

At the blackjack table, some of the gamblers are trying to count cards. They've worked out a modified code – **black for the first half, red for the second** – it helps that $13 + 13 = 26$. Keeping track of **the order in which the cards are dealt** is important – one to each player, then one to the dealer, all face up, then a second card on top to everyone, with the final card face down to the dealer. If the players have been following their counting system, they should have a pretty good idea of what the dealer has in the hole. It seems wise for these beasts to exercise some restraint!

Use the playing cards as numbers for decimal code- **black ones first.**

A=1=A, 2=2=B, 3=3=C, 4=4=D, 5=5=E, 6=6=F, 7=7=G, 8=8=H, 9=9=I, 10=10=J, J=11=K, Q=12=L, K=13=M, then the red ones second: A=14=N, 2=15=O, 3=16=P, 4=17=Q, 5=18=R, 6=19=S, 7=20=T, 8=21=U, 9=22=V, 10=23=W, J=24=X, Q=25=Y and K=26=Z.

The order in which the cards were dealt is **J, A, 2, 10, 10, 8, 5, A, 7, 2, 6, 2, Q, 4, 5, K** This spells out the solution: **KNOW WHEN TO FOLD 'EM** (This is line from a very famous song by Kenny Rogers called "The Gambler:" *You've got to...Know when to hold 'em, know when to fold 'em, know when to walk away and know when to run...*) The fact that the dealer has a king in the hole gives him/her a "black jack" which is an automatic win for the dealer.



C'est fini, Stud!



Charlotte is so good at poker, it's scary. But how? As she enters the casino, the security guard takes a break from his **word search** to do a **hand search** of her bag – looking for who knows what. All they find is some **index** cards (with maps of her favorite beaches), a few tattered bathing **suits**, a broken snorkel and some loose **ends** from the last cruise Charlotte participated in.

Tonight, she's playing Carlos, who thinks he stands a chance and goes all in. She calls his bet. He proudly reveals his hand (three aces!) and smugly says "Read 'em and weep, mademoiselle."

Charlotte knows what people call her behind her back, but she doesn't care. She gives Carlos a steely look. "I don't believe I possess tear ducts," she says, "but I do possess a hand that's got yours beat."

In fact, all five hands Charlotte played that night would have beaten three aces. Can you find all five of her hands and reveal Charlotte's true identity?

Rather than a word search, this is a "hand search" for five poker hands that can beat three of a kind. These five are circled at right. If we look at the **ends** of these hands (circled) we see in order from upper left, A-clubs, 3-hearts, 4-hearts, 4-spades, A-spades, A-hearts, 3-spades, 4-hearts and a joker. **Indexing** these **suits** by the card number (A counting as a 1) gives: A-Clubs, 3-heArts, 4-heaRts, 4-spaDes, A-Spades, A-Hearts, 3-spAdes, 4-heaRts and a joker = **CARD SHARK**. (Note: The joker has no number, but his hat and collar are all about threes!)





One-Armed Bandit



Adrut plays the “one-armed bandit.” Sliding a nickel very methodically into the slit. Pulling gradually down on the lever until the reels start spinning. Then watching the figures appear as each reel stops. The first.



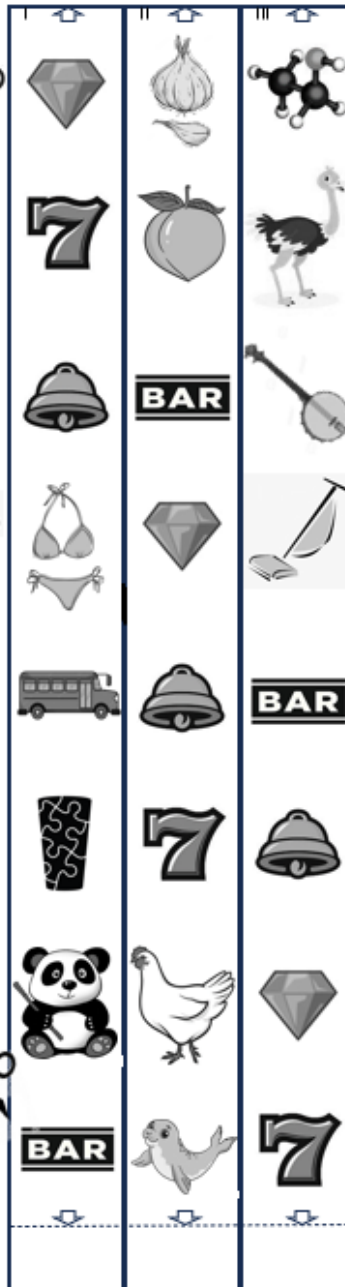
Hint lines are given for this first set of words – just to get you started

Then the second. Then the third. Waiting a while. Then slowly repeating the whole process over again... And over again... And over again...

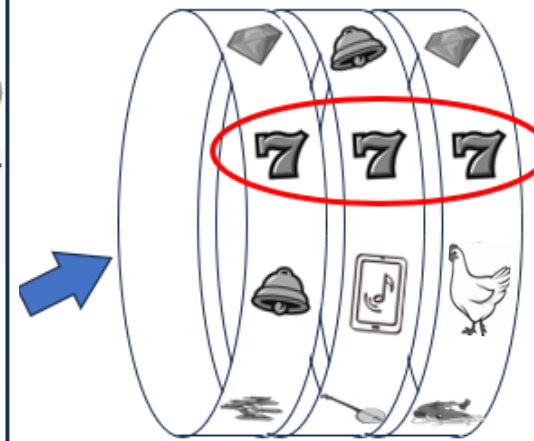
Adrut knows a win is any three of a kind: And he can count on one hand – well, technically on one foot – the number of times he has actually hit a jackpot: three. He feels like that fourth win is right around the corner. But it's not the **winning jackpots** that keep him playing – **just the opposite**. Excitement is the **last** thing Adrut wants.

He just enjoys playing. Very mechanically. Very slowly. Over. And over. And over... That's what earned Adrut his nickname.

Cut into three strips, then tape into loops with arrows touching



The strips are cut out and made into loops and positioned side by side (order not important). They are then rotated enough to make a win – three matching symbols – like the 7's below. It is what is on the *back side* – directly **opposite** the matched triplet that we need to look at.



For the three 7's, the opposite symbols are a **PINT** (a la Puzzled Pint!), a **PEACH**, and a **VACUUM** cleaner. These three words when placed in

order of increasing length have 4, 5 and 6 letters respectively. They fit into the grid at left in the same cluster (second one down) as shown with letter match-ups. All of the word triplets are consecutive in length and will fill in one of the four clusters. Then, reading the **last** letters of all twelve words gives the solution: **SLOTH MACHINE** – an appropriate nickname for a sloth who very mechanically plays the slot machine




The Wheel



Wedding took place in 2011. **ye ar** hints to break this up into the two numbers: **20 & 11**

Difference = 9 = I


Semaphore =  (red) = M

C-note is obsessed with royal weddings – especially the one between William and Kate thirteen years ago – what a memorable **ye ar** that was.

Alfred loves candy, and so his favorite **days** are Halloween and two days after Valentine's day – when all the chocolate hearts go on sale!


Hallowe'en falls on Oct **31**
Two days after Valentine's Day would be Feb **16**

Difference = 15 = O

Semaphore =  (purple) = H

The only two 2-digit numbers that can be expressed this way are 5^2 and $2^5 = 25$ & 32

Difference = 7 = G

Semaphore =  (yellow) = S

Damien is into math, and just by coincidence his two favorite double-digit numbers can be expressed as x^y and y^x .

Gustav collects riddles. His favorite riddle: What date is a homophone for a military command that means "Tread ahead?"

March forth = 3/4


Difference = 1 = A

Semaphore =  (orange) = R

ZONED anagrams → DOZEN = 12

EGGO EGOS → GOOSE EGG = 0


Difference = 12 = L

Semaphore =  (green) = S

Every day of five weeks = 35

Blackjack = 21

Difference = 14 = N

Semaphore =  (gray) = E

When all the first letters (from the differences) are placed in alphabetical order by the person's name (Alfred, Bubba...), it spells ORIGINAL and the second letters (from semaphore) spell out HAMSTERS. **ORIGINAL HAMSTERS** is a variation on the expression "original gangsters."

Howard loves anagrams of words like ZONED and of phrases like EGGO EGOS.

Frankie loves that his granddaughter spent **every day** of her 5-week summer break at gambling camp where she perfected her **black-jack** skills.

Military time = 18:27

Difference = 9 = I

Semaphore =  (blue) = T

Everett is in the **military** and follows a strict schedule. Dinner **time** is when the minute hand is just shy of being half-way between the 5 and 6, and the hour hand is just shy of being half-way between the 6 and 7.


Bubba doesn't love February, but he loves its unique number of days. On leap years, he puts a big **X** (his favorite letter) across the extra day.

ORIGINAL

HAMSTERS

Days in February = 28 X = 10

Difference = 18 = R

Semaphore =  (white) = A

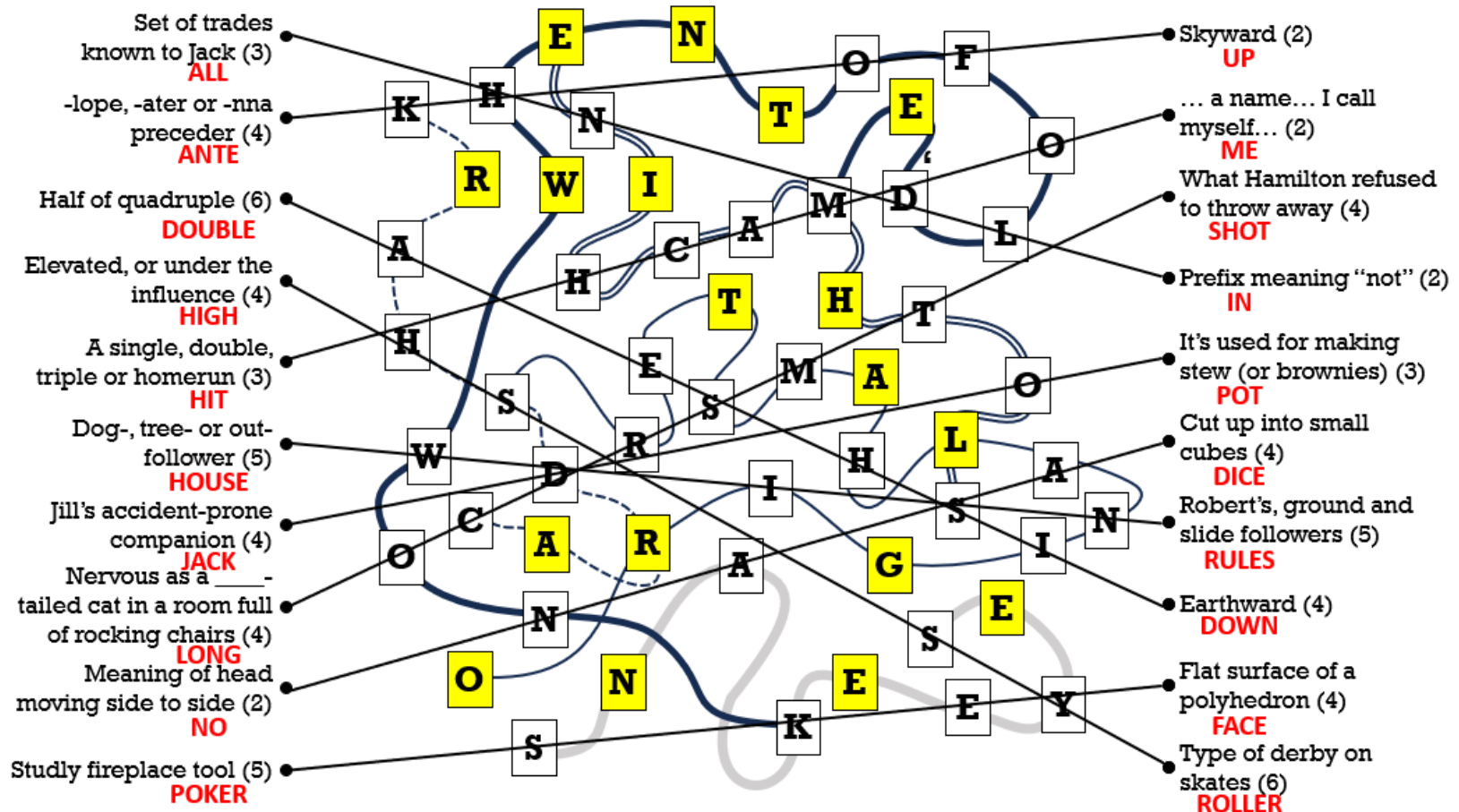




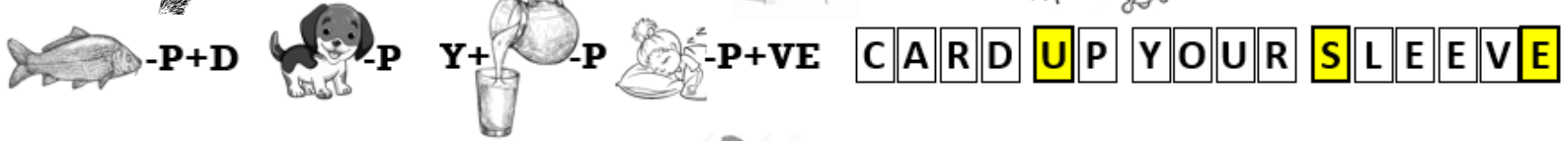
Guaranteed



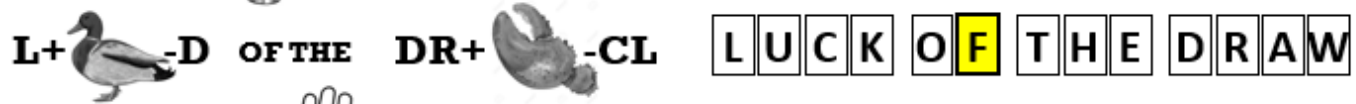
Always best to lay the groundwork before you start trying to make connections. Still, the question remains: When you're all through betting and gambling and placing your wagers, how can you be guaranteed to walk out of a casino with a small fortune in your possession?



First, enter all answers into the interlocking chains. (KNOW WHEN TO FOLD 'EM is filled in as a starter.) The only way to do that is shown above. Then draw lines to pair up the words into familiar two-word gambling expressions: All IN, ANTE UP, DOUBLE DOWN, HIGH ROLLER, HIT ME, HOUSE RULES, JACK-POT, LONG SHOT, NO DICE, POKER FACE. These lines will cross off many of the letters. What remains read left to right, top to bottom is the solution: **ENTER WITH A LARGE ONE**



CARD UP YOUR SLEEVE



LUCK OF THE DRAW



HEDGING YOUR BETS



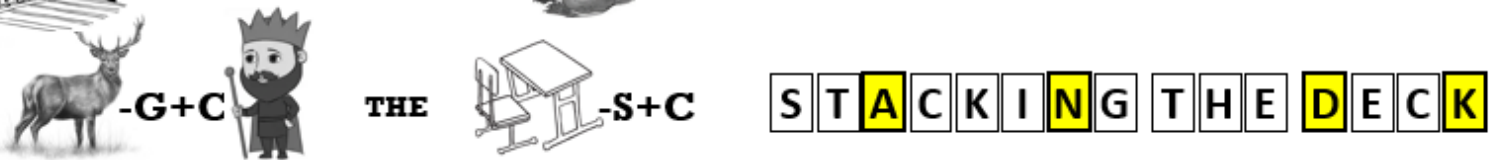
HITTING THE JACKPOT



YOU DONT MISS A TRICK



ACE IN THE HOLE



STACKING THE DECK



GO FOR BROKE

