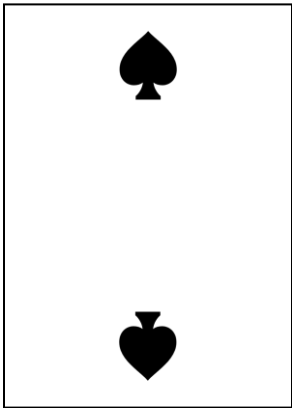


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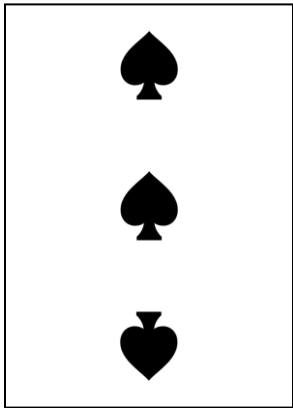
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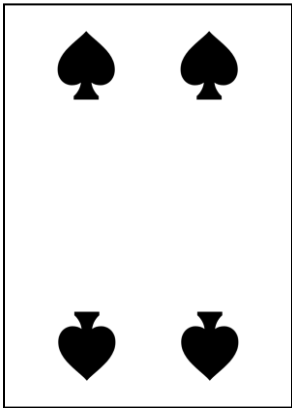
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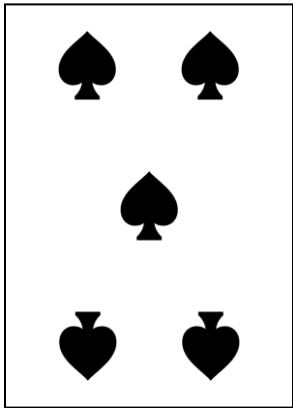
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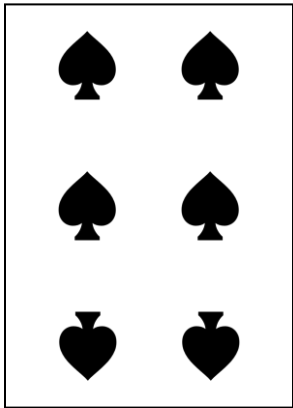
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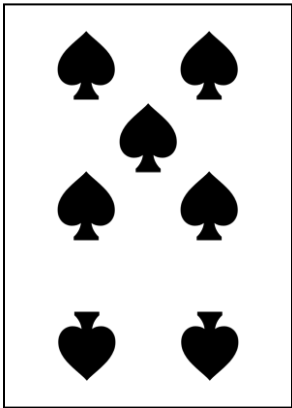
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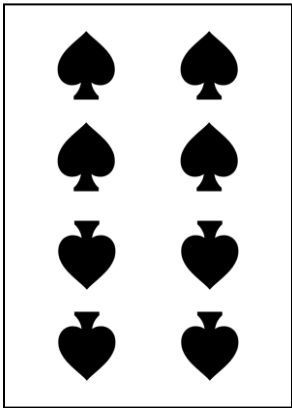
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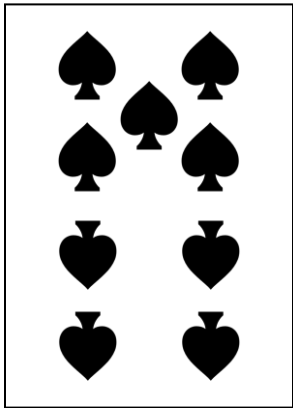
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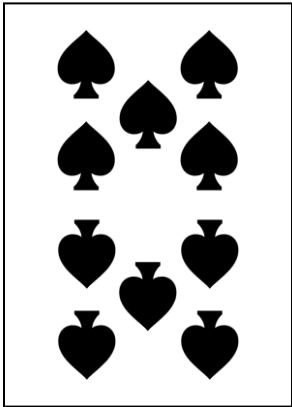
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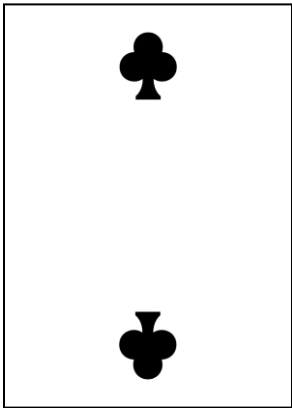
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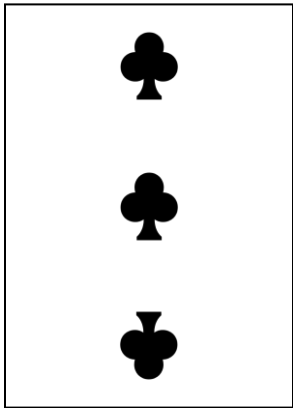
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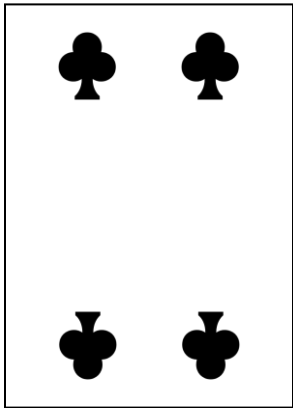
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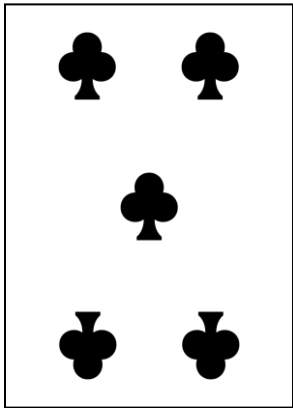
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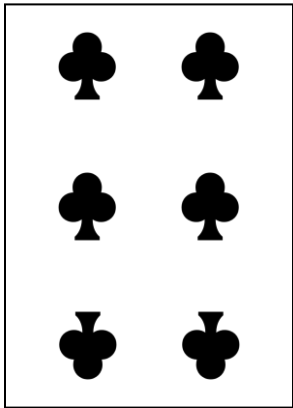
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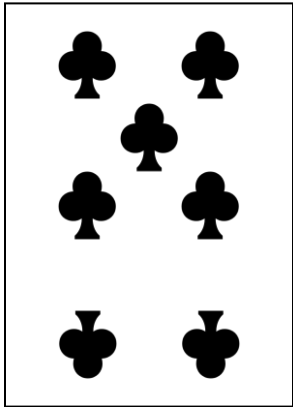
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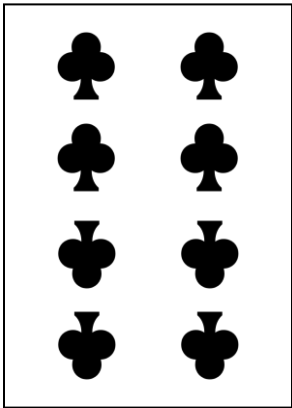
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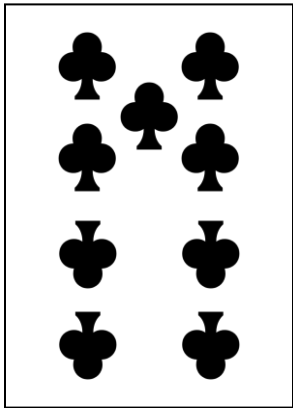
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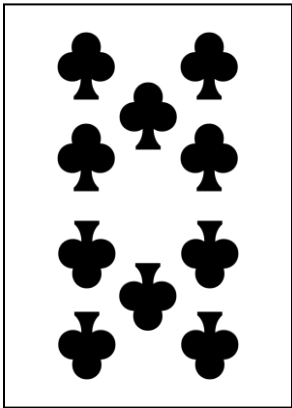
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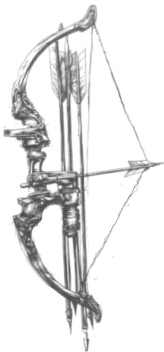
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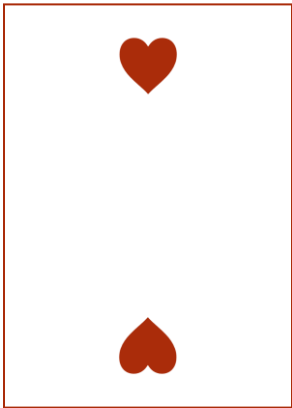
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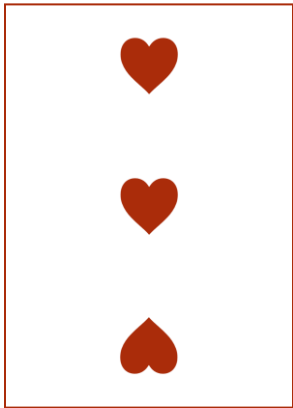
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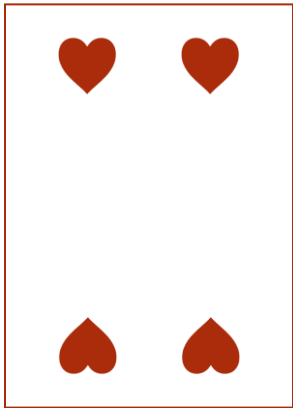
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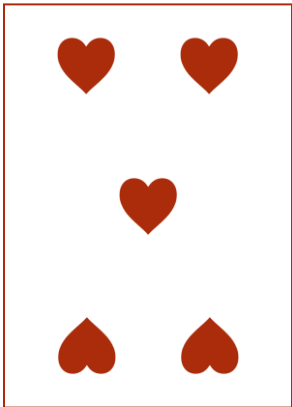
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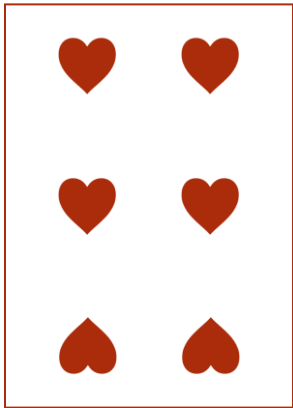
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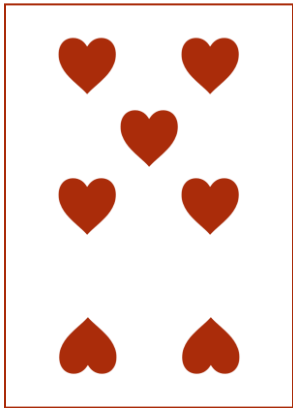
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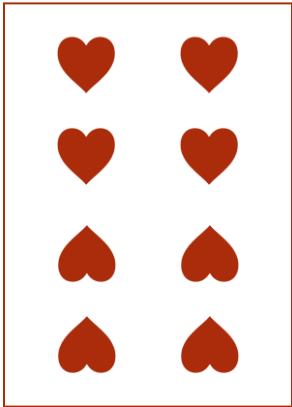
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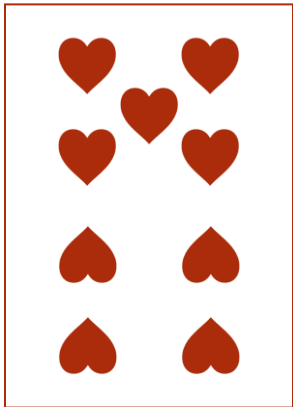
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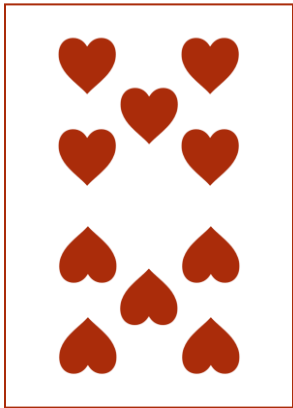
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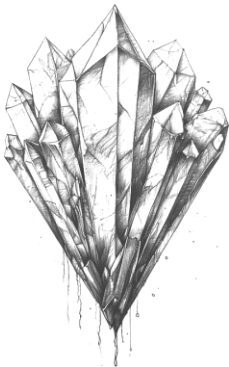
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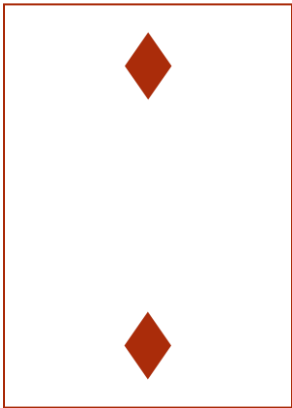
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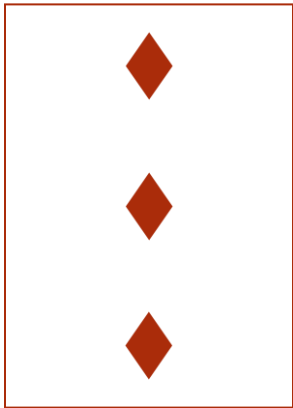
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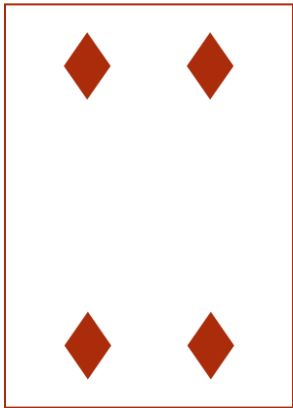
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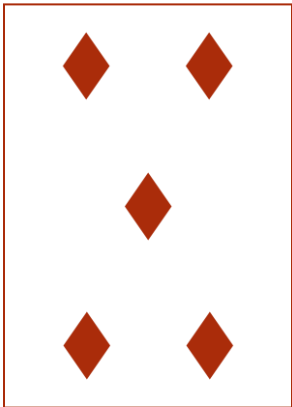
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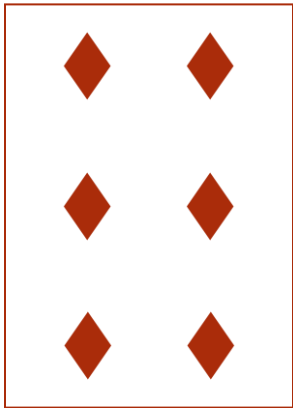
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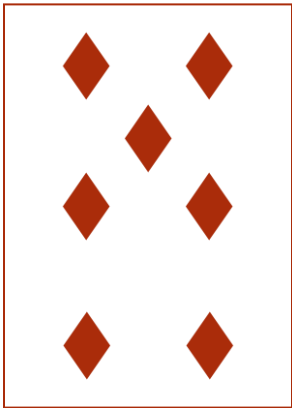
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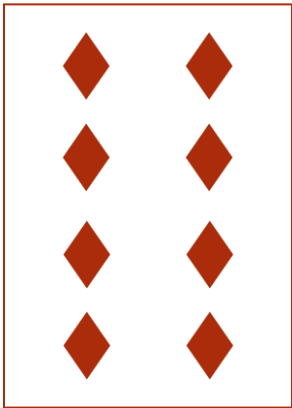
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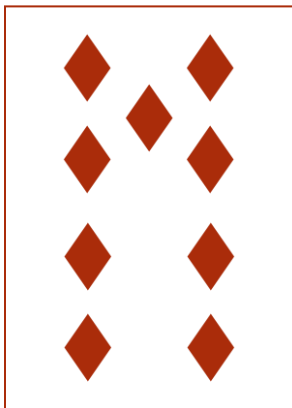
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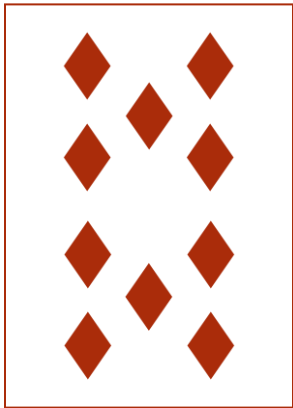
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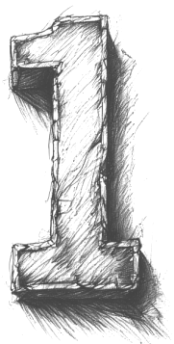
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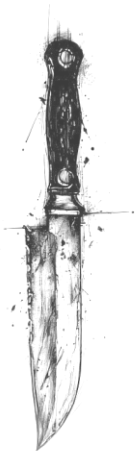
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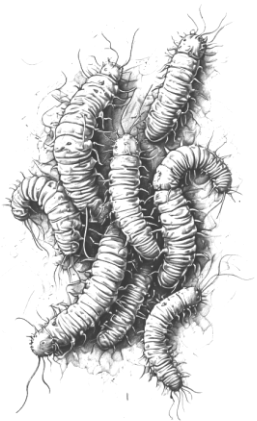
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JOKER POKER

Joker – turn this card into any card.

Plus Minus – increase or decrease a card's rank.

Rainbow – set a card's suit.

Copy – turn this card into a copy of a card.

♠/♣/♥/♦ **Bridge** – turn this card into a card of its suit and any rank, if it can complete a Straight.

Bluff – at Showdown, muck your hand; if you win before Showdown, show this card to claim double the pot.

All In – at Showdown, all other Joker cards lose their effect.

Loser – at Showdown, if you have the worst hand, you win the pot.

THC (The High Card) – at Showdown, only the High Card rank counts.