

Welcome to Hail to the BANG! While teams are arriving and getting registered, we'll be playing a little game, and the stakes are the order in which you'll get your first puzzle.

Texas Trade 'em

In the envelope you chose, you should have received:

- this instruction sheet
- \$400 in play money
- 9 playing cards: three with a  , three with a  , and three with a  .

Your goal is to make as much money as you can. We're going to play three simultaneous hands of poker (one for each of the star, cross, and donut decks), and you'll earn money for turning in good hands at the end. But, you can garner money — and potentially a better hand — by bartering with other teams for cards and/or money, or even by selling some or all of your cards to another team. A trade may involve *any combination* of cards and cash.

There are four community cards for each of the three decks (12 cards in all). These will be drawn and announced during the course of the pre-game. At the end of the game, you should put all the cards and cash that you have in the envelope and hand it in. Make sure that your team name is on the envelope!

We will combine the “blue star” cards you submit with the four “blue star” community cards and form the best five-card poker hand, which will pay off according to the following table:

Royal Flush	\$2500	(10 J Q K A of same suit)
Five of a Kind	750	
Straight Flush	500	(5 sequential cards of same suit)
Four of a Kind	250	
Full House	90	(a 3 of a kind and a pair)
Flush	60	(any 5 cards of same suit)
Straight	40	(5 sequential cards of any suits)
Three of a Kind	30	
Two Pairs	20	
Pair (Jacks or Better)	10	

We will do the same for the “green cross” cards and the “yellow donut” cards. Your final score will be the total value of your three poker hands plus whatever cash you turn in. Any ties will be broken by the order in which envelopes are submitted. Teams will be ranked by their score and will receive their first puzzle in that order!

For each of the symbols, there are two standard decks in play (104 cards in all). Each team starts with three, and the four community cards are drawn from the remaining cards. There are no jokers and no cards are wild. An ace can be high or low in a straight but not both (ie, Q K A 2 3 is not a straight.)

You can of course turn in any number of cards for each symbol, but you'll only receive a payout for the single best hand. Even if you turn in 20 “blue star” cards you'll still only get paid for the single best five-card hand. If you turn in no cards of a given symbol, your payout for that symbol will be zero (because no five-card hand can be constructed).

Each card has a small code number printed on its sticker. You can ignore these — they are there to help us tabulate the results faster at the end of the game. We promise there's no hidden message there.