

# Alethkar Poker

(Based on the Brandon Sanderson book, The Way of Kings.)

## Hand Values:

(remember to discard a card once its contribution has been added in once)

| Card                                    | Value |
|---|-------|
| Ace, King, Queen, Jack, 10 of same suit | 250   |
| Five consecutive cards of same suit     | 240   |
| Quadruple Aces                          | 230   |
| Quadruple Kings                         | 220   |
| Quadruple Queens                        | 210   |
| Quadruple Jacks                         | 205   |
| Quadruple 10                            | 200   |
| Quadruple 9                             | 190   |
| Quadruple 8                             | 180   |
| Quadruple 7                             | 170   |
| Quadruple 6                             | 160   |
| Quadruple 5                             | 150   |
| Quadruple 4                             | 140   |
| Quadruple 3                             | 130   |
| Quadruple 2                             | 120   |
| Five cards in consecutive order         | 110   |
| Five cards in the same suit             | 100   |
| Triple Ace                              | 92    |
| Triple King                             | 88    |
| Triple Queen                            | 84    |
| Triple Jack                             | 80    |
| Triple 10                               | 76    |
| Triple 9                                | 72    |
| Triple 8                                | 68    |
| Triple 7                                | 64    |
| Triple 6                                | 60    |
| Triple 5                                | 56    |
| Triple 4                                | 52    |
| Triple 3                                | 48    |
| Triple 2                                | 44    |
| Pair Ace                                | 40    |
| Pair Kings                              | 38    |
| Pair Queens                             | 36    |
| Pair Jacks                              | 34    |
| Pair 10s                                | 32    |
| Pair 9s                                 | 30    |
| Pair 8s                                 | 28    |
| Pair 7s                                 | 26    |

| Card    | Value |
|---------|-------|
| Pair 6s | 24    |
| Pair 5s | 22    |
| Pair 4s | 20    |
| Pair 3s | 18    |
| Pair 2s | 16    |
| Ace     | 7     |
| King    | 6     |
| Queen   | 5     |
| Jack    | 4     |
| 10      | 3     |
| 9       | 2     |
| 8       | 1     |
| 7       | 0     |
| 6       | -1    |
| 5       | -2    |
| 4       | -3    |
| 3       | -4    |
| 2       | -5    |

## Setup:

(Note: see appendix for the Roshar-themed chips idea.)<sup>i</sup>

Each player should have at least 40 “chips” (or whatever material is used for betting) to use at the start. Each player must have a black, non-see-through bag to secretly hold that player’s bet (these must be placed in clear view of everyone so that everyone sees that no one is removing chips from their bag).

## Playing:

Go through the below steps in order every round.

Step 1: each player “buys in” by placing the smallest denomination chip that player has into that player’s black bag.

Step 2: the dealer shuffles the cards and gives out seven cards to each player.

Step 3: (secretly) the player estimates the value of the cards currently in that player’s hand, and puts an appropriate amount of money into the player’s pouch for the value of that hand.

Step 4: after each player says “check” (after finishing Step 3), the players each discard 2 of their cards. At the point of saying “check”, a player can no longer add chips to their pouch.

Step 5: The players show their 5 cards, and the value of those cards is calculated using the above table (as soon as a card is used in one calculation, that card must be turned face-down to indicate that it has been accounted for). The players write down the value of their hands, and check that every player has written the correct value.

Step 6: The player with the highest value hand removes and counts the value of chips that player has in their own bag. This value is written down, and those chips are put back into that same player's pile of chips.

Step 7: Every other player counts the value of chips in that player's bag and puts them into the pile of chips in the middle of the table, DO NOT put in a greater value of chips than the value written down in step 6. The excess chips remain in that player's bag for the next round.

Step 8: The total value of chips in the middle of the table is counted. The total value of all hands is counted. The value of chips given to each player (starting with the player with the highest hand) out of the chips in the middle of the table is equal to:  $\max(0, (\text{the value of chips in the middle of the table}) * (\text{the value of that player's hand}) / (\text{the total value of every player's hand}))$ . There may be chips left over, which will be available for the next round.

Note: the "max(0, " function simply means that no one is receiving a negative number of chips; a player with a negatively valued hand will receive 0 chips.

Note: the game design is based around the principle that, as a cultural tradition in Alethkar on the planet Roshar, attempting to "predict the future" is taboo (due to a war that happened long ago where priests claiming to predict the future conquered the land, and there was a difficult rebellion to remove them). Therefore, players can claim that they aren't predicting the future in this game, but are instead betting on the value of the cards in their own hand (with some arbitrage paid to the winner of the round), which can be seen in how, if everyone bet exactly the amount that their cards are worth, the pot in the middle would be divided back to them almost equivalently to the amount they put in (less some to the winner; note that, the more players there are, the closer every player can get to getting back what they put in if everyone puts in a value of chips equal to the value of their hand).

i Roshar Themed chips:

| Object | Game Value |
|--------|------------|
|--------|------------|

|                    |   |
|--------------------|---|
| 0.25 carat Diamond | 1 |
|--------------------|---|

|                  |   |
|------------------|---|
| 0.1 carat Garnet | 2 |
|------------------|---|

|                |   |
|----------------|---|
| 0.1 carat Ruby | 4 |
|----------------|---|

|                     |   |
|---------------------|---|
| 0.08 carat Amethyst | 8 |
|---------------------|---|

|                      |    |
|----------------------|----|
| 0.4 carat Smokestone | 16 |
|----------------------|----|

|                 |    |
|-----------------|----|
| 1.6 carat Topaz | 32 |
|-----------------|----|

|                  |    |
|------------------|----|
| 1.6 carat Zircon | 64 |
|------------------|----|

|                    |     |
|--------------------|-----|
| 1.6 carat Sapphire | 128 |
|--------------------|-----|

|                   |     |
|-------------------|-----|
| 1.6 carat Emerald | 256 |
|-------------------|-----|

(Note: of course you can use chips that are simply themed as convertible to those gems.)