WHAT IS CLAIMED IS:

1. An electronic poker card system, being a server accessible by players through mobile phones, comprising a computer processor and a computer medium having computer programs stored thereon, wherein the computer programs, when executed by the computer processor, implement an electronic poker card method, and the system comprises following modules:

a preparation module, used for determining activity parameters of an electronic poker card activity, the activity parameters comprising the number of players participating in the activity with their mobile phones in communication with the server, poker cards used in the activity, the number of poker cards assigned to each player at the beginning of the activity, and a generation way of target matched poker cards of the activity;

a selection module, used for selecting the players to participate in activities before and during each round of the electronic poker card activity, comprising, randomly turning over any card in hand of each player, and selecting the corresponding players according to a numeric value represented by the poker card, further comprising randomly selecting a player from all players, and further comprising a way of combining self recommendation and voting of other players;

an activity module, used for assigning the poker cards to each player at the beginning of the electronic poker card activity, and also providing various functions for each player to participate in the activity, and generating various winners of the electronic poker card activity; and

a reward module, used for acquiring rewards paid by each player before the activity, and counting the deserved rewards of various winners and the last player after participating in the activity;

wherein the electronic poker card system is configured to perform an electronic poker card method comprising:

S1, setting, by a preparation module, activity parameters of the electronic poker card method, the activity parameters comprising the number of players participating in the electronic poker card activity, poker cards used in the electronic poker card activity, the number of poker cards assigned to each player at the beginning of the electronic poker card activity, and a generation way of target matched poker cards of the electronic poker card activity;

S2, sending, by the preparation method, the activity parameters to an activity module and a selection module, carrying out, by the activity module, the electronic poker card activity, assigning the corresponding number of poker cards to each player, forming the un-assigned poker cards into a poker card drawing pile, and at the same time, executing, by the selection module, a task of selecting a first player of the present round of activity;

S3, collecting, by a reward module, rewards to be paid to a first winner of the present round of activity and paid by each player in advance of the electronic poker card activity;

S4, in the activity module, drawing, by the first player of the present round of activity, any poker card from the poker card drawing pile, and forming the drawn poker card and a plurality of poker cards in the hand into the target matched poker cards;

S5, if the drawn poker card cannot form the target matched poker cards with any card in the hand, abandoning, by the first player, the drawn poker card to an abandoned poker card pile in the activity module, and if the drawn card can form the target matched poker cards with the plurality of cards in the hand, continuously forming, by the first player, the remaining poker hands in the hand into other target matched poker cards in the activity module;

S6, in the activity module, if the first player can form the target matched poker cards with all remaining cards in the hand, the first player becomes the first winner of the present round of the electronic poker card activity, and receives the reward paid by himself other players in advance through the reward module, and drops out of the present round of activity at the same time, if the first player cannot form the target matched poker cards with all remaining cards in the hand, the first player is necessary to select one of the poker cards in the hand that do not form the target matched poker cards and abandon the selected poker card to the abandoned poker card pile, and continues the present round of activity;

S7, on the basis of continuing the present round of activity, selecting, by the activity module, a second player of the present round of activity in a same method as the first player of the present round of activity, wherein the second player uses the activity module to participate in the activity through a process described in the S4 to the S6, and if the second player cannot become the first winner of the present round of the electronic poker card activity either, a third player of the present round of activity is continuously selected to participate in the activity until the first winner of the present round of electronic poker card activity is born, and receives the reward through the reward module;

S8, paying, by the remaining players, the reward to be paid to a second winner of the present activity in advance in the reward module, changing a generation way of the target matched poker cards, and at the same time, carrying out, by the activity module, a second round of the electronic poker card activity through the processes described in the S4 to the S7, and receiving, by the second winner, the reward paid in advance by himself and other remaining players through the reward module, and dropping out of the second round of the activity;

S9, paying, by the remaining players of the previous round of the electronic poker card activity, the rewards to be paid to an n^{th} winner of the present activity of the remaining players in advance in the reward module, changing the generation way of the target matched poker cards, and at the same time, carrying out, by the activity module, an n^{th} round of the electronic poker card activity through the processes described in the S4 to the S7, and receiving, by an n^{th} winner, the reward paid in advance by himself and other remaining players through the reward module, and dropping out of the n^{th} round of activity; and

S10, on the basis of data from the activity module, counting, by the reward module, the rewards deserved by the last player and paid by himself and other players of the present electronic poker card activity in advance; and

wherein the reward A_n received by the n^{th} winner of one electronic poker card activity can be calculated specifically by the following formula:

$$A_n = (m_n - f_n) \times p$$

wherein m_n is the number of players in the n^{th} round of one electronic poker card activity, f_n is the number of activity rounds in which the winner of the n^{th} round of the electronic poker card activity participates, and p is the reward paid by the player in advance at the beginning of different rounds of the electronic poker card activity.

2. The electronic poker card system according to claim 1, wherein the generation way of the target matched poker cards of the activity in the S1 comprises setting a specific number of poker cards contained in the target matched poker cards, further comprises setting a sum of numeric values represented by different poker cards in the target matched poker cards, and comprises setting a specific numeric value represented by each poker card used in the activity respectively.

3. The electronic poker card system according to claim 1, wherein at the beginning of one electronic poker card activity and after participating in each round of activity, the number k of the poker cards in the hand of each player satisfies the following condition:

(k+1) MOD n = 0

wherein n is the specific number of the poker cards contained in the target matched poker cards, and MOD is a modulo function.

4. The electronic poker card system according to claim 1, wherein when other players, except the first player, in each round of activity of one electronic poker card activity not only can select one poker card from the card drawing pile and use the selected poker card to form the target matched poker cards with the cards in the hand when beginning to participate in the activity, but also can select a poker card from the abandoned poker card pile and use the selected poker card to form the target matched poker cards with the cards in the hand, wherein when the poker card is selected from the abandoned poker card pile, only the poker card that is drawn by the previous player but is not used and is abandoned can be selected.

5. The electronic poker card system according to claim 1, wherein the rewards paid by various players in advance at the beginning of different rounds of one electronic card activity are the same, and the total number of rounds of one electronic poker card activity is equal to the number of players at the beginning of the present activity minus one.