Fold.

LIZZIE

(Hiccup)

LIZZIE

See if you can keep up, sweetie.

LIZZIE

I'm kicking butt and taking names.

LIZZIE

How did you like that?

LIZZIE

Macy's, here I come!

LIZZIE

This is sweeter than a Mai Tai.

LIZZIE  
 Maybe next time.  
 LIZZIE  
 Nice win.  
 LIZZIE  
 Oh, well.  
 LIZZIE  
 Okay.  
 LIZZIE  
 I'll stay for one more card.  
 LIZZIE  
 Pass.  
 LIZZIE  
 Raise.  
 LIZZIE  
 Shame on you for pushing an old lady out.  
 LIZZIE  
 Wow! Squeaked that one out.  
 LIZZIE  
 How do you like that can of whup-ass?  
 LIZZIE  
 Too rich for my blood.  
 LIZZIE  
 Very nice.  
 LIZZIE  
 There goes my Wayne Newton ticket money.  
 LIZZIE  
 Yah! Why not?

TREVOR  
 Ahhh!  
 TREVOR  
 Hey, we don't have all day.  
 TREVOR  
 Bad luck.  
 TREVOR  
 Check.  
 TREVOR  
 Count me in.  
 TREVOR  
 That didn't turn out for me.  
 TREVOR  
 Fold.  
 TREVOR  
 Good deal.  
 TREVOR  
 You gotta pay to play.  
 TREVOR  
 Can you hang with me?  
 TREVOR  
 Hmm.  
 TREVOR  
 How did I miss that?  
 TREVOR  
 Sometimes, you need to know when to hold 'em.  
 TREVOR  
 Let's see what happens.

TREVOR  
 Ah, maybe next time.  
 TREVOR  
 Nice job.  
 TREVOR  
 Nice play.  
 TREVOR  
 Winning this hand is not my destiny.  
 TREVOR  
 Pass.  
 TREVOR  
 Raise.  
 TREVOR  
 Today is a good day.  
 TREVOR  
 Nice hand!  
 But if you actually beat me,  
 I'll put on a dress.

CASHIER  
 Your account balance is not low enough  
 to receive additional funds.  
 BOUNCER  
 Uhhhm, excuse me.  
 MANAGER  
 Welcome to Reel Deal Poker.  
 Please click the register button to continue.  
 MANAGER  
 Nice to have you back, sir!  
 MANAGER  
 Nice to have you back, miss!  
 MANAGER  
 Play well, sir!  
 MANAGER  
 Play well, miss!

## Programming

An animation for each character in four-player mode is a combination of the character's pose, the eye position, and the mouth position. A 0 (zero) for an eye or mouth animation means that the pose eye or mouth default is used; in other words, "don't draw over the original eye or mouth if it's a zero."

YVETTE saying "Wow, good hand."

```
{ {pose 1, eye 3, mouth 0}, {1, 7, 0}, {1, 7, 5}, {1, 1, 5}, {1, 1, 5},
{1, 1, 5}, {1, 1, 5}, {1, 1, 5}, {1, 1, 5}, {1, 6, 5}, {1, 7, 5}, {1, 7, 5},
{1, 7, 0}, {1, 3, 0}, {1, 3, 0}, {1, 3, 0}, {2, 10, 0}, {2, 6, 5}, {2, 6, 5},
{2, 10, 5}, {2, 3, 5}, {2, 10, 5}, {2, 1, 5}, {2, 1, 5}, {2, 1, 5}, {2, 1, 5},
{2, 3, 5}, {2, 9, 4}, {2, 9, 4}, {2, 9, 4}, {2, 9, 4}, {2, 9, 4}, {2, 9, 4},
{2, 9, 4}, {2, 9, 4}, {2, 9, 4}, {2, 9, 4}, {2, 9, 4}, {1, 5, 0}, {1, 5, 0},
{1, 5, 0}, {1, 5, 0}, {1, 5, 0}, {1, 5, 0} }
```

For each character map (or associate), there are one to three phrases for actions such as “checking,” “raising,” “folding,” “calling,” “when they win a pot,” “when they lose a pot (randomly select a character),” “when they are bluffing (betting on an average hand),” and “taunting the player when a minute has gone by without any input.”

## Basic Poker AI

The hand ranking is defined by a hand rank value, plus the highest card value. The hand rank values are for a royal flush 180, a straight flush is 160, four of a kind is 140, a full house is 120, a flush is 100, a straight is 80, three of a kind is 60, two pair is 40, a pair is 20, and a high card is 0.

All players are categorized as “conservative” or “not conservative” and “strong,” “average,” and “weak.”

### The AI to Determine the Best Poker Hand Using Five to Seven Cards

1. Flush—check to see if at least five cards are in the same suit.
2. Straight—put cards in ascending order and check if there are five consecutive cards. (Reminder: Place the ace in the lowest and highest positions.)
3. If flush and straight came out positive, we have a straight flush; check for ace high for royal flush.
4. If we have found a straight or a flush hand, set its value and return.
5. If nothing found so far, put the cards in rank order.
6. Check each rank from the ace (high) to the deuce (two, low card).
7. If one rank has four cards found, we have four of a kind; set its value and return.
8. If one rank has three cards found, we have at least found the highest three of a kind hand (set value to trip.) Remember we could be examining seven cards.

If another rank has at least two cards found, we have a full house (set value to a full house).

On three cards of same rank found, set value to trip or full house and return.

9. If one rank has a pair (two of the same rank), then we have at least found the highest pair (set value to a pair).

If another rank has a pair, then we have a two pair hand (set value to two pair).

On a pair found, value a two pair or pair value and return.

10. We have only a high card, so set the value to the highest card and return.



## Draw Poker (No Openers and Jacks or Better)

All analysis assumes an eight-player game, and the logic works for any amount of players.

1. For strong players, don't open betting in position one through four without a pair of aces or two pair with queens or better.  
A pair of kings can open in positions five and six, while position seven can open with a pair of queens or jacks with ace kicker. The dealer who goes last needs a pair of jacks or better to open betting.
2. In a high ante game, position one through three needs a pair of kings, position four through six needs a pair of queens, and the remaining positions need a pair of jacks to open betting.
3. Against strong players, don't "call" with less than two pair headed by at least a king. In last positions, seven or dealer, you can call with two pair.
4. Against weak to average players, you can "raise" with a pair of aces or kings if you are alone with the opener and last in position.
5. Don't "raise" with opened straights or four flush cards, and only call if the pot yields four times your bet.
6. "Raise" with trips (three of a kind) that are ten and below. "Call" with jacks or better before the draw to force players out or keep them in for the kill with the higher hands. Against strong players, you need strong cards to raise when they open. Against weak players (i.e., players who open with jacks or queens under the gun), you can raise aggressively when holding aces or kings.

Any player who checks during the first bet round can only call bets thereafter in the first round.

In Draw Poker Jacks or Better, the computer will check each hand to see if the hand passes the Jacks or Better test. If no player has this requirement, each player must "check" and the hand is redealt (the ante up will increase). If the player folds or tries to "open" and the requirement has not been met by any player, the computer assumes a "check." If the player (non NPC), has a pair of kings and "checks" and no other player has met the requirements, a new hand is dealt (the computer must not force the player to make an opening bet). In Draw Poker, a minimum starting bet or "ante" is made by each player before the first card is dealt. All cards are dealt face down, starting with the player to the left of the dealer. A player may discard up to three cards or four cards if they hold an ace (computer checks this situation) and receive replacement cards. Discarded cards are immediately reshuffled into the remaining deck after that player has received cards so that a player will never get his discarded cards back. If a player opens by betting or raises a bet, he cannot raise again, unless another player has raised. In all poker games, a maximum of three raises is allowed per betting session.

## Five Card Stud

1. If hand value is a royal flush, straight flush, or four of a kind, “bet” or “raise” the maximum amount and return.
2. If hand value is a full house, flush, straight, or three of a kind (trip), “bet” or “raise” medium.
3. If the hand value is only a high card and seeing the others up cards shows that you have the highest single card (no one has a pair or better showing)...

If asked to “check,” then check.

If you are to bet first and if it’s the first round of betting and you have an ace (conservative) or a ten (nonconservative), “bet” medium.

If after betting round one you have the highest card of at least a queen, “bet” medium (conservative) or maximum (nonconservative).

If you are not the first bettor (a bet has been made) and you have an ace (conservative) or a queen (nonconservative), “bet” maximum.

Otherwise, “call.”

If a raise has been made, conservative players always “fold.”

Strong players “call” on betting round one and afterward; if they have the highest card showing or better, they “call;” otherwise, they “fold.”

4. If you have no pair and not the highest hand showing and you are the first bettor...

Conservative “folds.”

Nonconservative...

If betting round is three, then “fold.”

If betting round is one or two, then...

With ace “bet” maximum.

With a queen or king “bet” medium.

Otherwise, “check.”

5. If you have any pair on the opening bet round (first two cards) or any round a hand better than three of a kind...

If the highest hand showing is better than your hand, on the last betting round “fold.”

If first to “bet” and pair is...

Less than a pair of queens, “check.”

A pair of aces, “bet” maximum.

A pair of kings or queens, “bet” medium.

Two pair (remember the first pair may signal this code, so check to see if there's a two pair hand) then "bet" maximum.

Another player has bet and you have (a pair or better)...

A pair of aces or a better than a pair hand, then "bet" maximum.

Otherwise "check."

Another player has raised and your pair is...

Less than the highest hand showing and you are a strong player...

With queens or better then "call."

Otherwise, "fold."

6. If you have a full house or better and raises made are less than three, then "raise" maximum.

Otherwise, "call."

## Seven Card Stud, Chicago Lo, and Chicago High

### Special Case for Chicago High

One of your first two cards is a spade.

You have the ace of spades; therefore you can't lose, so "bet" maximum.

You have the highest spade since any higher ones are shown, so "bet" maximum.

You have the king of spades, so "bet" medium.

You have the next highest spade since any next higher ones are shown, so "bet" medium.

If the spade you have is within three ranks of the highest spade not showing then...

If no raises, then "call."

If raise was made, then "check."

If you are to bet and...

If the spade you have is within four ranks of the highest spade not showing, then "bet" minimum.

If the spade you have is within nine ranks of the highest spade not showing, then "check."

Otherwise, follow steps one through six.

### Special case for Chicago Lo

One of your first two cards is a spade.

You have the ace of spades; therefore you can't lose, so "bet" maximum.

You have the lowest spade since any lower ones are shown, so "bet" maximum.

You have the two (deuce) of spades, so “bet” medium.

You have the next lowest spade since any next lower ones are shown, so “bet” medium.

If the spade you have is within three ranks of the lowest spade not showing then...

If no raises, then “call”

If raise was made, then “check.”

If you are to bet and...

If the spade you have is within four ranks of the lowest spade not showing, then “bet” minimum.

Otherwise, follow steps one through six.

1. Hand value is better than three of a kind.

Your hand beats any hand showing.

You are the first to bet, “bet” medium.

Another player is the first to bet...

Round of betting is...

Conservative: Round one through three and then “check.”

Rounds four through six and then “bet” maximum.

Nonconservative: Round one and then “check.”

After round one, “bet” maximum.

Your hand is *not* better than anything showing...

Stay with it until the last (seventh) card and “call.”

If a raise is on the table, don’t stay with a loser (“fold”).

2. Hand value is at least a high pair.

If hand is better than a pair or a pair of queens or better for conservative or eights or better for nonconservative, then...

Your hand is better than anything showing...

You are the first to bet, so “bet” maximum.

You are not the first to bet, so “raise” maximum.

Your hand is *not* the highest (a better one is showing)...

You are the first to bet, so “check.”

“Call” bets until the fourth card is dealt and “fold” if no improvement.

A “raise” is on the table; don’t stay with a loser.

On the last card, your hand has not improved, so “fold.”

3. Hand is at least a medium pair, which is a ten or higher for a conservative player and a six or higher for a nonconservative player.

Your hand is better than anything showing...

You have a king or an ace in hand with the pair...

Betting rounds one to six...

You are the first to bet...

Betting rounds one to five and then “bet” medium.

Betting round six and then “check.”

You are *not* the first to bet...

Betting round six and then “call.”

Otherwise, “raise” maximum (if you can).

Last betting round (sixth)...

You are the first to bet so “check.”

Otherwise, “fold.”

Your hand is *not* the highest (a better one is showing)...

You are the first to bet so “check.”

“Call” bets until the fourth card is dealt, and then “fold” if no improvement.

4. Hand is at least a low pair.

Your hand is better than anything showing...

Betting rounds...

One and two for conservative and one through four for nonconservative...

Your hand is highest one showing...

You are the first to bet so “bet” medium.

You are *not* the first to bet...

No player has raised so “raise” medium.

Otherwise, “call.”

Your hand is *not* the highest one showing...

You are the first to bet so “check.”

A bet has been made by another player...

Betting round two for conservative or betting round four for nonconservative, and then “fold.”

Otherwise, “call.”

Three to six for conservative and five to six for nonconservative...

You are the first to bet so “check.”

Your hand is the highest one showing so “call.”

Your hand is *not* the highest one showing...

Betting round six and then “fold.”

Betting round six...

If lucky, then “call.”

If unlucky, then “fold.”

Other betting rounds...

If no raises yet, then “check.”

If raise, then “fold.”

Your hand is *not* better than anything showing...

Betting round six or conservative and then “fold.”

Otherwise...

If lucky, then “call.”

If unlucky, then “fold.”

5. Hand possibly a flush or a straight...

If your cards are of the same suit or rank within straight range....

First bet round...

You are first to bet, so “check.”

You are *not* first to bet, so “call.”

Second bet round...

You are first to bet, so “bet” medium.

You are *not* first to bet, so “call.”

Five and six betting rounds...

If fifth betting round...

King or better in hand...

You are first to bet so “check.”

Otherwise, “call.”

If sixth betting round...

You are first to bet, so “check.”

You are *not* first to bet...

Flush or straight and then “call.”

Otherwise, “fold.”

Three and four betting rounds...

You are first to bet so “check.”

You are *not* first to bet so “call.”

6. If there's a raise and you have nothing in steps one through five, then “fold.”

## Texas Hold 'Em and Omaha

1. The player to the left of the dealer is forced to make a “blind bet” (“bet” minimum).
2. Determine if you should stay with the first two cards (for Texas Hold 'Em) or first four cards (for Omaha) in your hand.

You have a pair (remember in Texas Hold 'Em you can use one, two, or none of your first two cards and in Omaha you must use two cards of your first four cards.

If your pair for conservative is aces or for nonconservative is tens or better, then “bet” or “raise” maximum.

If your pair for conservative is queens or kings for nonconservative is sixes or better, then “bet” or “raise” medium.

If you have any pair, then bet “minimum.”

Otherwise, “call” or “check.”

3. For all remaining betting rounds, get the value of your hand.

Your hand is only a high card...

You are the first to bet so “check.”

You are *not* the first to bet...

Conservative players “fold.”

Nonconservative player “call” for the second and third betting rounds and “fold” after the last “community card” is turned over.

Your hand is a pair...

You are the first to bet so “check.”

You are *not* the first to bet...

A player has raised then...

If you have won the last two hands, then “call.”

Conservative players “fold.”

Nonconservative player “call” for the second and third betting rounds and “fold” after the last “community card” is turned over.

A player has bet...

For the second and third betting rounds so “call.”

“Fold” after the last “community card” is turned over.

Players so far have checked and then you “check.”

Your hand is two pair...

You are the first to bet...

Conservative players “check.”

Nonconservative players “bet” medium.

You are *not* the first to bet...

No one has raised so “call.”

A raise has been made...

You are in the first three players from the dealer so “fold.”

Otherwise, “call.”

Only a call so far, so you then “call.”  
 Your hand is three of a kind (a trip) or better...  
 You are the first to bet so “bet” maximum.  
 You are *not* the first to bet...  
 Your hand is a straight or better so “raise” maximum.  
 There are no raises yet, so “raise” maximum.  
 Another player has raised...  
 You are in the first three players from the dealer so “call.”  
 You are the fourth player from the dealer so “raise” medium.  
 You are more than four players from the dealer so “raise” maximum.

## Game Variation's Order of Play

### Draw Poker No Openers and Jacks or Better to Open

Players “ante” or place the minimum bet into the pot.

Five cards are dealt face down to each player.

Betting session or round.

Player to the left of the dealer bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session are allowed.

(In Draw Poker Jacks or Better, only a player meeting these requirements of a hand of at least a pair of jacks may bet. If a player doesn't select “check” and they don't have the requirements, then a “check” is the default option. If all players “check,” then the deck is reshuffled and another ante is made by all players. If a player “folds” before any bet is made, the default of a “check” is done instead. The computer never looks at anyone's hand to process the NPC's AI, except in this case of checking for the requirements of a hand of at least a pair of jacks.)

Players starting with the player left of the dealer may discard up to three cards (four cards if they hold on to an ace—computer checks for the ace).

(Immediately, the discarded cards are replaced and the discarded cards are shuffled into the end of the deck behind the original 52 cards so that the game doesn't run out of cards and a player will not receive his own discarded cards or someone else's discarded cards before the original deck has been dealt.)

Betting session or round.

Player to the left of the dealer bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.



Show all remaining players' cards.  
Find the winning hand or hands if tied.  
Pay the winner(s) from the pot.  
Update statistics.

## Five Card Stud

Deal one card face down to each player (card one).  
Deal one card face up to each player (card two).  
Betting session or round.  
    Lowest hand showing bets first.  
    A player cannot bet and raise himself consecutively.  
    Only three raises per betting session allowed.  
If more than one player left....  
    Deal one card face up to each player (card three).  
    Betting session or round...  
        Best hand showing bets first.  
        A player cannot bet and raise himself consecutively.  
        Only three raises per betting session allowed.  
If more than one player left....  
    Deal one card face up to each player (card four).  
    Betting session or round...  
        Best hand showing bets first.  
        A player cannot bet and raise himself consecutively.  
        Only three raises per betting session allowed.  
If more than one player left....  
    Deal one card face down to each player (card five).  
    Betting session or round...  
        Best hand showing bets first.  
        A player cannot bet and raise himself consecutively.  
        Only three raises per betting session allowed.  
Show all remaining players' cards.  
Find the winning hand or hands if tied.  
Pay the winner(s) from the pot.  
Update statistics.

## Seven Card Stud, Chicago Lo, and Chicago High

Deal two cards face down to each player (card one and two, aka "the hole").  
Deal one card face up to each player (card two, aka "door card").

Betting session or round.

The first round of betting starts with a forced bet by the lowest up card by suit in alpha order (clubs is the lowest suit and spades is the highest suit).

A player cannot bet and raise themselves consecutively.

Only three raises per betting session allowed.

If more than one player left....

Deal one card face up to each player (card four, aka “fourth street”).

Betting session or round...

Best hand showing bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

If more than one player left....

Deal one card face up to each player (card five, aka “fifth street”).

Betting session or round...

Best hand showing bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

If more than one player left....

Deal one card face up to each player (card six, aka “sixth street”).

Betting session or round...

Best hand showing bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

If more than one player left....

Deal one card face down to each player (card seven, aka “the river” also a “hole” card).

If there are more cards needed than 52 as when eight players need seven cards each or 56 cards, the last card is a community card used by all players.

Betting session or round...

Best hand showing bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

Show all remaining players’ cards starting with the last bettor.

(For Chicago Hi, the best hand and the highest spade in the hole shares the pot. For Chicago Lo, the best hand and the lowest spade in the hole shares the pot. An ace may be used for high or low. If the seventh card is a

“community” card, then it isn’t a “hole” card. The winning “hole” card doesn’t have to be part of the winning hand.)

Using five of the seven cards, find the winning hand, or hands if tied.

Pay the winner(s) from the pot.

Update statistics.

## **Texas Hold 'Em**

Deal two cards face down to each player (card one and two, aka “the hole”).

Betting session or round...

A “blind bet” is made by the player left of the dealer.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

Community cards two, three, and four (the “flop”) are dealt center table face up.

Betting session or round...

Player to the left of the dealer bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

Community card one (the “turn” card) is dealt center table face up.

Betting session or round...

Player to the left of the dealer bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

Community card five (the “river”) is dealt center table face up.

Betting session or round...

Player to the left of the dealer bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

Find the winning hand or hands if tied using any combination of the player’s own two down cards and the five community cards.

Pay the winner(s) from the pot.

Update statistics.

## **Omaha**

Deal four cards face down to each player (the first four cards, aka “the hole”).

Betting session or round.

A “blind bet” is made by the player left of the dealer.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

Community cards two, three, and four (the “flop”) are dealt center table face up.

Betting session or round.

Player to the left of the dealer bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

Community card one (the “turn” card) is dealt center table face up.

Betting session or round.

Player to the left of the dealer bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

Community card five (the “river”) is dealt center table face up.

Betting session or round.

Player to the left of the dealer bets first.

A player cannot bet and raise himself consecutively.

Only three raises per betting session allowed.

Find the winning hand, or hands if tied, using any combination of two of the player’s own down cards and the three community cards. Remember, “two from the hand, three from the board.”

Pay the winner(s) from the pot.

Update statistics.