

Server Interface Specification

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April 27, 2006

1 Server Responsibilities

Each competitor submits a zipped file. In this file, all of the executable and data files required to run their bot are kept. At the start of a match, this file is transferred to the client machine, unzipped into a directory, and the file `startme.bat` is called with the server IP and port to be connected to, e.g.:

```
startme.bat 128.6.13.13 5555
```

The players connect to the server, and send a version message to indicate the protocol version that they can handle.

The server then maintains the state of the match. At each change of state, both players receive a match state. They can respond by sending a response message, which echoes the state and the action they wish to take.

The game state (which is described in detail later) contains the information about the visible cards and the betting sequence: the player to act, the state of the pots and the bankrolls can be derived from this information. The idea is to make the protocol as simple as possible.

All messages are followed by a carriage return and a line feed <CRLF> (ASCII 13 and ASCII 10).

2 Handshake

The first message sent by the client indicates the version:

$$\langle \text{version} \rangle ::= \text{"VERSION:1.0.0"} \quad (1)$$

3 Match States and Response Messages

A match state consists of a hand number, a seat, and a game state (which is described in the next section). The seat is 1 for the button (who small blinds and bets first on the pre-flop) and 0 for the non-button (who big blinds and bets first on the post-flop, turn, and river).

$$\langle \text{matchstate} \rangle ::= \text{"MATCHSTATE:"} \langle \text{seat} \rangle \text{" "} \langle \text{handNumber} \rangle \text{" "} \langle \text{gamestate} \rangle \quad (2)$$

$$\langle \text{handnumber} \rangle ::= \langle \text{integer} \rangle \quad (3)$$

$$\langle \text{seat} \rangle ::= \text{"0"} \mid \text{"1"} \quad (4)$$

Match state messages are sent before any player's action, but they are sent to *both* players. In other words, after the flop, when the non-button player is about to check or bet, the button player also receives the state, which may be helpful to the button player if the non-button player takes a long time replying to the flop.

In addition, a match state message is sent after the showdown. There is no mucking, so at this point all cards are revealed.

A response consists of a state to which it is a response and an action. *f* means fold, *c* means check or call, and *r* means bet or raise.

$$\begin{aligned} \langle \text{response message} \rangle ::= & \text{"MATCHSTATE:"} \langle \text{seat} \rangle \text{" "} \langle \text{handNumber} \rangle \\ & \text{" "} \langle \text{gamestate} \rangle \text{" "} (\text{"f"} \mid \text{"c"} \mid \text{"r"}) \text{" "} \end{aligned} \quad (5)$$

4 Game States

Game states (that describe everything that has occurred until now in a hand) consist of betting sequences and cards. A match state (defined in the next section) contains a hand number, a seat, and a partial game state.

$$\langle \text{gamestate} \rangle ::= \langle \text{preflopGS} \rangle \mid \langle \text{postflopGS} \rangle \mid \langle \text{turnGS} \rangle \mid \langle \text{riverGS} \rangle \quad (6)$$

$$\langle \text{preflopGS} \rangle ::= \langle \text{preflopBetting} \rangle \text{ “.” } \langle \text{preflopCards} \rangle \quad (7)$$

$$\langle \text{preflopBetting} \rangle ::= \langle \text{preflopP} \rangle \mid \langle \text{preflopT} \rangle \mid \langle \text{preflopC} \rangle \quad (8)$$

$$\langle \text{preflopT} \rangle ::= \text{“cf”} \mid \text{“crf”} \mid \text{“crrf”} \mid \text{“crrrf”} \mid \text{“f”} \mid \text{“rf”} \mid \text{“rrf”} \mid \text{“rrrf”} \quad (9)$$

$$\langle \text{preflopC} \rangle ::= \text{“cc”} \mid \text{“crc”} \mid \text{“crrc”} \mid \text{“crrrc”} \mid \text{“rc”} \mid \text{“rrc”} \mid \text{“rrrc”} \quad (10)$$

$$\langle \text{preflopP} \rangle ::= \text{“”} \mid \text{“c”} \mid \text{“cr”} \mid \text{“crr”} \mid \text{“crrr”} \mid \text{“r”} \mid \text{“rr”} \mid \text{“rrr”} \quad (11)$$

$$\langle \text{preflopCards} \rangle ::= \langle \text{nonbuttonholecards} \rangle^? \text{ “|” } \langle \text{buttonholecards} \rangle^? \quad (12)$$

$$\langle \text{buttonholecards} \rangle ::= \langle \text{holecards} \rangle \quad (13)$$

$$\langle \text{nonbuttonholecards} \rangle ::= \langle \text{holecards} \rangle \quad (14)$$

$$\langle \text{holecards} \rangle ::= \langle \text{card} \rangle \langle \text{card} \rangle \quad (15)$$

$$\langle \text{card} \rangle ::= \langle \text{rank} \rangle \langle \text{suit} \rangle \quad (16)$$

$$\langle \text{rank} \rangle ::= \text{“2”} \mid \text{“3”} \mid \text{“4”} \mid \text{“5”} \mid \text{“6”} \mid \text{“7”} \mid \text{“8”} \mid \text{“9”} \mid \text{“T”} \mid \text{“J”} \mid \text{“Q”} \mid \text{“K”} \quad (17)$$

$$\langle \text{suit} \rangle ::= \text{“s”} \mid \text{“d”} \mid \text{“h”} \mid \text{“c”} \quad (18)$$

$$\langle \text{postflopGS} \rangle ::= \langle \text{postflopBetting} \rangle \text{ “.” } \langle \text{postflopCards} \rangle \quad (19)$$

$$\langle \text{postflopBetting} \rangle ::= \langle \text{preflopC} \rangle \text{ “/” } \langle \text{postflopA} \rangle \quad (20)$$

$$\langle \text{postflopA} \rangle ::= \langle \text{postflopP} \rangle \mid \langle \text{postflopT} \rangle \mid \langle \text{postflopC} \rangle \quad (21)$$

$$\langle \text{postflopT} \rangle ::= \langle \text{preflopT} \rangle \mid \text{“crrrrf”} \mid \text{“rrrrf”} \quad (22)$$

$$\langle \text{postflopC} \rangle ::= \langle \text{preflopC} \rangle \mid \text{“crrrrc”} \mid \text{“rrrrc”} \quad (23)$$

$$\langle \text{postflopP} \rangle ::= \langle \text{preflopP} \rangle \mid \text{“crrrr”} \mid \text{“rrrr”} \quad (24)$$

$$\langle \text{postflopCards} \rangle ::= \langle \text{preflopCards} \rangle \text{ “/” } \langle \text{flop} \rangle \quad (25)$$

$$\langle \text{flop} \rangle ::= \langle \text{card} \rangle \langle \text{card} \rangle \langle \text{card} \rangle \quad (26)$$

$$\langle \text{turnGS} \rangle ::= \langle \text{turnBetting} \rangle \text{ “.” } \langle \text{turnCards} \rangle \quad (27)$$

$$\langle \text{turnBetting} \rangle ::= \langle \text{preflopC} \rangle \text{ “/” } \langle \text{postflopC} \rangle \text{ “/” } \langle \text{postflopA} \rangle \quad (28)$$

$$\langle \text{turnCards} \rangle ::= \langle \text{postflopCards} \rangle \text{ “/” } \langle \text{card} \rangle \quad (29)$$

$$\langle \text{riverGS} \rangle ::= \langle \text{riverBetting} \rangle \text{ “.” } \langle \text{riverCards} \rangle \quad (30)$$

$$\langle \text{riverBetting} \rangle ::= \langle \text{preflopC} \rangle \text{ “/” } \langle \text{postflopC} \rangle \text{ “/” } \langle \text{postflopC} \rangle \text{ “/” } \langle \text{postflopA} \rangle \quad (31)$$

$$\langle \text{riverCards} \rangle ::= \langle \text{turnCards} \rangle \text{ “/” } \langle \text{card} \rangle \quad (32)$$

5 Example Transaction

On even hands, Player 0 is in seat 0 (non-button) and Player 1 is in seat 1 (button).

```
SERVER SENDS:MATCHSTATE:0:392::Ks2d| TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:0:392::Ks2d|
SERVER SENDS:MATCHSTATE:1:392::|QsQd TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:1:392::|QsQd
PLAYER 1 SENDS:MATCHSTATE:1:392::|QsQd:r
MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:1:392::|QsQd:r
SERVER SENDS:MATCHSTATE:0:392:r:Ks2d| TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:0:392:r:Ks2d|
PLAYER 0 SENDS:MATCHSTATE:0:392:r:Ks2d|:r
SERVER SENDS:MATCHSTATE:1:392:r:|QsQd TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:1:392:r:|QsQd
MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:0:392:r:Ks2d|:r
SERVER SENDS:MATCHSTATE:0:392:rr:Ks2d| TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:0:392:rr:Ks2d|
SERVER SENDS:MATCHSTATE:1:392:rr:|QsQd TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:1:392:rr:|QsQd
PLAYER 1 SENDS:MATCHSTATE:1:392:rr:|QsQd:r
MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:1:392:rr:|QsQd:r
SERVER SENDS:MATCHSTATE:0:392:rrr:Ks2d| TO PLAYER 0.
SERVER SENDS:MATCHSTATE:1:392:rrr:|QsQd TO PLAYER 1.
PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrr:Ks2d|
PLAYER 0 SENDS:MATCHSTATE:0:392:rrr:Ks2d|:c
PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrr:|QsQd
MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:0:392:rrr:Ks2d|:c
SERVER SENDS:MATCHSTATE:0:392:rrrc/:Ks2d|/5s2s6h TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/:Ks2d|/5s2s6h
PLAYER 0 SENDS:MATCHSTATE:0:392:rrrc/:Ks2d|/5s2s6h:r
SERVER SENDS:MATCHSTATE:1:392:rrrc/:|QsQd/5s2s6h TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/:|QsQd/5s2s6h
MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:0:392:rrrc/:Ks2d|/5s2s6h:r
SERVER SENDS:MATCHSTATE:0:392:rrrc/r:Ks2d|/5s2s6h TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/r:Ks2d|/5s2s6h
SERVER SENDS:MATCHSTATE:1:392:rrrc/r:|QsQd/5s2s6h TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/r:|QsQd/5s2s6h
PLAYER 1 SENDS:MATCHSTATE:1:392:rrrc/r:|QsQd/5s2s6h:r
MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:1:392:rrrc/r:|QsQd/5s2s6h:r
SERVER SENDS:MATCHSTATE:0:392:rrrc/rr:Ks2d|/5s2s6h TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rr:Ks2d|/5s2s6h
PLAYER 0 SENDS:MATCHSTATE:0:392:rrrc/rr:Ks2d|/5s2s6h:r
SERVER SENDS:MATCHSTATE:1:392:rrrc/rr:|QsQd/5s2s6h TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rr:|QsQd/5s2s6h
MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:0:392:rrrc/rr:Ks2d|/5s2s6h:r
SERVER SENDS:MATCHSTATE:0:392:rrrc/rrr:Ks2d|/5s2s6h TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrr:Ks2d|/5s2s6h
SERVER SENDS:MATCHSTATE:1:392:rrrc/rrr:|QsQd/5s2s6h TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rrr:|QsQd/5s2s6h
PLAYER 1 SENDS:MATCHSTATE:1:392:rrrc/rrr:|QsQd/5s2s6h:r
MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:1:392:rrrc/rrr:|QsQd/5s2s6h:r
```

SERVER SENDS:MATCHSTATE:0:392:rrrc/rrrr:Ks2d|/5s2s6h TO PLAYER 0.
 PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrrr:Ks2d|/5s2s6h
 PLAYER 0 SENDS:MATCHSTATE:0:392:rrrc/rrrr:Ks2d|/5s2s6h:c
 SERVER SENDS:MATCHSTATE:1:392:rrrc/rrrr:|QsQd/5s2s6h TO PLAYER 1.
 PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rrrr:|QsQd/5s2s6h
 MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:0:392:rrrc/rrrr:Ks2d|/5s2s6h:c
 SERVER SENDS:MATCHSTATE:0:392:rrrc/rrrrc/:Ks2d|/5s2s6h/9c TO PLAYER 0.
 PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrrrc/:Ks2d|/5s2s6h/9c
 PLAYER 0 SENDS:MATCHSTATE:0:392:rrrc/rrrrc/:Ks2d|/5s2s6h/9c:c
 SERVER SENDS:MATCHSTATE:1:392:rrrc/rrrrc/:|QsQd/5s2s6h/9c TO PLAYER 1.
 PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rrrrc/:|QsQd/5s2s6h/9c
 MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:0:392:rrrc/rrrrc/:Ks2d|/5s2s6h/9c:c
 SERVER SENDS:MATCHSTATE:0:392:rrrc/rrrrc/c:Ks2d|/5s2s6h/9c TO PLAYER 0.
 PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrrrc/c:Ks2d|/5s2s6h/9c
 SERVER SENDS:MATCHSTATE:1:392:rrrc/rrrrc/c:|QsQd/5s2s6h/9c TO PLAYER 1.
 PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rrrrc/c:|QsQd/5s2s6h/9c
 PLAYER 1 SENDS:MATCHSTATE:1:392:rrrc/rrrrc/c:|QsQd/5s2s6h/9c:r
 MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:1:392:rrrc/rrrrc/c:|QsQd/5s2s6h/9c:r
 SERVER SENDS:MATCHSTATE:0:392:rrrc/rrrrc/cr:Ks2d|/5s2s6h/9c TO PLAYER 0.
 PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrrrc/cr:Ks2d|/5s2s6h/9c
 SERVER SENDS:MATCHSTATE:1:392:rrrc/rrrrc/cr:|QsQd/5s2s6h/9c TO PLAYER 1.
 PLAYER 0 SENDS:MATCHSTATE:0:392:rrrc/rrrrc/cr:Ks2d|/5s2s6h/9c:r
 PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rrrrc/cr:|QsQd/5s2s6h/9c
 MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:0:392:rrrc/rrrrc/cr:Ks2d|/5s2s6h/9c:r
 SERVER SENDS:MATCHSTATE:0:392:rrrc/rrrrc/crr:Ks2d|/5s2s6h/9c TO PLAYER 0.
 PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrrrc/crr:Ks2d|/5s2s6h/9c
 SERVER SENDS:MATCHSTATE:1:392:rrrc/rrrrc/crr:|QsQd/5s2s6h/9c TO PLAYER 1.
 PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rrrrc/crr:|QsQd/5s2s6h/9c
 PLAYER 1 SENDS:MATCHSTATE:1:392:rrrc/rrrrc/crr:|QsQd/5s2s6h/9c:r
 MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:1:392:rrrc/rrrrc/crr:|QsQd/5s2s6h/9c:r
 SERVER SENDS:MATCHSTATE:0:392:rrrc/rrrrc/crrr:Ks2d|/5s2s6h/9c TO PLAYER 0.
 PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrrrc/crrr:Ks2d|/5s2s6h/9c
 SERVER SENDS:MATCHSTATE:1:392:rrrc/rrrrc/crrr:|QsQd/5s2s6h/9c TO PLAYER 1.
 PLAYER 0 SENDS:MATCHSTATE:0:392:rrrc/rrrrc/crrr:Ks2d|/5s2s6h/9c:r
 PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rrrrc/crrr:|QsQd/5s2s6h/9c
 MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:0:392:rrrc/rrrrc/crrr:Ks2d|/5s2s6h/9c:r
 SERVER SENDS:MATCHSTATE:0:392:rrrc/rrrrc/crrrr:Ks2d|/5s2s6h/9c TO PLAYER 0.
 SERVER SENDS:MATCHSTATE:1:392:rrrc/rrrrc/crrrr:|QsQd/5s2s6h/9c TO PLAYER 1.
 PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrrrc/crrrr:Ks2d|/5s2s6h/9c
 PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rrrrc/crrrr:|QsQd/5s2s6h/9c
 PLAYER 1 SENDS:MATCHSTATE:1:392:rrrc/rrrrc/crrrr:|QsQd/5s2s6h/9c:c
 MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:1:392:rrrc/rrrrc/crrrr:|QsQd/5s2s6h/9c:c
 SERVER SENDS:MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/:Ks2d|/5s2s6h/9c/Ac TO PLAYER 0.
 PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/:Ks2d|/5s2s6h/9c/Ac
 SERVER SENDS:MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/:|QsQd/5s2s6h/9c/Ac TO PLAYER 1.
 PLAYER 0 SENDS:MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/:Ks2d|/5s2s6h/9c/Ac:c
 PLAYER 1 RECEIVES:MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/:|QsQd/5s2s6h/9c/Ac
 MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/:Ks2d|/5s2s6h/9c/Ac:c
 SERVER SENDS:MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/c:Ks2d|/5s2s6h/9c/Ac TO PLAYER 0.
 SERVER SENDS:MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/c:|QsQd/5s2s6h/9c/Ac TO PLAYER 1.
 PLAYER 0 RECEIVES:MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/c:Ks2d|/5s2s6h/9c/Ac

PLAYER 1 RECEIVES: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/c:|QsQd/5s2s6h/9c/Ac
 PLAYER 1 SENDS: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/c:|QsQd/5s2s6h/9c/Ac:r
 MESSAGE RECEIVED BY SERVER FROM 1: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/c:|QsQd/5s2s6h/9c/Ac:r
 SERVER SENDS: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/cr:Ks2d|/5s2s6h/9c/Ac TO PLAYER 0.
 SERVER SENDS: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/cr:|QsQd/5s2s6h/9c/Ac TO PLAYER 1.
 PLAYER 0 RECEIVES: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/cr:Ks2d|/5s2s6h/9c/Ac
 PLAYER 1 RECEIVES: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/cr:|QsQd/5s2s6h/9c/Ac
 PLAYER 0 SENDS: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/cr:Ks2d|/5s2s6h/9c/Ac:r
 MESSAGE RECEIVED BY SERVER FROM 0: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/cr:Ks2d|/5s2s6h/9c/Ac:r
 SERVER SENDS: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/crr:Ks2d|/5s2s6h/9c/Ac TO PLAYER 0.
 SERVER SENDS: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/crr:|QsQd/5s2s6h/9c/Ac TO PLAYER 1.
 PLAYER 0 RECEIVES: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/crr:Ks2d|/5s2s6h/9c/Ac
 PLAYER 1 RECEIVES: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/crr:|QsQd/5s2s6h/9c/Ac
 PLAYER 1 SENDS: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/crr:|QsQd/5s2s6h/9c/Ac:r
 MESSAGE RECEIVED BY SERVER FROM 1: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/crr:|QsQd/5s2s6h/9c/Ac:r
 SERVER SENDS: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/crrr:Ks2d|/5s2s6h/9c/Ac TO PLAYER 0.
 SERVER SENDS: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/crrr:|QsQd/5s2s6h/9c/Ac TO PLAYER 1.
 PLAYER 0 RECEIVES: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/crrr:Ks2d|/5s2s6h/9c/Ac
 PLAYER 1 RECEIVES: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/crrr:|QsQd/5s2s6h/9c/Ac
 PLAYER 0 SENDS: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/crrr:Ks2d|/5s2s6h/9c/Ac:c
 MESSAGE RECEIVED BY SERVER FROM 0: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/crrr:Ks2d|/5s2s6h/9c/Ac:c
 SERVER SENDS: MATCHSTATE:0:392:rrrc/rrrrc/crrrrc/crrrc:Ks2d|QsQd/5s2s6h/9c/Ac TO PLAYER 0.
 SERVER SENDS: MATCHSTATE:1:392:rrrc/rrrrc/crrrrc/crrrc:Ks2d|QsQd/5s2s6h/9c/Ac TO PLAYER 1.

6 Another Example Transaction

On odd rounds, Player 0 is in seat 1 (button) and Player 1 is in seat 0 (non-button).

```
SERVER SENDS:MATCHSTATE:0:409::QdKd| TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:0:409::QdKd|
SERVER SENDS:MATCHSTATE:1:409::|4c7d TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:1:409::|4c7d
PLAYER 1 SENDS:MATCHSTATE:1:409::|4c7d:r
MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:1:409::|4c7d:r
SERVER SENDS:MATCHSTATE:0:409:r:QdKd| TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:0:409:r:QdKd|
PLAYER 1 SENDS:MATCHSTATE:0:409:r:QdKd|:c
SERVER SENDS:MATCHSTATE:1:409:r:|4c7d TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:1:409:r:|4c7d
MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:0:409:r:QdKd|:c
SERVER SENDS:MATCHSTATE:0:409:rc/:QdKd|/6d8s6s TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/:QdKd|/6d8s6s
PLAYER 1 SENDS:MATCHSTATE:0:409:rc/:QdKd|/6d8s6s:r
SERVER SENDS:MATCHSTATE:1:409:rc/:|4c7d/6d8s6s TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/:|4c7d/6d8s6s
MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:0:409:rc/:QdKd|/6d8s6s:r
SERVER SENDS:MATCHSTATE:0:409:rc/r:QdKd|/6d8s6s TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/r:QdKd|/6d8s6s
SERVER SENDS:MATCHSTATE:1:409:rc/r:|4c7d/6d8s6s TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/r:|4c7d/6d8s6s
PLAYER 1 SENDS:MATCHSTATE:1:409:rc/r:|4c7d/6d8s6s:c
MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:1:409:rc/r:|4c7d/6d8s6s:c
SERVER SENDS:MATCHSTATE:0:409:rc/rc/:QdKd|/6d8s6s/Qh TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/rc/:QdKd|/6d8s6s/Qh
PLAYER 1 SENDS:MATCHSTATE:0:409:rc/rc/:QdKd|/6d8s6s/Qh:r
SERVER SENDS:MATCHSTATE:1:409:rc/rc/:|4c7d/6d8s6s/Qh TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/rc/:|4c7d/6d8s6s/Qh
MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:0:409:rc/rc/:QdKd|/6d8s6s/Qh:r
SERVER SENDS:MATCHSTATE:0:409:rc/rc/r:QdKd|/6d8s6s/Qh TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/rc/r:QdKd|/6d8s6s/Qh
SERVER SENDS:MATCHSTATE:1:409:rc/rc/r:|4c7d/6d8s6s/Qh TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/rc/r:|4c7d/6d8s6s/Qh
PLAYER 1 SENDS:MATCHSTATE:1:409:rc/rc/r:|4c7d/6d8s6s/Qh:r
MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:1:409:rc/rc/r:|4c7d/6d8s6s/Qh:r
SERVER SENDS:MATCHSTATE:0:409:rc/rc/rr:QdKd|/6d8s6s/Qh TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/rc/rr:QdKd|/6d8s6s/Qh
PLAYER 1 SENDS:MATCHSTATE:0:409:rc/rc/rr:QdKd|/6d8s6s/Qh:r
SERVER SENDS:MATCHSTATE:1:409:rc/rc/rr:|4c7d/6d8s6s/Qh TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/rc/rr:|4c7d/6d8s6s/Qh
MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:0:409:rc/rc/rr:QdKd|/6d8s6s/Qh:r
SERVER SENDS:MATCHSTATE:0:409:rc/rc/rrr:QdKd|/6d8s6s/Qh TO PLAYER 1.
PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/rc/rrr:QdKd|/6d8s6s/Qh
SERVER SENDS:MATCHSTATE:1:409:rc/rc/rrr:|4c7d/6d8s6s/Qh TO PLAYER 0.
PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/rc/rrr:|4c7d/6d8s6s/Qh
PLAYER 1 SENDS:MATCHSTATE:1:409:rc/rc/rrr:|4c7d/6d8s6s/Qh:c
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MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:1:409:rc/rc/rrr:|4c7d/6d8s6s/Qh:c
 SERVER SENDS:MATCHSTATE:0:409:rc/rc/rrrc/:QdKd|/6d8s6s/Qh/3c TO PLAYER 1.
 SERVER SENDS:MATCHSTATE:1:409:rc/rc/rrrc/:|4c7d/6d8s6s/Qh/3c TO PLAYER 0.
 PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/rc/rrrc/:QdKd|/6d8s6s/Qh/3c
 PLAYER 1 SENDS:MATCHSTATE:0:409:rc/rc/rrrc/:QdKd|/6d8s6s/Qh/3c:r
 MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:0:409:rc/rc/rrrc/:QdKd|/6d8s6s/Qh/3c:r
 PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/rc/rrrc/:|4c7d/6d8s6s/Qh/3c
 SERVER SENDS:MATCHSTATE:0:409:rc/rc/rrrc/r:QdKd|/6d8s6s/Qh/3c TO PLAYER 1.
 SERVER SENDS:MATCHSTATE:1:409:rc/rc/rrrc/r:|4c7d/6d8s6s/Qh/3c TO PLAYER 0.
 PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/rc/rrrc/r:QdKd|/6d8s6s/Qh/3c
 PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/rc/rrrc/r:|4c7d/6d8s6s/Qh/3c
 PLAYER 1 SENDS:MATCHSTATE:1:409:rc/rc/rrrc/r:|4c7d/6d8s6s/Qh/3c:r
 MESSAGE RECEIVED BY SERVER FROM 0:MATCHSTATE:1:409:rc/rc/rrrc/r:|4c7d/6d8s6s/Qh/3c:r
 SERVER SENDS:MATCHSTATE:0:409:rc/rc/rrrc/rr:QdKd|/6d8s6s/Qh/3c TO PLAYER 1.
 PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/rc/rrrc/rr:QdKd|/6d8s6s/Qh/3c
 PLAYER 1 SENDS:MATCHSTATE:0:409:rc/rc/rrrc/rr:QdKd|/6d8s6s/Qh/3c:c
 SERVER SENDS:MATCHSTATE:1:409:rc/rc/rrrc/rr:|4c7d/6d8s6s/Qh/3c TO PLAYER 0.
 PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/rc/rrrc/rr:|4c7d/6d8s6s/Qh/3c
 MESSAGE RECEIVED BY SERVER FROM 1:MATCHSTATE:0:409:rc/rc/rrrc/rr:QdKd|/6d8s6s/Qh/3c:c
 SERVER SENDS:MATCHSTATE:0:409:rc/rc/rrrc/rrc:QdKd|4c7d/6d8s6s/Qh/3c TO PLAYER 1.
 PLAYER 1 RECEIVES:MATCHSTATE:0:409:rc/rc/rrrc/rrc:QdKd|4c7d/6d8s6s/Qh/3c
 SERVER SENDS:MATCHSTATE:1:409:rc/rc/rrrc/rrc:QdKd|4c7d/6d8s6s/Qh/3c TO PLAYER 0.
 PLAYER 0 RECEIVES:MATCHSTATE:1:409:rc/rc/rrrc/rrc:QdKd|4c7d/6d8s6s/Qh/3c