

ELECTRONIC POKER CARD SYSTEM AND METHOD, AND COMPUTER DEVICE AND MEDIUM

TECHNICAL FIELD

[0001] The present disclosure belongs to the technical field of electronic poker cards, and in particular relates to an electronic poker card system and method, and a computer device and medium.

BACKGROUND

[0002] As one of entertainment ways in daily life of people, electronic poker card activities are loved by more and more people because of interestingness and easy operation. One of basic playing methods for one electronic poker card activity requires players to form matched poker cards containing a plurality of poker cards; the player who is the first one to form a plurality of groups of matched poker cards by using all cards in the hand is the winner of the present round of activity; the winner receives the reward of the present round of activity, and the activity is ended; however, the playing method of the electronic poker card activity has the problems that the activity experience of different players is bad, and the psychology of different players cannot be satisfied, which because the activity is ended when the first winner is born, other players cannot experience the process of the activity fully because of less participation in the activity process, and other players may still want to get the reward or reduce their losses by continuing the activity when the winner of the present round of activity is born. Therefore, it is of great significance in researching an activity method of electronic poker cards capable of solving the above problems.

SUMMARY

[0003] In view of the above problems, the present disclosure provides an activity system and activity method of electronic poker cards, which includes: setting activity parameters of an electronic poker card activity, and providing various functions for each player to participate in the electronic poker card activity; by carrying out multiple rounds of activities in one electronic poker card activity, each player can participate in the process of the activity, and experience the interestingness of the activity; and meanwhile, rewards received by various winners in a born sequence of various winners in one electronic poker card activity

are reduced gradually, instead of only one winner, so that the psychology of the players can be better satisfied.

[0004] In order to realize the above purpose, the following electronic poker card system is provided, which specifically includes the following modules:

[0005] 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, 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;

[0006] 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;

[0007] 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

[0008] 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.

[0009] As a preferred technical solution of the present disclosure, the electronic poker card system specifically executes the following steps:

[0010] 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;

[0011] 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;

[0012] 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;

[0013] 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;

[0014] 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;

[0015] 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;

[0016] 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;

[0017] 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;

[0018] 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

[0019] 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.

[0020] Compared with the prior art, the present disclosure has at least the following beneficial effects:

[0021] 1. An electronic poker card method provided by the present disclosure includes: step I, determining electronic poker card activity parameters; step II, assigning poker cards to players, and selecting the first player of the present round of activity; step III, paying, by each player, a reward in advance; step IV, forming, by the first player, target matched poker cards by using a drawn poker card; step V, if the step IV cannot be completed, abandoning, by the first player, the drawn poker card, and if the step IV is completed, continuously forming, by the first player, the target matched poker cards; step VI, if the remaining poker cards all can form the target matched poker cards, the first player becomes a first winner, and if the remaining poker cards cannot form the target matched poker cards, continuing the present round of activity; step VII, selecting the subsequent players of the present round of activity, carrying out the activity by using the step IV to the step VI; step VIII, paying, by

the remaining players, the rewards in advance, carrying out the second round of the present activity by using the step IV to the step VII; step IX, paying, by the remaining players of the previous round of activity, the rewards in advance, carrying out the nth round of the activity by using the step IV to the step VII; and step X, receiving, by the last player, the reward;

[0022] 2. The present disclosure solves the problems in the prior art that since there is only one winner in one activity, other players cannot experience the activity process fully because of participating less activity process, and other players still want to receive the reward or reduce their losses by continuing the activity when the winner is born. The present disclosure not only can bring better activity experience for the players of the electronic poker card activity, but also can better satisfy the psychology of the players.

BRIEF DESCRIPTION OF DRAWINGS

[0023] FIG. 1 is a structural diagram of an electronic poker card system of the present disclosure.

DETAILED DESCRIPTION OF THE EMBODIMENTS

[0024] The present disclosure provides an electronic poker card method, which is implemented by executing the following steps:

[0025] 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;

[0026] 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;

[0027] 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;

[0028] 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;

[0029] 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;

[0030] 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;

[0031] 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;

[0032] 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;

[0033] S9, paying, by the remaining players of the previous round of the electronic poker card activity, the rewards to be paid to an nth 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 nth round of the electronic poker card activity through the processes described in the S4 to the S7, and receiving, by an nth winner, the reward paid in advance by himself and other remaining players through the reward module, and dropping out of the nth round of activity; and

[0034] 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.

[0035] A main process of the activity method of the electronic poker cards of the present disclosure is described in detail below, so as to facilitate the understanding of the concept of the present disclosure.

[0036] A generation way of the target matched poker cards of the activity in the step S1 includes setting a specific number of poker cards contained in the above target matched poker cards, also includes setting a sum of numeric values represented by different poker cards in the target matched poker cards, and includes setting a specific numeric value represented by each poker card used in the activity respectively; one or multiple decks of poker cards are used in one electronic poker card activity, and the specific poker card, such as the poker card JOKER, may be removed from the deck of poker cards; furthermore, the specific numeric value represented by each poker card used in the activity may be set in the following way: the specific numeric values represented by the poker cards 1 to 9 are 1 to 9 respectively, and the specific numeric value represented by each of the poker card 10, the poker card J, the poker card Q and the poker card K is 5; if the target matched poker cards contain two poker cards, and the sum of the numeric values represented by different poker cards in the target matched poker cards is 10, there are nine different forming ways of the target matched poker cards in the activity process, which are the poker card 1 and the poker card 9, the poker card 2 and the poker card 8, the poker card 3 and the poker card 7, the poker card 4 and the poker card 6, the poker card 5 and the poker card 5, the poker card 10 and the poker card 10, the poker card J and the poker card J, the poker card Q and the poker card Q, and the poker card K and the poker card K.

[0037] A specific way of selecting the first player in the present round of activity in the S2 includes randomly turning over any poker card in the hand of each player, selecting the

corresponding player according to the numeric value represented by the poker card as the first player, further includes randomly selecting one player from all players as the first player, and further includes selecting the first player in a way of combining the self-recommendation of the player and voting of other players; and the method is mainly to ensure the fairness of selecting the player to participate in the activity before and during each round of the electronic poker card activity.

[0038] According to the present disclosure, 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 shall satisfy the condition: $(k+1) \text{ MOD } n = 0$; n is the specific number of the poker cards contained in the target matched poker cards, and MOD is complementation, which because using the above condition can ensure that all players are possible to form the target matched poker cards with the drawn poker card and the poker cards in the hand and become the winner when having an opportunity to participate in the activity each time; in order to facilitate the understanding, for example, when the player is assigned with 9 poker cards at the beginning of the activity, which are the poker card 1, the poker card 7, the poker card 4, the poker card 4, the poker card 9, the poker card 3, the poker card J, the poker card J and the poker card 2, and the player draws the poker card 6 from a poker card drawing pile, so that the player can form the target matched poker cards, including the poker card 4 and the poker card 6, the poker card 1 and the poker card 9, the poker card 7 and the poker card 3, and the poker card J and the poker card J; at the moment, there are only one poker card 4 and one poker card 2 left in the hand of the player, if the player does not abandon one of the poker cards, that is, the number of the remaining poker cards in the hand of the player does not satisfy the above condition, then the player needs to draw another poker card when participating in the activity next time; since the player has three poker cards, the player may never be the winner; and then if the player selects to abandon one poker card, the player may form the possessed poker cards into the target matched poker cards when participating in the activity next time, thereby becoming the winner.

[0039] Other players, except the first player, in each round of one electronic poker card activity not only can select one poker card from the card drawing pile to be formed into the target matched poker cards with the poker cards in the hand, but also can select one poker card from the abandoned poker card pile to be formed into the target matched poker cards with the cards in the hand when beginning to participate in the activity; when the poker card

is selected from the abandoned poker card pile, only the card that is drawn by the previous player but is not used and is abandoned can be selected; and the purpose of using the method is to ensure the number of the poker cards that may be used in multiple rounds of one electronic poker card activity, and is also to reduce the possibility of cheating by the cooperation of two players in activities, thereby further ensuring the fairness of the electronic poker card activity.

[0040] The reward A_n that is received by the n^{th} winner of one electronic poker card activity of the present disclosure can be calculated specifically by the formula:

$A_n = (m_n - f_n) \times P$; 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 one electronic poker card activity participate, and P is the reward paid in advance by the player at the beginning of different rounds of one electronic poker card activity; by using the above formula, the rewards received by various winners are reduced gradually in a born sequence of the winners in one electronic poker card activity; A_n may be a positive value, and may also be a negative value, that is, the first winner may receive the most rewards, the reward received by the second winner is less than that of the first winner, the second winner may have no loss because the received reward is the positive value, the rest may be done in the same way, and the reward received by the winner in the subsequent each round of activity may be reduced sequentially; since the last player of one electronic poker card activity does not become the winner in any round of activity, the finally received reward is the negative value, that is, the last player has loss; in order to facilitate the understanding of a calculation process of the above formula, an example is given below; for example, there are three persons participating in the electronic poker card activity; the reward paid by each player in advance at the beginning of different rounds of present activity is the same and is 1, so that according to the above formula, the reward received by the first winner is 3, the reward received by the second winner is 1, the reward received by the third winner is -1, and the reward received by the last player is -3; and the activity method not only can allow each player to participate in the process of the activity and to experience the activity interestingness, but also can better satisfy the psychology of other players who still want to receive the reward or reduce their losses by continuing the activity when the winner is born.

[0041] It should be noted that the rewards paid by various winners in advance at the beginning of different rounds of one electronic poker card activity are the same; at the same time, the total number of activity rounds of one electronic poker card activity of the present disclosure are equal to the number of players at the beginning of the activity minus 1; moreover, the generation ways of the target matched poker cards used in the present disclosure when different rounds of one electronic poker card activity are carried out are different and are set according to the remaining available poker cards at the end of the previous round of activity; and by changing the generation way of the target matched poker cards, the interestingness of the activity can be increased, and the activity ending speed may also be accelerated.

[0042] In conclusion, the electronic poker card method provided by the present disclosure includes: step I, determining electronic poker card activity parameters; step II, assigning poker cards to players, and selecting the first player of the present round of activity; step III, paying, by each player, the reward in advance; step IV, forming, by the first player, target matched poker cards by using the drawn poker card; step V, if the step IV cannot be completed, abandoning, by the first player, the drawn poker card, and if the step IV is completed, continuously forming, by the first player, the target matched poker cards; step VI, if the remaining poker cards all can form the target matched poker cards, the first player becomes a first winner, and if the remaining poker cards cannot form the target matched poker cards, continuing the present round of activity; step VII, selecting the subsequent players of the present round of activity, and carrying out the activity by using the step IV to the step VI; step VIII, paying, by the remaining players, the rewards in advance, and carrying out a second round of the present activity by using the step IV to the step VII; step IX, paying, by the remaining players of the previous round of activity, the rewards in advance, and carrying out the n^{th} round of the present activity by using the step IV to the step VII; and step X, receiving, by the last player, the reward; the present disclosure solves the problems in the prior art that since there is only one winner in one activity, other players cannot experience the activity process fully because of participating in less activity process, and when the winner is born, other players still want to receive the reward or reduce their losses by continuing the activity; and the present disclosure not only can bring better activity experience for the players of the electronic poker card activity, but also can better satisfy the psychology of the players.

[0043] Referring to FIG. 1, the present disclosure also provides an electronic poker card system, which is used for implementing the above-mentioned electronic poker card method, and specifically includes the following modules:

[0044] 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, 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;

[0045] 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;

[0046] 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

[0047] 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.

[0048] The present disclosure further provides a computer device. The computer device includes a processor, which is used for implementing steps of the above-mentioned activity method of electronic poker cards when executing computer programs stored in a memory.

[0049] The present invention further provides a computer medium having computer programs stored thereon; and the computer programs, when executed by the processor, implement the steps of the above-mentioned activity method of electronic poker cards.

[0050] It should be understood that although each step in the flowchart of each embodiment of the present disclosure is shown by the sequence as indicated by the arrow, these steps are not necessarily executed in sequence as indicated by the arrow. Unless explicitly stated in the description, the execution of these steps is not strictly limited in sequence, and these steps may be executed in other sequences. Moreover, at least some steps in each embodiment may include a plurality of sub-steps or phases, which are not

necessarily executed at the same time, but may be executed at different moments, and the execution sequence of these sub-steps or phases is not necessarily sequential, but may be alternately executed with other steps or at least some sub-steps or phases of other steps.

[0051] Those ordinary skilled in the art may understand that implementing all or part of the process in the method of the above-mentioned embodiments may be completed by instructing related hardware through computer programs. The above-mentioned programs may be stored in a nonvolatile computer-readable storage medium, and when executed, the programs may include the process of the embodiments of the above-mentioned method. Any reference to memory, storage, database or other media used in the embodiments provided in the present application may include nonvolatile and/or volatile memory. The nonvolatile memory may include a read only memory (ROM), a programmable ROM (PROM), an electronic programmable ROM (EPROM), and an electronic erasable programmable ROM (EEPROM) or flash memory. The volatile memory may include a random access memory (RAM) and/or external cache memory. As for illustration rather than limitation, RAM is available in many forms, such as static RAM(SRAM), dynamic RAM(DRAM), synchronous DRAM(SDRAM), double data rate SDRAM(DDRSDRAM), enhanced SDRAM(ESDRAM), synchronous link DRAM (SLDRAM), memory bus (Rambus) direct RAM(RDRAM) and direct memory bus dynamic RAM (DRDRAM), and memory bus dynamic RAM (RDRAM), etc.

WHAT IS CLAIMED IS:

1. An electronic poker card system, 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, 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.

2. An electronic poker card method using the electronic poker card system according to claim 1, comprising following steps:

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.

3. The electronic poker card method according to claim 2, 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.

4. The electronic poker card method according to claim 2, wherein a specific way of selecting the first player in the present round of activity in the S2 comprises randomly turning over any poker card in the hand of each player, selecting the player corresponding to the numeric value represented by the poker card as the first player, further comprises selecting one player from all players as the first player, and further comprises selecting the first player in a way of combining self-recommendation and voting of other players.

5. The electronic poker card method according to claim 2, 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:

$$(k+1) \text{ MOD } n = 0$$

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

6. The electronic poker card method according to claim 2, 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.

7. The electronic poker card method according to claim 2, 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.

8. The electronic poker card method according to claim 2, 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.

9. A computer device, comprising a processor, and used for implementing steps of the method according to any one of claims 2-8 when executing computer programs stored in a memory.

10. A computer medium having computer programs stored thereon, wherein the computer programs, when executed by a processor, implement steps of the method according to any one of claims 2-8.