iRuleThem – Hold'em Poker simulator
I BASIC CARD SELECTION
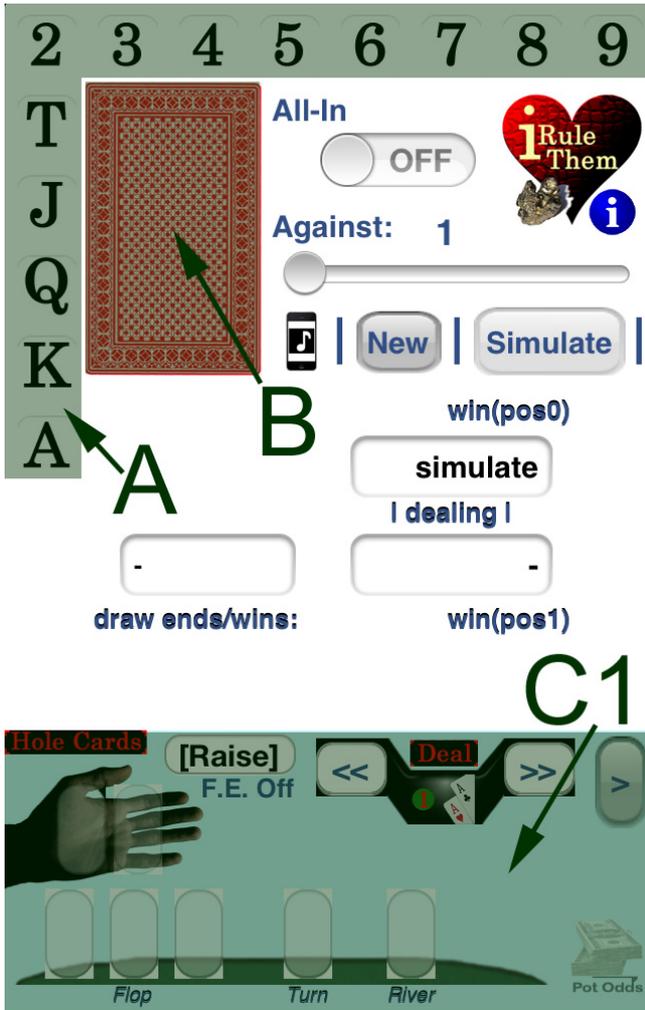
A: Value select

At the top and left upper sides are 13 buttons to **choose the value** of the following card (e.g. [A] for an Ace). That card gets displayed on B. It's simply a generic card with all known suits ([♣] **c**lubs, [♦] **d**iamonds, [♥] **h**earts, [♠] **s**pades).

B: Suit select

Such a **card on B** is used for **suit declaration**. After one of the four suits has been touched the final card is **ready for usage**.

Thereafter, that chosen card (e.g. Ah = Ace of hearts) is **disabled for further reuse** its removal. until

C1: Hole Cards and Board

C1 is located right below the card selection interface. Attached to the 'Hole Cards' label are the given user's pocket cards followed by the known board cards. Down here, it's possible to **add, delete or replace the existing cards**. The **active card slot** for the next upcoming card (chosen with step A and B) is represented as a **black rectangular selection**. That's the indication where the next card will be located at. The card selection order of iRuleThem always starts with the first hole card and ends with the last community card, called the River.

In case the user touches inside a given community card slot on C1, that precedes the currently active slot, the displayed card on that slot and every card that follows behind is going to be removed. Thereafter all these cards are re-enabled for further usage (e.g. repeated definition of various Turn cards).

Replacing the Hole Cards

When there are already some predefined community cards a **touch on the given hole cards** is used to simply **replace them**. When the first pocket card has been touched both of them have to be redefined next. Otherwise, it's clever to just redefine the second pocket card to check the **influence of different kicker cards**. Only thereafter, additional cards can be added.

Random Hole Cards

After **touching the active card slot,** when it's pointing to a **user hole card** that specific card is random. It's absolutely fine to have a random hole card and the other specified. Furthermore up to 6 opponents can explicitly use random cards. A randomized card has a picture of a **card back** with **three interrogation marks**. For each experiment involved in a simulation (every single hand outcome), all random cards are replaced by drawn ones. There are absolutely no restrictions for random cards. With other words it might be any available card from the deck.

Example

Check with the image on the left. Here are three specific flop cards beside the hole card **ace of hearts** and a **random second card**. **The flop** is dealt as **As, Ad, 2d**. The simulation process is drawing the turn card as well as the second undefined hole card for each tryout.

Dealer Interface

iRuleThem comes with an integrated card dealer. The dealer can be used to **additionally draw new cards from the deck**. These cards are drawn into the currently active card slot. The order of these cards is specified with the hole cards followed by the community cards for each game stage.

Navigation:	1. [<<] re-deals the currently drawn card(s)
	2. [Deal] enters the Single Deal Mode
	3. [>>] deals the card(s) of the following stage

1.   2.   3.

The dealer hands out new cards every time the [>>] button has been touched. If all-in has been activated all missing cards are drawn at once.

Otherwise just the subsequent cards of the next stage (Flop/Turn/River) are coming. After the user hole cards have been removed, the [>>] button is firstly dealing the missing user pocket cards before any further community cards are added.

The [<<] button deals the most recent cards again. This means it can be used to analyze the hole cards in combination with various drawn communities (e.g. check random Flops for the hand AKs).

Card notation for…
Individualized - and generalized hands

Overall there're 1326 individualized starting hand combinations creatable using a card deck, using a notation like Js, Tc (Jack of Spades, Ten of Clubs).

The first letter is shorthand for the card value:
- '2'   Card value of Two
- '3'   Card value of Three
- …   Card value of #; whereas its lower than 10
- 'T'   Card value of Ten
- 'J'   Card value of Jack
- 'Q'   Card value of Queen
- 'K'   Card value of King
- 'A'   Card value of Ace

The second letter is the first letter of the suit in English:
- 'c'   [♣] Card suit is Clubs
- 'd'   [♦] Card suit is Diamonds
- 'h'   [♥] Card suit is Hearts
- 's'   [♠] Card suit is Spades

This can be reduced down to 169 generalized starting hands. Generalization means for the two card suits, that their exact kinds don't matter anymore. For the generalized starting hand notation all what matters is the fact, if both cards are same suited or not. Ace of Hearts (Ah) and King of Hearts (Kh) do share the same suit; therefore the generalized starting hand is Ace King Suited (AKs). In contrast, say with the King of Spades, it's Ace King Off-Suit (AKo); where the 'o' can be omitted (AK).

Card speech commands

'**Correct**'   (deletes last defined user/community card)

'**[card] of [suit]**'   (choose any card)
  where **[card]** is 1 element of:
    { **Ace, Two, Three, Four, Five, Six, Seven,
     Eight, Nine, Ten, Jack, Queen, King   }**
  and **[suit]** is 1 element of:
        { **clubs, diamonds, hearts, spades   }**

Examples:
1. Selection of **Ad** is spoken:
   '**Ace of diamonds**'
2. Selection of **Qh** is spoken:
   '**Queen of hearts**'
3. Selection of **5s** is spoken:
   '**Five of spades**'
4. Re-definition of the **last card as 5c**:
   '**Correct**'
   '**Five of clubs**'

< Getting Started   Options >