



WHISKEY AND CARDS

DON'T MIX

SOLUTION

PUZZLE 10

Fill in the grids. Solutions are shown on the right.

Decode cards by placing the coin in the center and rotating until the angle on the coin aligns with the pattern on the card. The angle's lines will extend onto the card and the pattern inside the angle will have the same orientation on the coin and card. Locate the letter pointed at by the tip of the angle on the coin.

The example below shows a card that encodes R.



You can test decoding with the sample hand shown in the Kansas Hold 'Em Rules; it spells SLANT, which is a clue to the extract.

The Game 1 grid also hints at the extract by providing all values except along the main diagonal -- those are the cards to read for the answer:

BOARD UNDER PIANO

Game 1

10♥	10♦
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10♣	J♥	9♦	8♥	4♠	S>3K
10♠	6♠	7♥	2♣	9♥	S>3K
A♥	7♣	8♦	4♣	J♣	2P>P
9♠	K♣	3♠	J♦	Q♠	F>S
J♠	8♣	Q♦	7♦	K♠	2P>P
SF>4K	2P>P	2P>P	2P>P	F>S	

8♠	7♠
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Game 2

J♦	A♦
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3♠	Q♠	5♦	K♣	J♠	2P>P
4♣	9♥	8♣	10♣	7♣	F>S
A♠	8♥	2♦	A♣	4♦	S>3K
5♥	A♥	5♠	Q♣	J♣	3K>2P
K♥	10♥	3♦	Q♥	6♥	F>S
2P>P	F>S	FH>F	F>S	S>3K	

3♥	5♣
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Game 3

A♥	8♥
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8♠	5♥	K♥	J♥	K♦	FH>F
7♦	9♦	8♦	10♠	J♦	F>S
4♠	3♥	A♠	2♠	A♦	S>3K
8♣	10♣	9♣	J♣	Q♦	F>S
6♣	9♥	5♠	6♥	10♥	FH>F
S>3K	FH>F	3K>2P	2P>P	F>S	

5♣	5♦
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