

From Chris Mecklin on the BARGE list - his mb2 Primer:

I've been one of the regular play-testers on mb2 this summer. Here are common questions new players have. Please ask if something doesn't make sense to you, or if you are another regular or Cliff and something I said is wrong/confusing or I left out something, add it in.

To play, go to devctm.com to log in. Enter your nickname and password (choose these if it is your first time, don't forget your password).

In the "lobby" you can chat and check the box by a tournament you want to enter (uncheck if you change your mind). There is NO late registration, so you are urged to sign up ahead of time so there are no tears when you miss registration by a minute.

Always keep the window with your mb2 "lobby" open until you are done for the session.

The circle with a plus sign is used if you want to create your own tournament or sit-and-go, or just see the various games and mixes that are available. Most of the mixes are present or past BARGE/EMBARGO structures, or adapted from such structures. When you create your own tournament, you get to pick the length of levels (we do 5 minutes for the non-BARGE events so they only last an hour or two), the length of breaks (5 minutes is standard), and length of time to act on your hand.

The down chevron can be to indicate whether you are present or absent (on vacation) at the start of a tournament. The default is present; you can set this to Vacation if you know you will be absent at the start of a tournament so the table doesn't have to wait for you to time out.

The down chevron can also be used to redeem lammers before the first hand in tournaments that have lammers. So if you are Dean Kerl, you can cash in all lammers and start the tournament with the maximum stack. If you do not do this, the default is to not redeem lammers until you bust or the tournament goes beyond Level 12.

You will be automatically taken to your table when the tournament starts without having to do anything special. It will open as a new browser window. You may be asked by your pop-up blocker to allow the window to open. If something goes wrong, you can close your table window and hit refresh in the browser window with your lobby (which you should always keep open).

You can't use Firefox. I know that Chrome, Brave, and Safari work fine. I recommend against Edge. I don't use a tablet or phone to play and I'd recommend a big monitor or dual monitors if you have access, especially if you are going to Zoom simultaneously or do some other multi-tasking.

If there is a tournament going on, you can click on the link for the table's number to observe the table. You won't see anything at first; wait until there is action at the table. You will eventually see the action at that table. You can chat at other tables.

There's not an easy way like on sites like PokerStars to see how many players are left or what place you are in. You can go to the lobby and count how many tables and players are left. This is more like real poker, except you can't see stacks at other tables unless you click on the table link and watch it.

Stuff at bottom left corner

Arrows In/Out Choose to optimize your window for a small screen (phone, tablet) or large screen. Try both, use what's best for you.

Bell: For sounds (make sure your browser is configured to allow sounds). I recommend the default Green Bell, which beeps both when it is your turn and when you have 10 seconds left to act. You can push the Time button

to get 60 more seconds. The Time button is next to the Paint Can and only appears when the action is on you. If you are playing on Zoom, you'll probably hear beeps from others in your Zoom conference. Red Bell only gives the 10 second warning, and Gray Bell turns off the sounds.

Paint Can: Default is off for the traditional 2 color deck (black spades & clubs, red hearts & diamonds).

I recommend clicking on the Paint Can for the 4 color deck,

with black spades, red hearts, blue diamonds, green clubs. Very helpful in games where the suits matter.

I find it hard to

read flushes or badugis with just 2 colors.

Draws: In tournaments with multiple draws, you can push the Draws button to see how many draws are left (it will count down from 3 to 0 if you are playing a triple draw game). This will come up in Limit Six Game (Badeucy is the 6th game) and MB2 (B=Badugi).

Limit Games:

The check boxes for Fold, Check, Call, Bet, and Raise do what you think. There is a distinction between Bet and Raise, in that if you check the Bet box and someone bets ahead of you, it will not act and give you a choice, whereas if you have the Raise box checked, it will raise even if others have bet and/or raised ahead of you.

If you use the Make, Half, Pot, or Jam keys (which are meant for big bet games), this will just be interpreted as an effort by you to bet or raise whatever the current legal bet size is.

Stud Games:

To bring-in, use the Call button unless you want to complete to the full amount. In that case, use the Raise button.

One of the most awkward things is when there is an open pair showing on 4th street in Stud high. If you wish to bet/raise the lower limit, use the Bet or Raise button. To make the double bet, you have to use the command box. For example, if the betting limits were 200/400 and you wish to make the double bet, type Raise 400 into the command box.

Discards:

In order to discard in draw games or pineapple, just click on them. The cards you wish to discard will shift up. Click on Discard when you are done, or Stand Pat if you wish to keep all of your cards. This can also be done manually (described later).

Big-Bet Games:

Keep in mind the distinction between Bet and Raise. If you have not played in the WRGPT email tournament or if you have and haven't read the manual, I suggest going to wrgpt.org, click on RTFM on the left, then Advance(d) Betting, as Cliff uses the same protocol.

If you wish to avoid typing in specific bet amounts, you can use the Bet, Raise, Half, Pot, and Jam keys. Bet and Raise will make a wager of the minimum legal size. Half will make a half pot-sized wager. Pot will make a pot-sized wager. Jam will go all-in in a no-limit game, and will be a pot-sized wager in a pot-limit game (as going all-in would not be legal if your stack exceeds the current pot).

If you wish to make "standard" preflop raises, you'll have to type it in. For example, if the blinds are 100/200 and you want to make a 3x bet to 600, I'd type 600 into the Make box on the left hand side (note: this can be done other ways, such as typing 400 into the box in the Raise Column).

You can vary this to make bets smaller or larger, and you can make online dork bet sizes like 420 or 999.

The size of the pot is NOT displayed. This is unlike most online poker sites but like live poker. You can do arithmetic to figure out the pot size.

The Half and Pot boxes will make wagers that are half-pot or pot-sized, respectively, in both PL and NL games. Thus, you can make a pot-sized bet in NL without knowing the size of the pot.

The Demo is a good chance for you to practice the interface and find the workflow that works for you.

Command Box:

By the way, pretty much everything that can be done with the check boxes can be done with the Command box. Stuff you need the Command box for are:

- (a) Making the double bet with an open pair showing on 4th street in Stud, as described above.
- (b) To go on vacation ("sit out", if you need to be away from the table for a while, type vacation or just the letter v. When you go on vacation (either voluntarily or if you time out), a box appears that you will click on when you are back.
- (c) To see the current chip stacks at your table, type status or just the letter s into the Command box. I typically do this when the game goes on break, otherwise you won't see the chip stacks updated from the last hand until the break is over. You might also do this when you get moved to a new table.
- (d) Ask for time, with the command time or the letter t. This gives you 60 more seconds, and can also be done with the Time button that appears on the bottom of the screen when it is your turn.
- (e) To reveal your hand at the hand's conclusion if it normally wouldn't be shown, type reveal. This allows you to show your masterful bluff or huge laydown.
- (f) To redeem lammers, type redeem 1 or redeem 2 into the Command box. The appropriate number of lammers will be cashed in before the start of the next hand. If you bust and still have remaining lammers, one will be automatically redeemed for you.

All remaining lammers are automatically cashed in after Level 12 in the PLO tournament.

You cannot get more chips for the current hand in progress, even if you have the nuts. You can also cash in some/all of your lammers before the tournament starts by clicking the down chevron and choosing how many lammers to redeem in the resulting menu.

(g) You can delete cards manually by typing delete, or just the letter d, followed by the cards you wish to discard.

For example, if I want to discard the King of hearts, the Ten of diamonds, and the 9 of spades, type d Kh Td 9s. You are using h, d, s, and c as codes for suit, and the letter T is used to represent the ten rather than 10.

(h) To manually stand pat in a draw game, type pat.