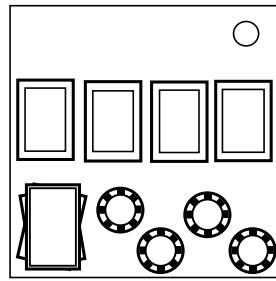


## Cheating Four-Card Monte

*Yes. Rigging the system is intended. That's how some people get away with this.*

- When ready, press the deal button. Four cards and coins will be presented.
- To win the game, you will need an appropriate bet and choose the correct card after they're shuffled.
- To disarm this module, you need to send the money you won to your card number, via the device handed after winning.



### You will strike if:

- You deal at an invalid time.
- You select the wrong coin.
- You pick the wrong card after the shuffle. In this instance, the module will make you start over.
- You send the wrong amount.
- You press the power button after being handed the device for sending money. (Yes. That is literally there.)
- You send the right amount without solving certain modules. (See "If You Chose the Correct Card:")

## To Start:

You can only deal if:

- you solved 5 or more modules and,\*
- the bomb's time left in minutes is even.
- If the bomb's timer is displayed as XX.XX instead, this would be assumed as 0 minutes.

\*Except if the amount of modules, minus the sum of all Four-Card Monte modules and "Ignore" Modules\*\* is lower than 5

\*\* See Appendix IGNOR3 for a list of all "Ignore" Modules.

## The correct coin and card to follow:

To win in Four-Card Monte, you need to follow the correct card and, after a shuffle, find it again. You also need the correct bet.

### Step B1: The correct coin:

The correct coin (or bet) is decided by the cards and coins that are dealt to you.

1. If your first card is an Ace of Spades and a lit BOB is also present, press the 1st coin.
2. Otherwise, if your last card is a Jack of Clubs and you have more than 1 red coin, press the 4th coin.
3. Otherwise, if you have a Queen Of Hearts and there's any king present as well, press the 2nd coin.
4. Otherwise, if an Ace of Diamonds is present and you don't have duplicate coins, press the 3rd coin.
5. Otherwise, if all cards are from different suits, press the 1st coin.
6. Otherwise, if there are 2 Spades and 2 Clubs, press the 2nd coin.
7. Otherwise, if you have 2 Hearts and 2 Diamonds, press the 4th coin.
8. Otherwise, if you have 2 pairs of suits that are not specified in steps 6 and 7, press the 3rd coin.
9. Otherwise, if none apply and the serial number has a vowel, take the last digit of the serial number. Else take the first digit.
10. If it's higher than 4, subtract 4. If it's lower than 1, add 4.
11. Using that value will dictate your correct coin, where 1 being the 1st coin, 2 being the 2nd, etc.

Remember the color of the chip you pressed as that will be used later on.

## The Correct Progression Table and Card

With "Card #", follow card #, starting from the left, before the shuffle happened. Then press the card the you followed the card to after selecting the correct coin.

### Notes:

- "> #" represents more than the specified amount
- "< #" represents less than the specified amount
- "#+" represents the specified amount or greater
- If the content for the content above is marked with XX:XX instead, the content represents the bomb timer in MM:SS format instead.

To read the next set of tables on the next 2 pages, refer to this table on the page for an example.

To follow the table, first check the condition on the top-most row then progress down to the next row.

If the condition on that row is satisfied, take the "condition" half of that table. Otherwise take the "else" half of the table.

Then, enter the next row on the respective half. If the condition in that row on the given half is satisfied, take the "condition" portion of the given half.

Otherwise, take the "else" portion of the given half.

Repeat until you reach the last row, which will give the item needed.

In the example provided, assume you need to use the Example Progression Table. First, Assume Condition 1 is satisfied. Go to the "Condition 1" half of the next row.

Next, assume condition 2 is not satisfied. Take the "else" portion of that given half to the next row.

Lastly, assume condition 5 is satisfied. Take the "Condition 5" portion underneath to get "Item 3".

Example Progression Table								
Condition 1				Else				
Condition 2		Else		Condition 3		Else		
Con. 4	Else	Con. 5	Else	Con. 6	Else	Con. 7	Else	
Item 1	Item 2	Item 3	Item 4	Item 5	Item 6	Item 7	Item 8	

If you have:

4 of the same suit, all unique ranks Or 3 cards of the same suit							
1st card is Spades				Else			
Vowel in serial #		Else		Vowel in indicator(s)		Else	
2+ Spades	Else	2+ Hearts	Else	2+ Diamonds	Else	2+ Clubs	Else
Card 1	Card 2	Card 3	Card 4	Card 1	Card 2	Card 3	Card 4

4 of the same suit, of any non-unique rank (including duplicates)							
1st Digit in Serial # > 5				Else			
BOB indicator		Else		TRN indicator		Else	
> 2 batteries	Else	> 2 ports	Else	> 2 indicators	Else	Last digit in serial # < 5	Else
Card 1	Card 2	Card 3	Card 4	Card 1	Card 2	Card 3	Card 4

exactly 1 King, 1 Queen and 2 Jacks Or exactly 1 King and 2 Jacks							
A Royal_Flush module is present†				Else			
Poker is present		Else		> 7 modules solved*		Else	
Modulo is present	Else	British Slang is present	Else	Flip The Coin is present	Else	Blackjack is present	Else
Card 1	Card 2	Card 3	Card 4	Card 1	Card 2	Card 3	Card 4

exactly 1 Queen and 1 Ace Or 2 or more Aces							
Duplicate ranks				Else			
Exactly 2 spades		Else		Exactly 2 hearts		Else	
1+ Aces	Else	1+ Kings	Else	1+ Queens	Else	1+ Jacks	Else
Card 1	Card 2	Card 3	Card 4	Card 1	Card 2	Card 3	Card 4

2 pairs of suits Or 2 hearts							
> half solved modules*				Else			
< 50% time remaining on bomb*		Else		# of ports > # of solvable modules		Else	
Correct chip is red	Else	Correct chip is blue	Else	Correct chip is green	Else	Correct chip is black	Else
Card 1	Card 2	Card 3	Card 4	Card 1	Card 2	Card 3	Card 4

None of the above							
Time bomb started within 0:00-12:00 (12:00 exclusive, 0:00 inclusive)				Else			
Bomb started on odd day of month		Else		Bomb started on even day of month		Else	
50%+ time remaining on bomb*	Else	< 50% time remaining on bomb*	Else	5:00+ remaining on bomb*	Else	< 5:00 remaining on bomb*	Else
Card 1	Card 2	Card 3	Card 4	Card 1	Card 2	Card 3	Card 4

\*This refers to at the time on the bomb when the cards are dealt or the time when the cards were dealt.

†See Appendix § for a list of Royal\_Flush modules

## If you chose the correct card:

All you need to do now is input the correct amount of dollars and cents on the device you just received and send the money to the card number displayed above.

### Step D1: Dollars:

The amount of dollars you will send to your card can be calculated like this:

- First, take the value of the coin you pressed at the start:  
Coin Values:
  - Red: \$1
  - Blue: \$10
  - Green: \$100
  - Black: \$250
- Then, multiply the amount of batteries (1 minimum) with the product of the amount of indicators (1 minimum), and the amount of ports (1 minimum).
- Lastly, add the number to the value of the coin you pressed.
- If the value is higher than \$999, subtract \$1000

Input the amount of dollars in the device. If it's lower than 100, you can enter in the 2 digits and press the "Cent" key, to switch to cents. It will automatically do this upon entering 3 digits.

### Step D2: Cents:

The amount of cents you will send to your card depends on your card number:

- For the 10 cents digit, add one to the first digit in the serial number and use that value as the position in the credit card number.
- For the single cents digit, perform the same action, but with the last digit of the serial number.

After inputting the correct amount, press the green button to send the money.

If you need to clear the input, press the red button.

### You can only send money if all of the following modules are solved:

- Point of Order
- Poker
- Blackjack
- Silly Slots

## Appendix \$: A list of Royal\_Flush modules.

Down below is a list of compatible Royal\_Flush modules until the 20th of February 2020. This list still gets updated, but not instantly. (If you're missing a module, let Qkrisi know)

- Accumulation
- Algebra
- Alphabet Numbers
- Benedict Cumberbatch
- Blockbusters
- British Slang
- (Broken) Guitar Chords
- Catchphrase
- Christmas Presents
- Coffeebucks
- (Cruel) Countdown
- The Crystal Maze
- The Cube
- European Travel
- The (Festive) Jukebox
- Flashing Lights
- Free Parking
- Graffiti Numbers
- The Hangover
- Hieroglyphics
- Homophones
- Horrible Memory
- Identity Parade
- The iPhone
- The Jack-O'-Lantern
- The Jewel Vault
- The Labyrinth
- LED Grid
- Lightspeed
- The London Underground
- Maintenance
- Memorable Buttons
- Modulo
- The Moon
- Mortal Kombat
- The Number Cipher
- The Plunger Button
- Poker
- Prime Encryption
- Quintuples
- Retirement
- Reverse Morse
- Simon's Stages / Star / On First
- Skinny Wires
- Skyrim
- Snooker
- Sonic & Knuckles
- Sonic The Hedgehog
- The Sphere
- Spinning Buttons
- Stained Glass
- The Stock Market
- The Stopwatch
- Street Fighter
- The Sun
- The Swan
- Symbolic Coordinates
- T-Words
- Tax Returns
- The Matrix
- The Triangle
- The Troll
- The Wire
- Westeros
- Wire Spaghetti
- Weird Al Yankovic

## Appendix 1GN0R3: A list of "Ignore" Modules.

All of these modules get excluded from the 5 solves rule:

"14", "Cookie Jars", "Cruel Purgatory", "Divided Squares", "Encryption Bingo", "Forget Enigma", "Forget Everything", "Forget It Not", "Forget Me Later", "Forget Me Not", "Forget Perspective", "Forget Them All", "Forget This", "Forget Us Not", "Four-Card Monte", "Hogwarts", "Organization", "Purgatory", "Simon's Stages", "Souvenir", "Tallordered Keys", "The Swan", "The Time Keeper", "Timing is Everything", "The Troll", "Turn The Key", "The Very Annoying Button", "Ultimate Custom Night", "Übermodule".