

MIT OpenCourseWare  
<http://ocw.mit.edu>

CMS.608 / CMS.864 Game Design  
Spring 2008

For information about citing these materials or our Terms of Use, visit: <http://ocw.mit.edu/terms>.

## **CMS.608 (Lab) – 19 February 2008**

Notes by Clara Rhee

Guest lecturer Scot Osterweil

### Various types of Poker

- For chips ... and notoriety!
- If you win in your table, your name will go up on the board
  
- Five card draw
  - Get dealt 5 cards, bet, trade any number of cards, bet again.
- Five card stud
  - One down, the rest up one at a time, betting after each up card.
- Texas Hold-Em
  - Two down, bet, three shared up cards “The flop”, bet, a shared up card “The turn”, bet, a shared up card, bet.
  
- Was there one variation that was more skill based?
  - Texas Hold-Em
- Why?
  - Balance between the known and the unknown
- How do we know that?
- Were people playing for particular goals?
  - To win
  - To get on the board
  - To see other people’s cards
  - To stay in
  - To break even
- Different versions have different strategies and different criteria for what counts as a “good” hand
  
- Evolve a better Poker!