

The Intelligent Gambler™

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Publisher's Corner

Chuck Weinstock

Welcome to the *Intelligent Gambler*, ConJelCo's free newsletter which we attempt to send twice a year to our customers and anyone else who would like a copy. The more time aware among you will have noticed that this edition is nearly a month late. We delayed it so that we could announce the brand new, third edition of Lee Jones's *Winning Low-Limit Hold'em* (see page Page 5 for more information.)

Long time readers will recall that Nolan Dalla gave us a preview of his biography of Stu Unger in the 14th issue of the *Intelligent Gambler* published late in 2000.

We're pleased to be carrying an excerpt from the actual book (below), co-authored by Peter Alson, which will finally be available this Summer.

One of the "holes" in poker literature has been books on small buy-in No-Limit Hold'em cash games. We're happy to be able to offer you *Mastering No-Limit Hold'em* by Russell Fox and Scott T. Harker. You can read material based upon the book beginning on page 2.

We also have another installment in our occasional series on the mathematics of poker by William Chen and Jerrod Ankenman as well as a piece by gambling protection expert Steve Forte on marked cards.

Finally ConJelCo is happy to announce that it is working with Roy Cooke and his collaborator, John Bond, to produce the definitive book of poker rules. *Cooke's Rules of Real Poker* will be available shortly after you receive this issue of the *Intelligent Gambler*. As a part of this arrangement we'll be revising and reissuing Roy's book *Real Poker II* later this Summer.

I hope you enjoy the diversity of this issue.

The Last Game

Nolan Dalla and Peter Alson

Copyright © 2005. Printed by permission. Excerpted from the forthcoming book, *ONE OF A KIND* by Nolan Dalla and Peter Alson to be published by Atria Books, an imprint of Simon & Schuster, Inc. See the catalog to pre-order this book.

On November 11, 1998, 45-year-old Stuey Ungar, five-foot-five and barely a hundred pounds, charged across the shining marble floor of the Bellagio's grand entrance with a bounce to his step and a

wad of cash in his pocket. It would have been a real stretch to call him The Kid at this point, though from a distance his Beatle haircut and boyish frame still gave the impression of youth. Up close, he looked like what he was; a longtime drug addict whose excesses were now written in his face. The ravaged nose was the most disturbing feature, one side of it deflated like a bad flat tire.

Still Stuey was excited to be making his first foray into the Las Vegas' newest and most spectacular hotel. It was a different world than the one he had arrived in thirty years earlier, when the town was mostly run by the mob. But at the heart of it, no matter how it was dressed up or presented, no matter how corporate it might have become, or how much like a theme park, the blood that pulsed through the veins of Vegas was still gambling blood.

Stuey walked into the poker room, where he met up with Mike Sexton. The two of them briefly discussed what game Stuey should play. Sexton knew how badly Stuey needed to hang onto the money that Baxter had given him for a little while if he was going to have any chance of getting back on his feet. "Don't blow it all in one big game," Sexton cautioned him. "Start off playing \$200-\$400 limit."

Even in the shape he was in, Stuey's ego prevented him from thinking that small. He wanted to play in the biggest game around.

"What about no limit?" Sexton offered. "That's your strongest game. What if we got a no-limit game going?"

Stuey agreed that made sense.

"This was before no-limit was played widely in cash games the way it is today," Sexton recalled. "It was still unusual to get a no-limit cash game going. Plus, as Stuey pointed out, who was going to want to play no-limit with *him*?"

Erik Seidel, the former stockbroker turned poker pro and the runner-up to Johnny Chan in the 1998 WSOP, was sitting across the room, playing in what he termed a "very good Omaha game." He got up and walked over to say hello to Stuey. In the course of talking, Stuey mentioned that he was interested in playing no-limit, and Seidel said he'd consider playing a \$5,000 head's-up freezeout.

"There's nobody in the world I wouldn't play head's-up against," Stuey said "But your one of the few that would give me a tough time. I'll tell you what, I'll give you a hundred bucks to play me."

It was pure, classic Stuey bravado. Seidel laughed, thinking that even though Stuey had lost some of the spark he'd once had, there was a hopeful feeling seeing him there that day. "Like maybe he could give up the drugs. Like maybe he really was back and this could be another chance."

In the end, Seidel decided he didn't want to get up from the game he was in just yet. But as soon as he walked off, Stuey and sexton looked around and saw Melissa Hayden, one of the strongest women poker players in the world at that time. Sexton said, "You want to play a freeze-out?" and Hayden said, "Sure."

Sexton laughed and said to Stuey, "See, you've been out of action so long you got girls that want to play against you."

The cardroom manager found Stuey and Hayden an empty table and set them up with a dealer and chips. Melissa wanted to start off with a \$2000 freezeout, but Stuey insisted it be \$5000, and she finally agreed.

The sat down in the expensive swiveling upholstered seats and watched the dealer fan a deck across the felt face up. Stuey reveled in the moment: the nonstop musical chatter of the chips being shuffled, bet and dragged, was as soothing to him as the sound of an ocean wave, a bubbling brook. He was back in action.

The game started with \$25 and \$50 blinds. Hayden, a tall, attractive red head, who had been a professional photographer back in New York before moving to Las Vegas to concentrate on poker, recalled that "Everyone who knew Stuey was concerned about him. There was a feeling of wanting to protect him."

That noble sentiment didn't stop Hayden from trying to beat Stuey's brains in. In fact, forty-five minutes after they began, Hayden had won every chip on the table. Someone from the high-limit table next to them, said, "Aw, Stuey, letting a girl beat you."

"When the guy said that," Hayden recalled, "Stuey leaned over and whispered to me, 'Don't let them get to you. Don't ever let them get to you. That guy's a piece of shit.' and he was. He was a guy who was known to have beaten up his girlfriend. I mean, you had to know Stuey to really appreciate what a gentleman he

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was, and how much he loved women. He was extremely gallant in his way.”

By this time, a couple of other players had wandered over, and a non-freezeout no-limit game began at the table with the same \$25-\$50 blinds. Erik Seidel got up from his Omaha game and joined in. The painful truth was that Stuey was the “live one” in the game. “Yeah, that game was pretty much built around him,” Seidel said.

The members of the poker fraternity might’ve been rooting for Stuey to get his life back on track, but the sympathy stopped as soon as the cards were dealt.

It was no easy lineup under any circumstances. Aside from Hayden and Seidel, the other players included Russian poker pro Ralph Perry, the young gun Daniel Negreanu, and Perry Green, the Alaskan fur trader who’d been runner-up to Stuey in the 198 World Series final.

“It was strange that Perry Green was there,” observed Melissa Hayden. “He didn’t live in Las Vegas, and it was unusual to see him. It was a little eerie, to tell you the truth, almost like the completion of some kind of circle.”

Stuey was far from the top of his game. Hayden said he seemed “very edgy. His focus and attention weren’t good.” Playing impatiently and aggressively, he bluffed off most of the \$25,000 in a few hours. Hayden said she didn’t think that he lost all of it. “I think he probably kept some of it to buy dope.”

The game was still going when Stuey got up. As he was leaving the poker room, he saw Mike Sexton again, and the two chatted briefly. Sexton was under the impression that Stuey had not lost everything, and he interpreted his departure as a positive sign, demonstrating that he had some discipline and patience, and that he would try to find a better spot the next day.

Stuey made his way out of the Bellagio’s north side exit. He walked past the already famous fountains, the 1,200 multi-colored jets of water that danced in computer choreographed rhythm high above the quarter-mile-long lake fronting the hotel along the Strip. Stuey stopped to watch for a minute, standing alongside the large crowd of vacationing families, tourists, and convention-goers who stared up in awe at the majestic geysers leaping 240 feet toward the heavens while the giant loudspeakers piped out the sounds of Sarah Brightman and Andre Bocelli singing “Time to Say Goodbye.”

The Fallacy of Pot Odds

Russell Fox and Scott T. Harker

Assume you are playing \$6/\$12 Omaha high/low and have posted the \$6 big blind in a full, nine-handed game. You look down and see $K♥J♠7♠2♦$. The under-the-gun player raises to \$12 and *everyone* calls. What do you do?

Having been taught pot odds, you determine your odds. There’s \$102 in the pot, and it will cost \$6. The pot is laying you 17 to 1. You reason that even this trash hand (and $KJ72$ is a trash hand, for those who don’t play Omaha) must be worth a call. Later, you run a *PokerProbe* simulation (you specify the raiser’s hand, $A♦K♠4♦2♣$) and determine that your odds of winning were 14.55 to 1. Thus, your pre-flop call of the raise was correct. Have you spotted the fallacy in this line of reasoning?

Think about what flops you want to see. Good flops include: KKJ , $KK7$, $KK2$, JJK , $JJ7$, $JJ2$, $A♠K♠Q♠$, $T♠9♠8♠$, KKK , JJJ , 777 , and 222 . These aren’t the only hands you will win the pot with; however, these are the ones where you are *certain* that you will win (or chop), barring bad cards on the turn and river.

Of course, a simulation tool (such as *PokerProbe*) runs the hands out through the river to determine the winner. There are times a jack-high flush will take high in Omaha high/low. But are you going to be betting (or calling) when the flop comes $Q♠8♠4♥$ when you have no real chance at low? There are also occasions where a seven-deuce wins low—but are you going to be calling when the flop comes $A♥3♥4♦$?

That’s the fallacy of pot odds: you may win hands on a theoretical basis but you’ll never be in the pot on a practical basis. Much of the time when you call with the correct pot odds, but you will have a hand where you’ll never know you flopped the winner. In these cases, you’re throwing your money away. An additional factor against calling with these hands is that you are usually out of position.

While the above example comes from Omaha high/low, the pot odds fallacy also occurs frequently in no-limit hold’em.

Let’s look at a couple no-limit hold’em decisions from the small blind. In both examples, you have \$200 in chips in a nine-handed \$2/\$3 blind \$100 fixed buy-in game.

(1) You look down at $7♥2♠$ in the small blind. The first two players to act fold; the next five players limp. What action do you make?

(2) You have $3♦2♦$ in the small blind. A middle-position player, the cutoff, and the button limp. What action do you make?

In the first example, the average player figures that a call *has* to be right. After all, you’re getting 23 to 1 odds (assuming the big blind calls)! A *PokerProbe* simulation of your hand versus six random hands shows that your odds of winning the pot are 13.76 to 1. Of course, you’re thinking that there must be a catch here—and you’re right. Only there are *three* “catches!”

First, there is a fault in the simulation. You’re not up against six random hands.

Unless your opponents are all horrible players, you’re unlikely to be up against any premium hands (AA , KK , QQ , JJ , AK , or AQ) because there was no raise. Additionally, the chances of all of your opponents holding true “random” hands such as $Q3$, $K4$, 83 , etc. is minimal. Except for the big blind, your opponents voluntarily put chips into the pot. You’re likely up against connectors (possibly suited), “big” card hands (i.e. KJ , QT , KT , etc.), and some small to medium pairs.

Let’s rerun the simulation and specify your opponents cards as follows: $K♦J♣$, $8♥8♠$, $7♣6♦$, $5♦4♦$, $Q♥T♥$, and one random hand (representing the big blind).

This *PokerProbe* simulation gives you odds of 22 to 1—still good enough (in theory) to call. Note that the decrease is due to the one seven that is now out. If the $7♣6♦$ is changed to the $7♣7♦$, the chance of the $7♥2♠$ winning falls to about 38 to 1.

The second catch relates to the fallacy of pot odds as described in the first example. Are you really going to call to the river when the flop comes $A♠A♥2♥/3♣/9♣$ when your two pair (aces and deuces) turns out to be the winner? This is even truer in no-limit when you face large (stack size) bets. If you tell us you’re going to, please join us at our home games.

The final catch relates to your position, or lack thereof. You’re in the small blind and will have to act first on the flop, turn, and river. When in doubt about pre-flop situations in hold’em, think about your position first. Your hand can’t stand a raise (unless you flop really, really big). Given the lack of position, the fallacy of pot odds, and the probable non-random nature of your opponents’ hands, a fold is probably best.

Now let’s look at the final example. Holding $3♦2♦$ against three limpers (plus the big blind), the pot is laying you 14 to 1. The average player sees two small cards (they don’t get smaller than that) and folds. This appears at first glance to be a bad decision; a *PokerProbe* simulation of your hand against four random hands gives your odds as 5.86 to 1.

Of course, the same catch as in the previous example holds—your opponents do *not* hold random cards. Let’s assume that the three limpers have $8♥8♠$, $Q♥T♥$, and $A♣6♦$ respectively, and that the big blind holds a random hand. Re-running the *PokerProbe* simulation, your chance of winning *improves* to 5.78 to 1.

The second catch, the fallacy of pot odds, still applies. There will be some hands where you will fold a winner. Again, if the board comes $K♥K♠2♣/4♣/2♠$, are you really going to be in the pot through the river?

However, there will be many more hands where you will have the winner. Unless you’re up against total maniacs, it’s unlikely that any of your opponents (other than the big blind) is playing such

small cards. While you'd love to flop like A45, K32, 456, A33, or A22, there are many other flops that hit your hand. A flop with a straight draw and a pair would be huge. Even a flush draw wouldn't be horrible: in hold'em against four opponents there's a good chance you would have the only flush draw.

Of course, the final objection, position, still applies with this hand. However, you're not going to continue with this hand unless you flop big. If you check and then a face a huge bet (or raise) you can fold (unless you've flopped the nuts); after all, the hand has cost you only a dollar.

If you haven't figured it out, we would much prefer to hold 3d2d against four opponents than 7♥2♠ against six opponents. Actually, even if the 32 were offsuit we would rather hold it than 72—we're more likely to know where we stand. In no-limit hold'em if you know where you stand, you can act with confidence.

Making a pre-flop call based on pot odds alone is a fallacy. Will you be able to recognize all of the times when you hold the winning hand?

Will you be able to play those hands or will you face bets (or raises) that make it impossible to continue with the hands? Remember, your result for a session includes both the pots you win and the bets you save.

The Theory of Doubling Up

William Chen and Jerrod Ankenman

Many authors have written about the value of not going bust in a tournament, but make no effort to quantify this effect. As a result, many players will pass up even large edges, believing (almost certainly wrongly) that even better edges will present themselves. But if this were actually true, then these players would have gigantic edges over the field in terms of equity. Observation does not bear this out. Nonetheless there *is* an effect—as usual, we seek to measure and quantify the effect, and use it as a guide in making accurate decisions at the table.

To attempt to assess the value of different tournament stacks, we can use a variety of different models. Some of these models are useful in different stages of the tournament; for example, Landrum-Burns is primarily useful when the players are near or in the money and the question is how to allocate the prizes for places other than first. But this model is not intended to be applied in the opening and middle stages of the tournament. Yet perhaps the most misunderstood and misapplied tournament strategy concepts belong to the early and middle stages of the tournament.

The question that is perhaps the most asked and argued about with regard to no-limit tournaments boils down to the following:

How much of an edge should you pass up in the early or middle going because of your skill?

For the purposes of this discussion we will ignore the value of your time and assume that the goal is simply to increase your equity in the tournament.

We begin, as all models do, with a few assumptions.

Assumption 1:

The chance of doubling a certain player's chip stack before that player busts is relatively constant throughout the tournament.

This assumption obviously breaks down at extremes, such as when you are all-in on the blind and the like. But these situations are not the ones that this model is designed to cover. Obviously, if the blinds are smaller, there is less variance, and so the skilled player might have a higher chance of doubling up once, but it is unclear that this chance shrinks quickly as the blinds get higher and we believe this effect to be small, if it exists at all.

Assumption 2:

We are still far enough away from the money that "chance of winning the tournament" is still a reasonable proxy for your equity in the tournament.

Most tournaments concentrate a fairly high percentage of money in the top few spots, so as long as we are fairly far from the money (more than twice the number of players who are paid are remaining), using the chance of winning the tournament outright is a fair estimate of one's share of the prize pool, particularly for good players who will attempt to maximize their equity appropriately at money steps.

Using these two assumptions, we can construct a model.

Consider a tournament with X players of equal skill who begin with equal stacks. We will consider a single player. Let E be his chance of winning the tournament outright, C be his chance of doubling his stack before busting, and N be the number of times he must double his stack in order to win.

Then we have the simple relationship $E = C^N$.

Now if we have any two of these quantities we can calculate the third. Let's consider the situation at the beginning of the tournament. Since all the players are equally skilled, we know that our player has an equity $E = 1/X$.

Now we also know that in order to win the tournament, our player must increase his stack from its starting value to X times that amount. The number of doubles that this requires can be expressed as:

$$X = 2^N$$

So for a 2 player tournament, N would obviously be 1, as one double would be required to win, while for a 128 player tournament, N is 7. More generally:

$$N = \log_2 X$$

Substituting:

$$1/X = C^{\log_2 X}$$

$$\log_2 1/X = (\log_2 X) \log_2 C$$

$$\log_2 C = -1$$

$$C = .5$$

Of course, this is what we would expect for a tournament where all players are equally skilled; that each player would have a 50% chance of doubling before busting from any stack size. It is easily verified by plugging in other values of N (representing different stack sizes) that chip values are exactly linear for players of equal skill.

However, this methodology now generalizes to situations where the players are of unequal skill. For example, consider a hypothetical player A playing in a 100 player tournament where he has EV of 1 buyin net (2 buyins per tournament gross). We can calculate his C by plugging in his initial values:

$$E = C^N$$

$$2/100 = C^{\log_2 100}$$

$$.02 = C^{6.643856}$$

$$C = .5550$$

So A has a chance of doubling his current stack before busting of 55.5%.

Now we can calculate his chance of winning the tournament from any stack size S (where S is the number of starting stacks he has) by plugging into the equity formula $E = C^{N \cdot S}$. N, of course, is the number of doubles it will take to reach 100.

$$E = C^{\log_2 (100/S)}$$

So for a stack size of 2 (double the initial stack), A has equity of $E = C^{\log_2 50}$, or .0360. Note that this value is more than the *a priori* value of the chips (which would of course be .02), but less than double A's chance of winning the tournament from the start.

What this model does, in effect, is provide us a means for evaluating marginal tournament equity decisions *including the skill of the player making the decisions*.

The qualitative judgment of "I have an edge over the field, so I should protect my chips" is quantified into an adjusted equity for any stack size that utilizes the assumptions that underlie the model. To see how this model might work in practice, consider the following marginal situation from a no-limit holdem tournament.

The blinds are 75-150. Player B, with a stack of 3000 (250 players played with starting stacks of 1500), raises to 450 on the button with QsTs. The small blind folds and the big blind calls. The flop now comes Ks 8c 2s. The blind checks and player B bets 500. The blind now check-raises all-in (and has B covered). B estimates his equity at 36% and is faced with the decision of calling 2050 to win 4025.

Now an analysis based purely on tournament chip values would indicate that calling is clear—.36 * (6075)—2050 = 137 chips, for nearly a tenth of a buyin worth of profit. But let's assume that Player B had an edge of

Ω of a buyin over the field at the beginning of the tournament. Calculating C for Player B:

$$1.75/250 = C^{\log_2 250}$$

$$C = .5364$$

Now we can calculate the equity of the three scenarios:

If B calls and wins, he will have 6075 chips, or 4.05 starting stacks.

$$E = .5364^{\log_2(250/4.05)}$$

$$= .024603 \text{ buyins.}$$

If B calls and loses, he will have 0 chips and have 0 equity.

If B folds, he will have 2050 chips, or 1.36667 starting stacks.

$$E = .5364^{\log_2(250/1.36667)}$$

$$= .009269 \text{ buyins.}$$

So B's equity from calling is $.024603 * .36$, or $.008857$ buyins. Comparing this to B's equity from folding, we find that the call is actually *incorrect* given B's skill edge over the field.

Another result that can be easily derived from the Theory of Doubling Up include the "coinflip" problem—what chance of winning do you need to accept a coinflip for all your chips on the first hand? Since $E_0 = C^N$ at the start of the tournament, if you call and double up, your equity becomes $E_1 = C^{N-1}$.

If you take a coinflip with chance of winning W , then your equity becomes WE_1 . If you decline then your equity is E_0 . Setting these things equal, we get:

$$C^N = WC^{N-1}, \text{ or } W = C.$$

So you are indifferent to accepting a coinflip if your chance of winning the coinflip is equal to C . Yet consider that many players have a stated preference that they would decline a QQ vs AK (57-43) confrontation in the early tournament. By applying the Theory of Doubling Up, we can find out something about what these players believe their equity in, for example, a 250 player tournament to be.

$E = C^N = (.57)^8 = .01114$, or about 2.85 buyins per tournament. In order for it to be to correct to decline a 57-43 confrontation with no dead money in the pot, one has to have nearly three times the average equity in the tournament. Our observations lead us to believe that having such a win rate in a typical tournament is extremely unlikely.

Another interesting effect of the Theory of Doubling Up is what it indicates about players with negative expectation. Of course our readers are all winning players, but nevertheless, the mean result of all players in a tournament is to lose the entry fee, so someone must be losing. The Theory of Doubling Up, then, indicates that losing players should be willing to commit their chips even in marginally bad situations. This is a result of the idea that losing players should encourage variance, as it is their best chance to win. The more that other players get a chance to apply their skill, the worse off the los-

ing player will be. Hence they should be willing to commit all their chips in zero-EV situations or even slightly bad ones.

Summarizing:

At the beginning of the tournament, each player has a chance of doubling up C , which is related to his *a priori* overall equity E_0 in the tournament by the following equation:

$$E_0 = C^{\log_2 P d}$$

where P is the number of players in the tournament.

Then from any stack size S , C needs to double his stack a certain number of times in order to have all the chips.

$$N = \log_2 (P/S)$$

And finally, for any stack size,

$$E = C^N.$$

These equations can be utilized to estimate tournament equity on a skill-adjusted basis.

Marked Cards

Steve Forte

Very little quality information has been written about the science of marked cards as they relate to casino scams. Marked card scams are some of the most successful scams ever perpetrated.

The history of marked cards is fascinating, colorful, and surprisingly relevant. Almost every system ever invented could still surface today. That goes for any playing card, in any casino, anywhere in the world. While the quality of playing cards has improved, the application and goals of these scams have changed little. Cheaters are still trying to get information about when to hit, stand, or bet more in blackjack, which side to bet in baccarat, and their opponent's holecards in poker.

Short History

Early playing card were inherently imperfect, being handmade, handpainted, and later, printed by engraved wooden blocks. When playing cards were first used for gambling purposes, inconsistencies in paper, color, and back design must have been a way to ascertain the card's value from the back. Maybe early playing cards were just as distinguishable from the backs as they were their faces. No doubt, many shrewd gamblers exploited the opportunity.

The first marked card scam almost surely occurred shortly after playing cards evolved from an object used for divination to the primary tool, core, and essence of all card games. Early marked cards were referred to as "readers" or "paper", and the latter term is still used today. Cheaters who specialize in playing marked cards are said to be "paper players".

The earliest back designs were plain or overall white, and they were not glossed or varnished. Some of the earliest systems involved marking these unfinished cards with lines of varnish, each line in a different direction to denote the card's

value. Another early technique was to take a rag stained with black lead and polish the entire back, making it slightly darker in shade to the unpolished cards. Later, when manufacturers put on a finish, lines of wax were used, or the card was polished with a smooth object or thumbnail. Reading these types of marks was facilitated by letting the light shine off the back of the card and looking for the reflection.

When embossing became a standard manufacturing procedure, some unscrupulous makers would emboss at different angles, enabling the cheaters to read the grain. The fad soon disappeared due to the economics, and besides, there were better methods for marking the most popular brands.

Not all marked decks are intentional. Occasionally, the manufacturer errs and produces a factory defect. One early source, in the late 1800s, suggested that with new decks, by feel alone, the court cards were identifiable under certain conditions. When the humidity was high, an element in the color of the court cards became adhesive. If one applied constant pressure during the dealing action, the discrepancy could be felt. An interesting early reference to a contemporary marking system where the marks are not read by eye, but by touch, that will be discussed later.

Steamboats

With a plain, white overall back, it was argued that any smudge, dirt, or grease was easy to spot, so standardized back designs started to take form. Overall back designs were obvious improvement, consisting of grids of daisies, diamonds, and other small shapes. Others believed that a design made of repeating, intersecting thick and thin lines would better protect the backs of the cards. This design was known as the plaid back, and became the most popular back during the steamboat era. As one would expect, methods of marking these backs were quickly developed and the Steamboat back became enormously popular with the sharper.

Even with overall back designs, other issues surfaced. The card had to be cut perfectly to ensure that the design's positioning was consistent. But this was rarely the case. The cutting process was less than perfect and, invariably, design variance enabled the cheaters to take the high cards from unevenly cut decks, and sort them with the low cards from evenly cut decks. This marking system is known as "sorts", and the method hasn't changed a lick in over two hundred years. The very same variance still exists today, even with our technologically advanced manufacturers.

To address these issues, borders were introduced, first, by simply avoiding the edge with the printed design, then second, adding a printed border. It eliminated a few of the hustler's tricks, but not nearly enough.

Stamped Decks

For a short time, factory marked decks, known as “stamped decks” or “mechanical decks”, were the cheater’s best friend. Now, some of the problems associated with hand marked decks, such as the difficulty of matching the ink and restoring the finish, were eliminated. The ink matched perfectly, there was absolutely nothing abnormal in the finish, yet they were still easy to detect.

Some firms specialized in reproducing another maker’s brand with their own factory marked backs. When it came to the ace of spades, they would reproduce all of the ace except for one small detail—the manufacturer’s name was removed. Sometimes it was replaced with another part of the design, or it simply said “American Manufacture”, or some other generic label. Duplicating the maker’s name was apparently too far to go. Just think, in many card games across the country at any one time, the key to detecting marked cards may have been staring the players right in the face, the omission of the genuine maker’s name on the ace of spade.

Theo DeLand was an unsuspecting contributor to this development. An engraver by trade, Mr. DeLand loved magic and used his talent to create some very sophisticated marked decks. He only wanted to fool his friends and market his deck to other magicians. It was just a question of time before his passion fell into the wrong hands. The DeLand decks were being used by cheaters everywhere, and when it was brought to his attention, he destroyed all the plates in disgust.

Crooked Supply Houses

Back in 1860, there were just a few crooked gambling suppliers selling marked cards, as well as every other conceivable cheating device. Fast forward to the 1950s, and hundreds of crooked gambling supply houses in every big city were selling hundreds of thousands of marked decks annually. Either every magician in the world was using a marked deck to perform miracles, or card players everywhere were up against more than they suspected. The most popular systems were “blockout”, “trims”, “strippers”, and “sorts”.

New legislation in 1961 (the Johnson Act) regarding the interstate transportation of gambling equipment, closed most of these businesses. An owner of one of these stores once told me, “I had more FBI agents in my shop than customers.” Today there are only a few companies selling marked cards “on the sneak”, and always accompanied with the disclaimer, “For entertainment purposes only.” Some very sophisticated work is still available from underground sources.

Steve Forte is the foremost authority on casino game protection. This article was an excerpt from his Casino Game Protection, a Comprehensive Guide, and used with his permission. The book is available in

our catalog and is certain to become a (limited distribution) classic.

A Sea Change

Lee H. Jones

Five years ago, when I wrote the second edition of *Winning Low Limit Hold'em*, I was fairly sure it was going to be the last edition of the book.

There were some changes and improvements I wanted to make, but once those were put in, I thought I’d said pretty much everything I had to say on the subject.

How wrong I was.

First, online poker took off at an unimaginable pace. Starting as an experimental laboratory for a few hardcore players, it rapidly grew into a worldwide phenomenon. It was embraced not only by existing poker players, but it actually began to bring in people who had never played poker in casinos before (yes, this is foreshadowing).

It was fascinating to watch this growth from the perspective of an author, because the center of mass of sales actually moved. Traditionally, my book had been sold mostly through gambling book outlets – Gambler’s Book Club, the Gambler’s General Store, and of course my fine publisher, Conjelco.

As mainstream America logged on and got dealt in, the big retailers such as Barnes & Noble and Amazon.com began to move more copies. I remember seeing the book in a small independent bookstore in North Carolina and thinking, “Wow, I’ve hit the big time.”

Then came the WPT and Chris Money-maker, and everything we knew about poker was wrong. Suddenly we were selling as many books in a quarter as we used to sell in a year. Then there was the month in 2004 when we sold as many copies of WLLH as we’d sold in 2000. And of course, online poker exploded, and it became clear that the core of my readership was not playing \$3-6 at Bay 101, the Mirage, or the Commerce. No, they were playing \$.50-\$1 or \$1-2 in Boise, Baltimore, or Berlin.

The other major change was the huge resurgence of no-limit hold'em. I’d actually played a fair amount of no-limit in cash games in the smaller San Francisco Bay Area clubs – I still have fond memories of the Cameo and Wagon Wheel. But it was a game limited to such small venues and the large tournaments. Now everybody watching the WPT and the WSOP on TV wanted to play; after all, Mike Sexton told us that no-limit hold'em was the Cadillac of poker games!

It became clear that I needed to write a third edition of *Winning Low Limit Hold'em*.

In one of my smarter moves ever, I enlisted Barry Tanenbaum’s help. Barry has been a friend of mine since we got to know each other at BARGE and Garden

City. He worked his way up from the \$2-4 games at Garden City and is now a fearsome pro, making a good living playing in one of the toughest hold'em games in the world – the \$30-60 at the Bellagio in Las Vegas. The unusual thing about Barry is not only does he play well, but he can describe *what* he does and *why* – an ability that’s rare among the best practitioners in any field.

I asked Barry to grab a copy of WLLH and a pen and start marking. And mark he did, leaving red ink on most of the pages. An improved tactic here, a better explanation there. Move this section. And in some cases: “I *hate* this – it produces leaks!” I listened, contemplated, argued, and (usually) eventually agreed with his recommendations. There are still some things in the book that he would prefer I didn’t have in there, but Barry has left an indelible mark on the new text. And it is much improved by his effort.

I now believe that, with Barry’s assistance, I’ve produced the best primer for low and low-medium limit hold'em.

But what about this fascination with no-limit hold'em? A thorough treatment of deep stack cash no-limit tactics would fill an entire book (and such books exist). And it’s not even my area of expertise. However, a wildly popular version of the game is the “Sit and Go,” a no-limit hold'em *blitzspiel* involving one to three (and now four or five) tables. Everybody sits down, the cards go into the air, and within an hour or two it’s all over. Next! This format has taken the Internet by storm and is even now appearing in the “side game” areas of major tournaments.

I had been playing quite a few of these and found them to be extremely profitable. And in discussions with friends, I discovered that I knew people making their living playing online sit-and-go tournaments.

I had my new topic for *Winning Low Limit Hold'em*.

I don’t want to give away the details here (I want you to go buy the new edition), but I consider the sit-and-go section to be groundbreaking. To my knowledge, there’s nothing else like it in print. I am persuaded that playing sit-and-gos can be as profitable as cash games, if not more so, and the new edition of WLLH tells you how to extract those profits.

To tie it all together, Chuck hired a brilliant editor named Sarah Jennings, who untwisted sentences, and demanded prose that she, a newbie to poker, could understand. Melissa Hayden, a noted poker player and a wonderful graphic designer, gave us a whole new cover. After ten years of our staid (my wife uses the word “boring”) cover, I was initially overwhelmed by Melissa’s vibrant design. But it got immediate raves from all who saw it, and it grew quickly on me.

I have been gratified over the years by the number of people who have praised my little book, and especially tickled when



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The Biggest Game in Town, A. Alvarez. A sought after classic that is finally back in print. Delves into the world of high-stakes poker in Las Vegas and in particular the World Series of Poker, where "the next best thing to playing and winning is playing and losing." 192p (paper), #P83, \$15.95, \$12.75.

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The Complete Book of Hold'em Poker, Gary Carson. Hold'em poker has become more strategically complex. This book teaches strategies in Hold'em that vary with the style of the game. For instance the tactics used in the tight Las Vegas games are not the same as those used in the very loose and aggressive games of southwest Louisiana. 313p (paper), #P73, \$14.95, \$13.45.

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Internet Poker: How to Play and Beat Online Poker Games, Lou Krieger and Kathleen Keller Watterson. Internet poker is a world where you can find a game day or night. But it's poker with a difference. The game is the same but technology does kick in ó sometimes in strange and unexpected ways. A reference as well as a tutorial, the book includes a CD with free poker software, and a special bonus chapter with 125 interactive hands to help you prepare to play the Internet games for fun or for profit. 202p (paper) plus CD, #P94, \$14.95.

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The Little Book of Poker, David Spanier. A collection of weekly poker columns Spanier wrote for *The Independent* in London which traverse the poker universe. It's packed with information about Hold'em, stud, and Omaha. 170p (paper), #P68, \$8.95.

The Making Of A Poker Player: How An Ivy League Math Geek Learned To Play Championship Poker, Matt Matros. A strategy book drawn from Matt's gripping journey into the poker world—from those high school games to his first casino card rooms and on to major tournaments where he played against, and defeated, the greatest poker champions around. Matt Matros's vivid storytelling, nail-biting play-by-play recaps, and insider anecdotes capture all the excitement of the game and its subculture. By the end of this book, you'll understand what it means to be a real poker player. #P132, \$14.95, \$11.95.

Mastering No-Limit Hold'em, Russell Fox and Scott T. Harker. Because of television, the game of choice for most new poker players is no-limit Hold'em. This has led to changes in the game. With so many players trying to emulate their TV heroes, they tend to play too many weak hands, call too many bets with marginal to poor holdings, and try to make too many big bluffs. Today's skilled player must learn to adapt to these changes in this complex game. This book covers all aspects of the smaller, fixed buy-in, no-limit hold'em games from understanding your opponents to learning about pot odds. Included are topics seldom written about such as finding the proper amount to bet, how to manage your mental game, bankroll considerations, and how to beat the rake. Also introduced is "The Matrix Theory:" a unique tool for understanding just what hands you should play and how they should be played depending on a matrix of considerations few think about. If you are looking for the most comprehensive guide to fixed buy-in cash games, you need this book! 212p (paper), #P127, \$24.95.

Middle Limit Hold'em Poker, Bob Ciaffone and Jim Brier. Primarily aimed at the \$10-\$20 to \$40-\$80 player, many of the ideas can be applied to lower and higher stakes games as well. Ciaffone and Brier are both well-known pros, and their book stresses the practical application of hold'em ideas. Includes 500 problems and answers with the reasoning behind them. Also includes explanations of the most important poker ideas that apply to limit hold'em. A fine blend of the theoretical and concrete examples. 332p (paper), #P80, \$25.00, \$23.00.

MoneyMaker: How an Amateur Poker Player Turned \$40 into \$2.5 Million at the World Series of Poker, Chris MoneyMaker. In 2004 the number of entrants — and the winning pool — at the World Series of Poker tripled, thanks in large part to Chris MoneyMaker, an amateur player who came out of nowhere to win the 2003 Series, and prove to newcomers and poker pros alike that anything is possible with a chip and a chair. MoneyMaker was a young accountant from Tennessee who loved to gamble but

only took up cards after college. Three years later he was playing a \$40 game of online Texas Hold'em and won a coveted seat at the 2003 World Series of Poker. Borrowing money to get to Las Vegas, he entered his first real-time tournament and spent the next four days battling for a top spot at the final table. Filled with everything from his early gambling ventures to a play-by-play of his major hands at the World Series of Poker, MoneyMaker is a gripping, fast-paced story for anyone who has ever dreamed of winning it big. 240p (hard), #P125, \$23.95, \$19.25.

More Hold'em Excellence, Lou Krieger. Subtitled "A Winner for Life". Goes beyond the basics; it takes you into the mind and decision-making processes of professional poker players by providing solid information and advice on a broad spectrum of sophisticated topics. 188p + Index (paper), #P38, \$19.95.

No-Limit Texas Hold'em (The New Players Guide to Winning at Poker's Biggest Game), Brad Daugherty and Tom McEvoy. Teaches you the skills you need to join the elite ranks of no-limit hold'em tournament winners. By using the advice in this book, you can join the game with confidence ó knowing that with knowledge, skill, practice and a bit of luck, you can conquer it. 208p (paper), #P107, \$24.95, \$19.95.

The Official Dictionary of Poker, Michael Wiesenberger. Updated and revised. Covers the entire spectrum of poker terminology, from the common to the obscure, illustrated by thousands of colorful examples. This is a valuable reference. 277p (paper), #P62, \$14.95, \$13.45.

Omaha Hi-Lo Poker, Shane Smith. For experienced low-limit players. Outlines winning strategies covering: starting hands, playing the flop, turn and river, general strategy and tournament tips. 84p (spiral), #P19, \$17.95, \$16.50.

Omaha High-Low: Play to Win with the Odds, Bill Boston. This book gives you the vital information you need to make critical pre-flop decisions in Omaha high-low. Includes data on the 49 best hands, the 49 worst hands, 30 ace-less hands that are profitable, and trap hands to avoid. 163p (spiral), #P85, \$19.95, \$17.95.

One of a Kind: The Rise and Fall of Stuey "The Kid" Ungar, the World's Greatest Poker Player, Nolan Dalla and Peter Alson. On November 22, 1998, coroners entered a seedy motel room on Las Vegas Blvd. and found the cold, lifeless body of Stuey Ungar. Just eighteen months earlier Stuey had won the World Series of Poker championship event for the third time in 20 years. This is the long-awaited riveting story of struggle, greatness, addiction, greed, and failure wrapped in a single individual—how a kid from New York's Lower East Side became the best gin player and arguably the best poker player in the world. And how he threw it all away. 320p (hard). *This item is expected to ship on 7/11/05*, #P128, \$25.00, \$20.00.

Play Poker Like the Pros, Phil Hellmuth Jr. The perfect introduction to the world of Texas Hold'em, Omaha, Seven-Card Stud, and Razz no matter what level of player you are. Includes basic and advanced strategies, when to play, when to bluff, when to raise, and when to fold. Also includes techniques for reading other players and avoiding going on tilt. Covers brick and mortar and online games and tournament play. 416 (paper), #P91, \$15.95, \$14.35.

Poker Aces, Ron Rose. With the explosion of poker as a televised sport, fans of the game are clamoring for more information about their favorite players. *Poker Aces* presents the fascinating stories of today's poker pros, along with an abundance of color photographs in one concise book. 180p (paper), #P113, \$29.95, \$26.95.

Poker at the Millennium, Mike Caro and Mike Cappelletti. An easy-to-follow textbook teaching professional secrets to texting the two most popular games of big-money poker. Clear advice and play-by-play examples to help you quickly master the tactics and techniques for both Hold'em and Omaha. 363p (paper), #P97, \$19.95, \$17.95.

Poker Essays: Complete Set, Mason Malmuth. Includes all three volumes. Counts as three items for shipping calculations, #P75, \$74.85, \$58.95.

Poker Nation: A High-Stakes, Low-Life, Adventure into the Heart of a Gambling Country, Andy Bellin. On any given Friday night, hundreds of thousands of Americans—men and women alike—pile into kitchens, garages, and backrooms to play their weekly poker game. From basement games in the suburbs to illegal gambling clubs in New York City to the high-stakes World Series of Poker, Bellin has anted up with some of the world's greatest players and takes us on a raucous journey into the shut-up-and-deal world of professional poker. 288p (paper), #P84, \$12.95, \$10.75.

Poker Night: Winning at Home, at the Casino, and Beyond, John Vorhaus. A smart, funny, and practical guide to mastering the fine art of the home poker game (in other words, entertaining your friends while deftly picking them clean). Covering everything from the absolute basics to advanced points of strategy and smarts, *Poker Night* is an essential and entertaining manual for everyone who wants to excel at the most popular poker game in the world—the home game, where the pots aren't cut and the winning gets personal. Filled with hilarious observations and hard-nosed strategies for beating the rules, this smart, sassy, and readable handbook holds the key to your poker success—whether you're just learning or you already know the difference between a fishhook and a dead man's hand. Share it with friends at your own risk. 288p (paper), #P112, \$13.95, \$11.20.

Poker Tournament Strategies, See 2+2 section.

Poker Tournament Tips from the Pros, Shane Smith. Gives you the winning advice of poker theorists, authors and tournament winners on the best strategies for winning low limit poker tournaments. Expanded and revised millennium edition, #P16, \$19.95, \$17.95.

Poker Wisdom of a Champion, Doyle Brunson. Originally published as *According to Doyle*, this is a collection of his most memorable poker tales. Doyle shares what he has learned over the years of traveling the Texas circuit and in private games. Full of real-life characters and too-crazy-to-be-fiction situations, this book highlights the psychology and humanity of poker. These anecdotes contain not only humor, but also advice and insight, #P104, \$14.95, \$13.45.

Poker: The Real Deal, Phil “tiltboy” Gordon. Like a secret society, poker has its own language and customs — its own governing logic and rules of etiquette that the uninitiated may find intimidating. It's a game of skill, and playing well depends on more than just a good hand or the ability to hide emotion. The first step toward developing a style of play worthy of the greats is learning to think like a poker player. In a game where there are no absolutes, mastering the basics is only the beginning — being able to pull off the strategy and theatrics is the difference between legendary wins and epic failure. 304p (hard), #P119, \$19.95, \$17.95.

Positively Fifth Street, James McManus. In 2000, Jim McManus, a novelist reporting for Harpers went to Las Vegas to cover the Ted Binion murder trial and to write a story about the WSOP. McManus used his advance to enter the WSOP and surprisingly made the final table!

This book skillfully intertwines the two stories into a terrific book that is both informative and fun to read. 448p (paper), #P90, \$15.00, \$12.00.

Pot-Limit and No-Limit Poker, Bob Ciaffone and Stewart Reuben. Geared to experienced players this book is devoted to pot-limit and no-limit betting. It starts with a discussion of general theory, and how to apply the theory to the main forms of poker. Covers pot-limit and no-limit hold'em, pot-limit Omaha, no-limit lowball draw, pot-limit seven-card stud, and pot-limit London lowball. High-low split betting and tournament strategy is also thoroughly studied. Includes quizzes to grade the reader's progress, and a number of odds tables. (paper) 220p, #P33, \$25.00, \$23.00.

Professional 7-Stud Report, Mike Caro. Advanced bankroll building strategies for serious players. 32p (paper), #P50, \$19.95.

Professional Hold'em Report, Mike Caro. This brief report discusses ways to improve your limit, pot-limit, and no-limit hold'em game. When to fold, when to raise, when to call. Lots of information in 40p (paper), #P51, \$19.95, \$17.95.

Real Poker II: The Play of Hands, Roy Cooke with John Bond. A second edition of this title is about to be issued by ConJelCo. Roy Cooke's second collection of poker essays focuses exclusively on the play of hands. Never before has the decision-making process at the table been so thoroughly analyzed. A must for every poker library. Note: some of the essays in this edition appeared in Roy's previous book. (paper), #P81, \$19.95, through the date of publication, \$15.00 (expected to be available in August 2005.)

The Science of Poker, Mahmood N. Mahmood. The Science of Poker deals with limit as well as pot-limit Omaha, Texas Hold'em and Seven-Card Stud. It is divided into four parts. The first part consists of a general discussion of the three primary skills of Poker: people, probabilities and money. The remaining three parts give a detailed account of starting hands selection and simple methods for working out the probabilities relevant to Omaha, Texas Hold'em and Stud. In addition, the book analyses in detail over one hundred examples of the most common situations of “after the flop play” for Omaha and Hold'em and “beyond the fourth street” play for Seven-Card Stud, #P105, \$29.99, \$26.95.

The Secret to Winning Big in Tournament Poker, Ken Buntjer. Advice on tournament play from the only player ever to win three major tournaments in a row. Teaches the eight stages of tournament action, and how to use your knowledge of your opponents to beat them. Discusses when to play tight, when to play aggressively, when to zero in on a single opponent, when to sit back and wait, and when to pounce. 192p (paper), #P18, \$49.95, \$46.95.

Serious Poker, Dan Kimberg. A complete introduction to casino and cardroom poker, for everyone from complete poker novices to experienced players who want to take the game more seriously. It covers everything from the basics of strategy and cardroom rules and customs to more esoteric topics like tournament play, poker math, cheating, record keeping, and much more. 276p (paper), #P69, \$19.95.

Seven Card Stud Poker, Konstantin Othmer. Descriptions of the fundamentals of seven card stud poker, playing specific hands, reading opponents, and understanding images and betting patterns. 257p (paper), #P58, \$25.00, \$23.00.

Seven-Card Stud, Roy West. Subtitled “The Complete Course in Winning at Medium and Lower limits.” 42 lessons which take you

through each of the “streets” of a 7-card stud game in detail. Includes a section on tournaments written by Tom McEvoy. 156p (paper), #P24, \$19.95, \$17.95.

Stepping Up: The Recreational Player's Guide to Beating Casino and Internet Poker, Randy Burgess. This book is perfect for either the home game player moving up, or the intermediate player who's struggling: it's packed with the stuff beginning poker books don't talk about enough (or at all), and that advanced books discuss only in terms of the higher limits 6 reading hands and opponents, calculating odds and outs, adjusting to game type, and more. Also covers practicing and playing online. As Roy West says in his introduction, “This is a ‘thinking about poker’ book you'll hope your opponents won't read.” Whether your game is hold'em or stud this is the book to set you on a winning track. 165p (paper), #P103, \$14.95.

Super Duper Super System Package, Brunson, et. al. This is the ultimate Super System package consisting of the original Super System, Mike Caro's guide to the original Super System, and the new Super System II, #P123, \$84.85, \$69.95. (s/h: +4.00)

Super System, Doyle Brunson. The classic on every major no-limit game played today. Chapters written by experts such as Sklansky, Caro, Reese, Baldwin, and Brunson himself. Considered to be one of the best books on poker ever. 624p (paper). Due to its weight counts as 2 items for shipping. *Important: Super System II does not replace this book*, Paperback, #P9b, \$29.95, \$26.95. (s/h: +2.00)

Super System II, Doyle Brunson. The original Super System, written and edited by Doyle Brunson, the acknowledged “Babe Ruth of Poker,” is hailed by all players as the single most influential book ever written about the game of poker. Now, *Super System II*, pushes the envelope further, expanding on the original with new games, new strategies, and new experts. This is a brand new book-not an update. The who's who all-star studded lineup for SSII includes Chip Reese, who Doyle recognizes as one of the top three players in the world, if not the best; Johnny Chan, two-time WSOP champion and tied with Doyle for the most world series bracelets with 9, Doyle Brunson himself, two-time WSOP champion and the greatest poker player of all time, Lyle Berman, founder of the World Poker Tour, the world's best Omaha player, and owner of three WSOP gold bracelets; Bobby Baldwin, former WSOP champion and CEO of the Bellagio; Mike Caro, the greatest poker theorist and best-selling author; Jennifer Harmon, the best woman player in the history of poker and one of the top 10 overall; Todd Brunson, winner of more than 20 tournaments and the future successor to Doyle's throne; as well as Daniel Negreanu, and Barry Greenstein.. *Super System II* covers the essential strategies and advanced play on the most popular games played today—No limit Hold'em, Limit Hold'em, 7 Card Stud, 7 Card Stud 8 or Better, 7 Card Stud High-Low Split, No Limit Omaha, Omaha 8 or Better, Limit Lowball Draw, High Draw Poker, Chinese Poker, Triple Draw Lowball—as well as important sections on professional poker play and poker psychology. 624p (paper), #P118, \$34.95, \$27.95. (s/h: +3.00)

Super System Package, Brunson and Caro. Package includes Super System and the Guide to Super System. Counts as three items for shipping and handling, #P77b, \$49.90, \$42.95. (s/h: +2.00)

Texas Hold'em Package. Learn to play winning Texas Hold'em with this package which includes *Winning Low-Limit Hold'em* by Lee Jones, *Hold'em Excellence* by Lou Krieger, and

Turbo Texas Hold'em for Windows by Wilson Software, #P115, \$134.85, \$105.95.

Tournament Poker and the Art of War: How the Classic Strategies of Sun-Tzu Can Transform Your Game, David Apostolico. The Art of War is a classic book on warfare by Chinese general Sun-tzu. It has served as an inspiration to kings and warriors for more than two thousand years. In modern times, business executives and athletes have used its wisdom to gain the upper hand over competitors. Winning poker tournaments requires far more than mastery of basic poker strategy. Players must balance two goals—chip accumulation and survival. The rewards can be huge, but one mistake may eliminate. Apostolico shows you how to hone your skills and apply the other key principles that lie at the heart of Sun-Tzu's philosophy. 151p (paper), #P124, \$12.95, \$10.45.

Tournament Poker Package. The premium selection for tournaments. Consists of *Tournament Poker for Advanced Players* by Sklansky, *Tournament Poker by McEvoy*, *The Secret to Winning Big at Tournament Poker* by Buntjer, *Poker Tournament Tips from the Pros* by Smith, and *Tournament Texas Hold'em* by Wilson Software. Counts as 5 items for shipping, #P87, \$189.75, \$170.00.

Weighing the Odds in Hold'em Poker, King Yao. A new book from Stanford Wong's Pi Yee Press. Topics covered includes sizing up your opponents, counting "outs", figuring pot odds, the value of position, determining when to raise, call, or fold, bluffing, semi-bluffing, slow-playing, check-raising, regular games, short-handed games, and playing poker on the Internet. 350p (paper), #P130, \$24.95, \$19.95.

Win Your Way Into Big Money Hold'em Tournaments, Tom McEvoy and Brad Daugherty. (Formerly Championship Satellite Strategy.) Noel Furlong did it in 1999 for \$1 million. Robert Varkonyi did it in 2002 for \$2 million. Chris Moneymaker did it in 2003 for \$2.5 million. Each of these World Champions of Poker won his way into the championship tournament at the World Series of Poker by winning a satellite. So can you! Learn specific strategies for most satellite structure and situations including super satellites, 320p (paper), #P98, \$29.95, \$23.95.

Winning 7-Card Stud, Ashley Adams. Ninety percent of those who play seven-card stud lose. The difference between being a loser and a winner boils down to just one thing—knowledge. Whether you're a sometime player looking for an edge at a Friday night get-together or you seriously want to win at poker in a casino, the insider information in this step-by-step guide can help you learn what you need to know to beat your opponents and make money. approx 256p (paper), #P101, \$14.95, \$13.45.

Winning Low-Limit Hold'em, Lee Jones. For the last ten year this has been the reference standard introduction to Texas Hold'em. Experienced hold'em players give this book to their friends who want to learn the game. This third edition has been recently updated and expanded to include coverage of online poker and no-limit hold'em single-table tournaments, this is the one book that you need to start your hold'em career. #P14, \$24.95, \$17.50 until July 1, 2005. Available about June 15, 2005.

Winning Omaha/8 Poker, Mark Tenner and Lou Krieger. A form of poker that continues to grow in popularity is Omaha eight-or-better high-low split. You'll find an Omaha/8 game in virtually every cardroom. Yet, Omaha/8 is widely misunderstood. As a result, better players stand to make a significant profit in the game. This book provides a much needed and useful tool for poker players interested in improving their game. 260p (paper), #P102, \$24.95.

World Poker Players Conference (2004). The Fourth World Poker Player's Conference was the most successful to date. This event featured world class poker players and authorities sharing their winning tips to help to help improve the poker skills of those in attendance. Speakers include: Lee Jones, Daniel Negreanu, Mike Caro, Mark Gregorich, Barry Tanenbaum, Linda Johnson, Mark Tenner, Doyle Brunson, Jennifer Harmon, Roy Cooke, and George Epstein. Over 4 hours of material on 2 DVDs., #D24, \$39.95.

Blackjack

Basic Blackjack, Stanford Wong. Both an introduction and a reference book. It also contains the best of *Winning Without Counting*. Neophytes will appreciate the most complete description of basic strategy available anywhere. Experts will appreciate the wealth of information on unusual rules. 224 pages (paper), #BJ1, \$14.95, \$13.45.

Blackbelt in Blackjack, Arnold Snyder. A complete course on beating casino blackjack from the world's foremost authority. Blackbelt in Blackjack has been considered the underground bible for beating the game. This classic guide is completely updated with brand new information for today's games. Everything is covered: the rules, basics of play, betting strategies for beginners, and advanced players, professional techniques, and much more. This is blackjack as a martial art, 21 power-packed chapters. 328p (paper), #BJ2, \$16.95, \$15.45.

Blackjack Ace Prediction, David McDowell. Also known as ace tracking, sequence tracking, or key carding, this powerful technique has remained the closely guarded secret of a handful of high-stakes professional blackjack players. Ace prediction can be extremely profitable in the right circumstances. This book contains the complete scoop on this mathematically valid and proven technique for winning blackjack. 160p (paper), #BJ53, \$34.95, \$29.95.

Blackjack and the Law, I. Nelson Rose and Robert A. Loeb. Card counting has become a relentless cat-and-mouse game. The casinos do everything they can to thwart skilled players, and it often seems like the law is on the casinos' side. In order to protect their civil rights, players today must have a legal arsenal at their disposal. This book is the foundation of that arsenal. 245p (paper), #BJ40, \$24.95, \$19.95.

Blackjack Attack: Playing the Pros' Way, Don Schlesinger. The most important book available to blackjack aficionados since Ed Thorp's *Beat the Dealer*, and has been praised by every prominent blackjack expert. In it, Schlesinger answers virtually all of the thorny mathematical questions that have puzzled serious players for years: optimal betting, camouflage, risk analysis, team play, systems comparison, and much more. With twice as much material as its predecessor, this edition contains new studies bound to intrigue even the most knowledgeable pro, including a complete reexamination of the late Peter Griffin's work on expected values, and the publication of the most accurate basic strategy charts ever devised. Each book also comes with a coupon good for a two-month free online subscription to Don's Internet home, "Don's Domain" at AdvantagePlayer.com! 533p (paper), #BJ28, \$24.99, \$20.00. (s/h: +2.00)

Blackjack Autumn, Barry Meadow. A True Tale of Life, Death, and Splitting Tens in Winemucca. Join Barry Meadow as he takes two months off to play blackjack in every casino in Nevada. 351p (paper), #BJ45, \$14.95, \$13.45.

Blackjack Essays, See 2+2 section.

Blackjack for Blood, Bryce Carlson. Described by reviewers as a "masterpiece" and "must buy," this book covers the game from basic

strategy to advanced card-counting concepts. Includes the Advanced Omega II System, plus additional sections on comp-counting, camouflage and advanced "commando" tactics—many of these "insider" secrets never revealed before. 247p (paper), #BJ16, \$49.95, \$17.95.

Blackjack Secrets, Stanford Wong. Introduces card counting and explains how to play a winning game in the casino. Contains the High-Low system with index numbers from -1 to +6, plus a wealth of material on what it is like to make a living counting cards in a casino. 256p (paper), #BJ6, \$14.95, \$13.45.

The Blackjack Shuffle Tracker's Cookbook, Arnold Snyder. In this 110-page Blackjack Forum Professional Report, Arnold Snyder gives the down and dirty inside story on this powerful, but dangerous, form of card counting, known as shuffle tracking. (Hint: Card counting is to shuffle tracking as opening a can of chicken soup is to making a perfect bouillabaisse — shuffle-tracking is a gourmet form of play.) Shuffle tracking is also a highly advanced discipline, at which most blackjack professionals have been unable to make money. Snyder explains why in detail. In addition, he explains why "recipe tracking" simply doesn't work, and why it is disastrous to your bankroll. 114p (paper), #BJ52, \$49.95, \$44.95.

Blackjack Starter Set, Snyder and ConJelCo. Perfect for beginners at blackjack. Set includes the book *Blackbelt in Blackjack* and *Blackjack Trainer* software for either Windows or the Macintosh. Counts as two items for shipping and handling, with Macintosh software, #BJ49a, \$91.95, \$85.95., with Windows software, #BJ49b, \$91.95, \$85.95.

Blackjack Wisdom, Arnold Snyder. The first collection of the best rankings by the game's most prolific writer and its only religious leader. Most of these articles have appeared in *Card Player*, *Casino Player*, *The Intelligent Gambler* and other publications. More honest, and valuable information about playing profitably than any other "holy book" on the market! (paper) 212p, #BJ30, \$19.95, \$17.95.

Burning the Tables in Las Vegas, Ian Andersen. Andersen is considered one of the top professional blackjack players in the world. He has refined his techniques for the past 20-plus years, and he reveals all in this new book. (hard), #BJ41, \$27.95, \$23.95.

The Card Counters Guide to Casino Surveillance, D. V. Cellini. Learning to play blackjack professionally without being detected by the casino, with its eye in the sky, biometric-identifying software, and skilled surveillance agents is extremely difficult. This report exposes the secrets of surveillance. It is packed with advice on how to fly below the radar screen and confuse the agents and software. 110p (comb binding), #BJ51, \$99.99, \$89.95.

Card Counting for the Casino Executive, Bill Zender. Written to teach casino personnel about card counters, this is an invaluable book for the counter who wants to get inside the casino mentality. 138p (spiral), #BJ13, \$20.00, \$18.00.

The Counter, Kevin Blackwood. An authentic gambling novel written by someone who spent years in the trenches. A rare glimpse in the life of a professional card counter. Raven is smart but from a poor New England family. He stumbles into the world of blackjack almost accidentally and becomes driven to win a million dollars at the tables. Will he succeed in spite of the obstacles put in his way? 312p (paper), #BJ50, \$14.00, \$13.00.

Extra Stuff--Gambling Ramblings, Peter Griffin. Griffin explores the mathematics of gambling and gaming theory. Useful information for all

classes of player, casual to professional. 192p (paper), #BJ7, \$41.95, \$10.75.

How to Detect Casino Cheating at Blackjack, Bill Zender. Cheating is rare in highly-regulated casinos. But their proliferation has created new opportunities for crooked dealers and new dangers for honest players. Zender, former Vice President of the Aladdin, reveals the hidden tricks of scam artists. He covers the short deck, the cooler deck, the selective up-card, switching the hole card, and dozens of other techniques. 229p (paper), #BJ43, \$49.95, \$17.95.

Knock-Out Blackjack, Olaf Vancura and Ken Fuchs. Presents the K-O system—an easy yet highly effective winning blackjack system that virtually anyone can learn. Clearly and entertainingly presented in a step-by-step format. 179p (paper), #BJ27, \$47.95, \$16.15.

Las Vegas Blackjack Diary, Stuart Perry. For eight weeks the author played in Las Vegas for stakes of up to two hands of \$200. This book describes what happens at every one of the 269 sessions played. Perry describes the “cover” he used, the heat he received, dealer and player interactions, and his mental and financial ups and downs. 214p (paper). *Note these are book store returns, in excellent condition.* #BJ19, \$49.95, \$9.95.

Professional Blackjack, Stanford Wong. A complete presentation of the High-Low counting system, one used by more card counters than any other because of its combination of simplicity and power. Also contains the Halves count, used by Wong personally. Covers double exposure. 352p (paper), #BJ10, \$49.95, \$17.95.

Sklansky Talks Blackjack, See 2+2 section.

The Theory of Blackjack, Peter Griffin. For serious, mathematically inclined, blackjack players. Includes the complete basic strategy with analysis. Discusses card counting systems, including single and multi-parameter. Much more. 254p (paper), #BJ12, \$42.95, \$11.65.

The World's Greatest Blackjack Simulation, John Auston. *Blackjack Attack* has extensive simulations of the hi-lo count. Now, for those who do not play hi-lo, Auston has created comprehensive analyses of the other popular counting systems. More than 50 billion hands of simulation per system were used to produce the charts. (paper) 51+p each, All four, #BJ31, \$49.95, \$46.95., Red 7, #BJ31a, \$44.95, \$43.45., Knock-Out, #BJ31b, \$44.95, \$43.45., Zen, #BJ31c, \$44.95, \$43.45., Omega II, #BJ31d, \$44.95, \$43.45.

You've Got Heat: The Vegas Card Counting Adventures of LV Pro, Barfarkel. What's it like to play with a real edge over the casinos? What's it like to be a David to the casinos' Goliath? Want to know what it feels like to kill the big, bad casino monster? Beginning with a \$2,000 bankroll, Barfarkel's goal was to increase it five times while taking advantage of all the freebies that Vegas offers its valued players. This book will show you how skilled blackjack players beat the casinos; how they avoid detection; how they operate in teams, etc. 233p (paper), #BJ54, \$24.95, \$17.95.

Newsletter

BJ21 Green Chip Service, Pi Yee Press. Stanford Wong's Pi Yee Press offers a premium online message board covering all things blackjack. Although there are also free forums, it's the *Green Chip* pages where the action is. Requires Internet access, 3-month subscription, #N13a, \$12.25., 1-year subscription, #N13b, \$49.00.

Current Blackjack News, Stanford Wong. Monthly. The fastest way to get reports of rule changes and conditions at virtually every US casino. One year by e-mail, #N3a, \$79.00, *free ground shipping in the US in lieu of discount.*

Single issue by e-mail, #N3b, \$12.00, *free ground shipping in the US in lieu of discount.*

Las Vegas Advisor. A monthly insider's guide to Las Vegas. Includes up-to-date information on dining, entertainment, casino news, promotions, and top ten values. Includes the Las Vegas Advisor Reference Guide and the Pocket Book of Values with offers worth over \$800, One Year. First Class, #N4a, \$50.00., One Year. Canada, #N4b, \$60.00.

Video Poker Times. For serious video players this bimonthly six or more page newsletter is a must. Each issue includes an in depth analysis of a video poker game, news about new offerings, and a comparison of what the various casinos are offering. One Year, #N6, \$45.00.

VP

Bob Dancer's Video Poker Strategy Cards, Bob Dancer and Liam W. Daily. Now NINE laminated cards give four strategy levels for 9/6 Jacks or Better, 8/5 Jacks or Better, 8/5 Bonus, 10/7 and 9/7 Double Bonus, Joker Poker, and Deuces Wild video poker. New cards include Double Double Bonus, Pick'Em, and Joker Wild 2-pair (Atlantic City-style), #G60, \$50.00, \$45.00.

Fundamentals of Video Poker, See 2+2 section.

Million Dollar Video Poker, Bob Dancer. Bob Dancer came to Las Vegas with a \$6,000 bankroll and in six years won more than \$1 million playing video poker. This book recounts the events of those six years, with stories about his meteoric ups and downs, and lessons for players of all skill levels. 400p (paper), #G76, \$46.95, \$14.95.

Professional Video Poker, Stanford Wong. How to get an edge at video poker in Nevada and Atlantic City. Casino-tested by pros. Simple and powerful. 159p (paper), #G6, \$44.95, \$13.45.

Video Poker Starter Set, Paymar and Dancer. Perfect for starting out in video poker. Set includes Video Poker—Optimum Play by Dan Paymar, your choice of either Frugal Video Poker or Bob Dancer Presents: WinPoker (software for Windows), and a set of Bob Dancer's Video Poker Strategy Cards. Counts as three items for shipping and handling. Some items will be shipped separately, with Frugal Video Poker, #G74a, \$104.90, \$94.00., with WinPoker, #G74b, \$94.90, \$85.00.

Video Poker--Optimum Play, Dan Paymar. New, second edition. A major expansion of Dan's Video Poker—Precision Play. A guide to video poker machines and the strategies necessary to beat them. Concentrates on Jacks-or-Better, Deuces Wild, Jokers Wild, and variations. Aimed at the recreational player who wants to become a serious or semi-pro player. Strategies are concise and easy to learn. Second edition introduces Dan's Attractiveness Index and covers several newer games. 204p (paper), #G42, \$19.95.

Other

American Casino Guide, Steve Bourie. Published yearly. A compendium of every casino in the United States, including phone numbers, facilities, fun book availability, maps and more. Includes over \$1000 in casino coupons. 464p (paper), #G15, \$46.95, \$15.25.

Backgammon for Serious Players, Bill Robertie. Learn the advanced strategies and winning secrets of play from the world's foremost authority on backgammon and two-time world champion. 250p (paper), #G81, \$49.95, \$17.95.

BeatWebCasinos.Com, Bill Haywood. Haywood takes a simple idea and shows how to reliably beat the new Internet casinos. He discusses why it is (probably) safe to trust the online casinos with your money, how to extract

maximum value from them, and how to get away with it. Protecting your investment, addiction issues, and more. 198p (paper), #G61, \$44.95, \$13.45.

Casino Accounting and Financial Management, E. Malcom Greenlees. The definitive presentation. Discusses operations, accounting and control, and systematically examines casino practices. 379p (hard), #G56, \$49.95.

Casino Craps for the Winner, Avery Cardoza. Craps is an incredibly fun game even though the house always has an advantage. Through careful bet selection the advantage can be lessened though not eliminated. This is an easy-to-read and complete guide to casino craps. From the basics of play, to money management, and the basic and advanced strategies—with and against the dice, it's all here. 120p (paper), #G80, \$42.95, \$11.65.

Casino Game Protection: A Comprehensive Guide, Steve Forte. The most important, definitive treatise ever presented on the methods, detection and prevention of Casino Scams, Theft, Card Counters and all Advantage Strategies! A complete, one-volume course in the science of casino game protection, an invaluable training tool for management, pit personnel, surveillance, security, and related law enforcement agencies, and a must read for all gamers hungry for knowledge! Topics include Cheaters, Advantage Players, Gaming Law, Electronic Player Assistance, Procedures, Surveillance, Myths, Game Protection Mathematics, Training, The Future of Game Protection, and much, much more. *Limited Edition*. 627p (hard), #G83, \$200.00, \$195.00.

Casino Tournament Strategy, Stanford Wong. Strategies required for success in a tournament are completely different from those that you use outside of a tournament. Covers blackjack, craps, keno, baccarat, and handicapping tournaments. 256p (paper), #G2, \$29.95, \$23.95.

Chinese Poker, Don Smolen. In Chinese Poker each player gets a 13 card hand and divides it into three poker hands which are played against other hands at the table. This book explains the rules, strategy, tactics, and other things you need to know to win this game. 32 pages. Note: this book is only available via e-mail. Please provide a valid e-mail address, #G13, \$24.95, \$22.95., Bundled with CPOKER software, #S17a, \$64.95, \$59.95.

Comp City, Max Rubin. Most casinos dangle comps in front of players to get a shot at their bankrolls. Comp City suggests that players dangle there bankrolls to lure the casino's comps. This is a completely updated version of Rubin's landmark 1994 hardcover book. 340p (Paper), #G11, \$49.95, \$16.95.

Crushing the Internet Casinos, Barry Meadow. Everything online gamblers need to know about advantage play at the Web-based casinos. It provides a detailed step-by-step how to: get started, choose among the thousands of casinos, set up accounts, play the games, analyze the bonuses, avoid pitfalls, solve problems, withdraw money, keep records, identify the scam sites, even earn comp points and become an affiliate. 66p (paper report), #G79, \$49.95, \$46.95.

Finding the Edge: Mathematical Analysis of Casino Games, Olaf Vancura, Judy Cornelius, William R. Eadington. A compilation of the technical papers from the 1994 and 1997 International Conferences on Gambling and Risk Taking. Serious analysis of gambling. Not for the casual reader. 441p (paper), #G63, \$39.95, \$36.95.

The Frugal Gambler, Jean Scott. Dubbed by CBS's Dan Rather *The Queen of Comps*, Scott is one of the country's most renowned and suc-

cessful low rollers. She stays at casino-hotels in Nevada, New Jersey, Mississippi, and Illinois up to 120 nights a year and rarely pays for a room, meal, or show. She discloses her valuable secrets. (paper), #G40, \$12.95, \$11.65.

The Gambler's Guide to Taxes, Walter L. Lewis. Lewis translates complicated IRS regulations into easy-to-read and understand questions and answers about what is reportable, what documentation is needed, and other tax issues. #G78, \$12.95, \$10.50.

Gambling Wizards: Conversations with the World's Greatest Gamblers, Richard W. Munchkin. Can you imagine betting a million dollars on a football game or winning seven million on a single horse race? To win the World Series of Poker—twice? How would you react if a gun-wielding casino owner demanded back the money that you won playing blackjack? It's all in a days work for the gamblers in this book. 400p (paper), #G75, \$14.95, \$13.45.

The Mastering Series, Stanley Ko. In-depth analyses of Let it Ride, Caribbean Stud, and Three Card Poker. Each booklet includes an optimal strategy for cutting the house advantage to the minimum, Mastering the Game of Let it Ride, #G26, \$7.95, \$7.25., Mastering the Game of Caribbean Stud, #G27, \$7.95, \$7.25., Mastering the Game of Three Card Poker, #G58, \$6.95, \$6.50.

The Money and the Power: The Making of Las Vegas and it's Hold on America, 1947-2000, Sally Denton and Roger Morris. This history of Las Vegas is a real eye-opener. It shows the interactions between organized crime and politics and corporate america and how it led to a Las Vegas that the authors claim has a tremendous hold over the US. While many will remain skeptical, this is an important book and a worthwhile read. 479p (hard). Limited to stocks on hand, #G69, \$26.95, \$16.00.

More Frugal Gambling, Jean Scott. Now shipping! The author of the *Frugal Gambler* has written a sequel. Scott reveals a further five years of casino experience and exploits. Includes extensive coverage of slots, video poker, slot clubs, promotions, etc. 300p (paper), #G77, \$14.95, \$12.50.

Optimal Strategy for Pai Gow Poker, Stanford Wong. Primarily of use to California players, shows how to make a profit at pai gow poker. The rake of 5% reduces the profit potential in Nevada. 160p (paper), #P5, \$14.95, \$13.45.

The Players: The Men Who Made Las Vegas, Jack Sheehan (Editor). A series of essays on the men who shaped Las Vegas including Moe Dalitz, Benny Binion, Sam Boyd, and Steve Wynn. 224p (paper), #G54, \$18.95, \$17.05.

Resort City in the Sunbelt: Las Vegas, 1930-1970, Eugene P. Moehring. A scholarly history of the development of Las Vegas from its days as a railroad division point to the construction of the original MGM Grand Hotel. 329p (paper), #G53, \$17.95.

Sharp Sports Betting, Stanford Wong. Millions of dollars are wagered on sports events each year. Most people give up a part of their bet to the house, while some 'sharp' bettors actually turn a profit for themselves. This is a revolutionary text on getting the edge over bookmakers. If you want explanations of how to analyze the various betting options available in sportsbooks, this book has much essential but never-before-published information. 380p (paper), #G70, \$19.95, \$17.95.

Whale Hunt in the Desert: The Secret Las Vegas of Superhost Steve Cyr, Deke Castleman. Lifestyles of the Rich in Vegas! But not just any run-of-the-mill rich. We're talking super-rich gamblers — who can bet from \$50,000 to \$200,000 a pop, hand after hand, hour after

hour, day after day. The private jets. The stretch-SUV limos. The penthouse villas. The shopping money and rebates on losses. The shopping sprees and trips abroad and — yes — the girls. The huge swings. The dirty tricks. The wild stories — till now shrouded in secrecy and mystery — are revealed in here as seen through the eyes of the only casino superhost ever to tell all! #G82, \$24.95, \$19.95.

Wong on Dice, Stanford Wong. Wong on Dice is mostly material that does not appear in any other book on craps. Sample topics discussed in the book: how skillful shooters get an edge, how to practice efficiently, how to test yourself to know when you are ready to take on a casino, the four-item checklist I use on every toss of the dice, a logical way to choose which dice set to use, which bets to make, expected win rates, and the math of craps. 180+p (paper) *This item will ship approximately July 1, 2005*, #G84, \$29.95, \$24.95.

Video

The Big Blind--The MOVIE, David L. James. This full length dramatic comedy is about the twisted lives of real poker players in a run down poker room in southern California. Staring World Series of Poker champions Scotty Nguyen and Jennifer Harman Traniello. With a colorful cast of characters, *The Big Blind* depicts accurate poker action while several vignettes follow characters as they try to make sense of their lives. This remarkable film will keep you guessing. DVD 99 minutes, #D15, \$24.95.

Caro's Major Poker Seminar, Mike Caro. This 1998 seminar celebrated the founding of *Mike Caro University of Poker, Gaming, and Life Strategy* at Hollywood Park. Caro explains easy-to-understand tactics that will help you win right away!, #V10, \$24.95, \$22.95.

Caro's Power Poker Seminar, Mike Caro. Discusses topics valuable to all players including seat selection, table control, tells, and much more, #V4, \$39.95, \$37.95.

Caro's Pro Poker Tells, Mike Caro. A powerful, full-color, scientific course on how you can use your opponents' gestures, words, and body language to target every chip on the table. Goes far beyond Mike's Book of Tells, DVD version, #D16, \$49.95, \$46.95.

Cheating at Blackjack: The Real Work, Dustin Marks. This is not a magic video. But if you want to see some of the most amazing cheating moves ever captured on tape, this video will not disappoint. Unlike previous gambling exposes, this video will show you precisely how each move is done. Dustin D. Marks, author of *Cheating at Blackjack* and *Cheating at Blackjack Squared*, is the only person who cheated the Las Vegas casinos while employed as a blackjack dealer, got away clean, and now exposes the very methods he used to swindle the casinos. Shot with four cameras in a studio and edited by professionals, this video reveals cheating moves like no other tape on the market today. Moves from the outside and inside are shown in detail. Shot from surveillance and floorman's views, this video gives the perspective of action happening in the pit. Watch the video and see if you can catch the moves before the video exposes them. All moves are clearly exposed and explained. Many of the moves have never appeared on video before. These are not the same moves and scams seen on other videos by so-called experts. DVD. Approx 1 hr, #S52, \$49.95, \$46.95.

Gambler's Protection Series, Steve Forte. In four videos, Steve Forte, the expert's expert in the field of detection and prevention of cheating at gambling, teaches players how to protect themselves from today's card and dice cheaters.

The material in this video series is not magic but a serious effort to educate the public about one of the country's most tolerated crimes. Complete set of four videos, #V6, \$200.00, \$190.00., Volume 1: false shuffles, stacking, hops and shifts, false cuts, the "interlace", crimps, and more, #V6a, \$50.00, \$48.00., Volume 2: marked cards, peeking, second dealing, bottom dealing, shiners, belly strippers, and more, #V6b, \$50.00, \$48.00., Volume 3: holding out, specialized moves for poker, blackjack, gin, and bridge, mucking, switching decks, and more, #V6c, \$50.00, \$48.00., Volume 4: crooked dice and how to detect them, dice switches, controlled dice shots, cheating with the dice cup, specialized moves for craps and backgammon, Liar's dice and other games, and more, #V6d, \$50.00, \$48.00.

How to Beat Winning Hold'em Players at Their Own Game, Ben Tracy. This video covers winning strategy for low-limit Hold'em. Not for beginners or first-time players. Contains brief interviews with regular players giving their view of what it takes to play successfully. Discusses the 7 deadly traps, and the ten commandments for winning. The focus is on beating players who already know how to win, DVD, #D22, \$29.95, \$26.95.

How to Conquer Online Poker, featuring Chris MoneyMaker, Lee Jones, and Tom McEvoy. As seen on TV! Includes a Texas Hold'em tutorial, a guide to online play, the difference between online and live game play, how to read "tells" from an online player, and a guide to playing in online tournaments. Includes a CD containing poker-related software. Dvd, #D14, \$19.95.

Howard Lederer Secrets of No-Limit Hold'em Package, Howard Lederer. Learn from the Professor in this two DVD set consisting of the *Secrets of No-Limit Hold'em* and *More Secrets of No-Limit Hold'em* at a special package price, #P117, \$39.90, \$35.95.

Million Dollar Online Poker Secrets, Phil Hellmuth. This video will show you everything you need in order to become a winning poker player on the internet. Secrets include: what sites to play, online pot odds, online bluffs and tells, how to gain special "inside" info on your opponents, how to play multiple games at once, how to win online tournaments, how to win online cash games, secret tips and never before seen strategies, and more, DVD, #D20, \$19.99.

Million Dollar Poker Set, Phil Hellmuth. Consists of all four of Phil's DVDs: *Million Dollar Poker Secrets*, *Bluffing and Tells*, *Tournaments*, and *Internet*. DVD, #D21, \$79.96, \$74.99.

Million Dollar Poker System, Phil Hellmuth. This video features Phil's never-before-seen MILLION DOLLAR SECRETS. Learn Phil's ideas on: Strategy, Pot Odds, When To Hold'em, When To Fold 'em, Phil's Top Ten Hands, Phil's Majority Play Hands, Poker Psychology, and Much, Much More! DVD, #D17, \$19.99.

Million Dollar Secrets to Bluffing and Tells, Phil Hellmuth. Phil Once you have the basics down, learn to read your opponent like a book and how not to give away your strength or weakness. Phil says he can "look into people's souls" and now you can learn from him. Learn How To: - Bluff Your Way Info Huge Pots, Read Your Opponents Like A Book, Trap Your Opponent When You Have A Strong Hand, Win Even If Your Hand Is Weak, Know When And How To Bluff, Sense Your Opponent's Weaknesses and Strengths, and more. DVD, #D18, \$19.99.

Million Dollar Tournament Strategies, Phil Hellmuth. Playing in a cash game is very different than playing in a tournament! Learn strategies including: How To Build A Chip Lead

Early, How To Make It To The Final Table, How To Defend Yourself Against The World Champ Players, How To Maintain Your Chip Lead, How To Build Your Stack By "Stealing Blinds", How To Win If You Are Low On Chips, and Final Table Strategies, DVD, #D19, \$19.99.

More Secrets of No-Limit Hold'em, Howard Lederer. This DVD will take your game to the next level. It's loaded with Howard's patented No Limit Hold'em knowledge, including his personal secrets for: slow play, informational raises, value of the suited connector, spotting "tells", and sizing up your opponents. DVD, #D12, \$19.99.

Poker Secrets from Poker Champs. The video features 15 World Series of Poker champions including Johnny Chan, Phil Ivey, Scotty Nguyen, TJ Cloutier, Daniel Negrenau, Ted Forrest, and Jennifer Harman, giving their advice on how to win big at poker!

The DVD is over 2 hours with a bonus 30 minutes on money management. Never before and never again will so many poker champs with this many years of knowledge and this many millions in winnings be presented on ONE JAM PACKED DVD! #D25, \$19.95.

Secrets of No-Limit Hold'em, Howard Lederer. In this easy to follow 90 minute video, Howard Lederer, the holder of ten world titles, teaches you everything you need to know to elevate your game fast. Howard lets you in on how to spot an opponents tells and weaknesses, when to fold, how your betting should change depending on position, the number of players, and the "street", how not to be dominated, how to figure "outs", and more. Includes easy to read charts to make decision making easy, DVD Version, #D11, \$19.99., VHS version, #V11, \$29.95.

Sklansky, the Video. A 90 minute video focusing on general poker concepts and strategies, along with specific sections on Hold'em, 7 Card Stud, and Omaha Hi-Lo Split (8 or better). In addition, David provides insights for play in loose and wild games, DVD, #D23, \$29.95, \$26.95., VHS, #V2, \$59.95, \$56.95.

WiseGuys On Texas Hold'em. Features World Series of Poker champion Robert Varkonyi. and celebrity wise guys Vincent Pastore, Frank Vincent and others. Teaches both beginners and advanced players basic rules and strategies, how to play based on position, how to adjust to different types of players, how to read the board, how to recognize tells, how to calculate pot odds and how to play with confidence and win. Delivered with clear graphics and an entertaining format. Includes 2 Quick Reference pocket guides. DVD, #D13, \$19.95.

Software

Baccarat Buster, Mesa Verde Software Systems. The first serious baccarat software. Define any casino shuffle and practice or simulate at high speed your playing strategy. Complete session analysis of win/loss patterns is available. Requires Windows and a color monitor. 3.5" diskette and manual, #S32, \$149.00, \$140.00.

BEdge, Stanford Wong. For Windows 3.0 or higher. Acts like a spread sheet to find the casino's edge for any set of rules and any number of decks. Not a game. It doesn't run simulations, but summarizes the results of large simulations in an easy to use format, #S25, \$49.95, \$18.95.

Blackjack Trainer, ConJelCo. Teaches professional blackjack play. You can set rules. The strategy to be used when betting and playing can also be set. Practice playing. Provides extensive strategy drills, and a high speed simulation capability, Macintosh version, #S1a, \$75.00., Windows version, #S1b, \$75.00.

Bob Dancer presents WinPoker, Zamzow Software Solutions. 15 video game variations - Jacks or Better, Deuces Wild, Deuces Deluxe, Bonus Poker, Aces and Eights Bonus, Jokers Wild - Two Pair or Better, Jokers Wild - Kings or Better, Deuces and Jokers Wild, Double Bonus, Double Jackpot, Double Double Jackpot, Double Double Bonus, All American Poker, Double Joker Poker and Bonus Poker Deluxe. Customize any or all of the payout tables. Five teaching modes and four analysis screens. Windows, #S40, \$29.95.

CAB 2000, Dustin Marks. A CD-ROM by the author of *Cheating at Blackjack* which explores the secret world of blackjack cheating using witty text, color photos and video clips. Explains 59 cheating moves, contains interviews with some of the biggest names in blackjack. Numerous articles divulge the dark side of gambling. Windows and Mac, #S47, \$49.95, \$46.95.

Caribbean Stud Knowledge Pro, Masque. Play Caribbean Stud on your computer. Very realistic graphics. No simulation capabilities, but includes an interactive tutorial. Windows 3.1 or higher, CD, #S12, \$19.99, \$19.00.

Casino Games for Palm OS, Masque. Now for Palm OS. Slots, video poker, roulette, blackjack, keno, Let it Ride, three card poker and Spanish 21. Slots requires Palm OS 3.5 or higher, others require 3.1 or higher, #S51, \$24.99, \$23.00.

Casino Verite Blackjack, QFIT. An ultra-realistic blackjack game. Set realistic casino conditions or use one of the hundreds supplied. Over 500 rule variations. Supports balanced and unbalanced counts, Wonging, Spooking, and more. Requires Windows 95 or higher. CD, #S15, \$90.00, \$85.00.

CPOKER, Don Smolen. A program for the game of Chinese poker. An excellent learning and research tool. Play against three computer opponents. Detailed statistics. Interesting hands can be entered for analysis and a simulation feature compares two alternative plays. Helps the user achieve an expert level of play in a short time. Windows 3.1 or higher. Only available via e-mail. Please provide a valid e-mail address, #S17, \$49.95, \$46.95., Bundled with book, #S17a, \$64.95, \$59.95.

CrapSim, Ken Elliott. Two programs: an interactive craps simulation (available separately as *CrapSim Interactive*), and a complete systems simulator. Teaches the intricacies of casino craps. Depicts a realistic casino craps layout and allows all bets allowed in the casino. Use it to learn the game, to try out systems, or merely for entertainment. The Professional version also includes the ability to simulate craps strategies at high speed keeping extensive statistics for study, including bankroll fluctuations, the number of times the dice have passed, and the length of streaks. DOS. Note: this is known to work with all version of Windows except some XP installations. CD only, Professional version, #S2, \$79.95., Interactive version, #S2i, \$34.95.

CV Blackjack-Lite, Qfit. A close cousin to the full version of Casino Verité Blackjack. It uses the same ultra-realistic graphics and play, but many of the 500 features in the full version have been removed and the price reduced accordingly. It still remains the best software rendition of casino blackjack for the purposes of card counting practice available, except of course for the full version. Requires Windows 95 or higher. CD, #S55, \$47.00, \$45.00.

CVCX, Casino Verite. This is a completely new application providing the ability to create your own customized, interactive Blackjack Attack Chapter Ten. Set the parameters as you would for a normal sim (strategies, index tables, TC

calculation methodology, uncommon rules, etc.) Hit GO and thousands of sims will be run, the results compressed into a single file and placed in the archives. Once the sims have completed, you can display the results with the Viewer one BJA-like table at a time. As you change the parameters, the desired table is dynamically displayed. Over one million tables can be displayed per file. 1, 2, 4, 6 and 8 deck support is included. A typical set of sims (1, 2 & 6 decks, eight rule combinations, all penetrations and bet spreads, 400 million rounds each sim) requires about seven hours on a 500Mhz Pentium III or about 2.5 hours on an Athlon 1.3Mhz PC. Windows 95 and higher. Note: the pricing is introductory and subject to change at any time, #S48a, \$75.00, \$70.00., combined with CVData, #S48b, \$215.00, \$185.00.

CVData, Casino Verite. Now Version 2! CVData is the replacement product for CVSim. CVSim users will recognize the output section. CVData's structure, goals and technology are very different. Some new features include: floating advantage data, different betting strategies by deck depth, different playing strategies by deck depth, multi-parameter strategies, counting by Inference simulation, counting by Inference strategy creation, multi-sim (this feature allow simple execution of a very large number of sims varying up to four parameters), and lots more. Windows 95 or higher, #S49, \$140.00, \$125.00.

CVShuffle, Qfit. CVShuffle is a set of additions to Casino Verite Blackjack in support of shuffle tracking practice and analysis. CVShuffle is a separate product that requires CVBJ Version 3. A demo is included with CVBJ. Shuffle tracking is an extension to card counting. But, with ST not only do you count cards as they go by, but you also take note of the location of large numbers of large or small cards in the discard tray to determine or control their location in the next shoe. Not all shuffles are 'trackable.' CVShuffle includes aides to determine the 'trackability' of shuffles as well as practice aides and tools to help beginners understand the concepts. However, beginners will need additional instruction. Windows 95 or higher. CD. Requires CV Blackjack 3.0 or higher, #S54, \$85.00, \$80.00.

Frugal Video Poker, Wolf Gaming. The latest and greatest in playing/tutoring/analysis software for video poker. This program is the first to bring together the analysis and play-strategy generation features. Also allows the incorporation of slot-club returns. 54 pre-loaded games. CD. Windows 95 or higher, #S53, \$39.99, \$37.95.

Masque Slots, Masque. Play the most popular slots. CD. Both Windows and Mac, Favorite IGT slots, #S46a, \$24.99, \$23.00., Favorite Bally slots, #S46b, \$24.99, \$23.00.

Multiplay Video Poker, Masque. A fantastic selection of multi-play video poker games. Includes Triple Play Poker. Also includes Blackjack and, Spanish 21. Tutorials to help you learn to play. CD. Both Windows and Mac, #S45, \$19.99, \$17.95.

Poker Probe, Mike Caro. Serious software for researchers and advanced players. Compare hands you define in seven card stud, lowball, hold'em, razz, draw poker, high-low split, Omaha, and more. DOS, #S29, \$69.95, \$66.95.

PokerStat 2 Professional, TH Software. Version 2. Increase your hourly win rate by analyzing your ParadisePoker or Pokerstars Hold'em and Omaha hand histories and tournament results. A very powerful program that will show you statistics on your play and your opponent's play, including win rate, flop percentages for each street, how you do with various starting cards, settings to view how well you do by position,

standard deviation, bankroll requirements, how much each opponent has won/lost, and much much more! Windows, 128MB+ memory, email delivery only. Please supply your poker user ID, your name, and your e-mail address, for ParadisePoker.com. Please supply your Paradise Poker ID, #S50a, \$65.00., for PokerStars.com. Please supply your PokerStars ID, #S50b, \$65.00., New! Combopak. Includes both ParadisePoker.com and PokerStars.com versions. Please supply the e-mail and ID you use for each site., #S50c, \$95.00.

Professional Blackjack Analyzer. A comprehensive software tool for the analysis, simulation, and practice of blackjack. Includes custom shuffle specification, and pattern/progression betting. Numerous standard and exotic rules. Use PBA to calculate optimal strategy and expected profit. Then use it to practice. Windows 95. CD, #S39, \$149.95, \$140.00.

Shuffle Trak 2000, Mesa Verde Software Systems. Includes a practice module. The only software on the market that allows you to practice against most casino shuffles in the world. Define all types of casino shuffles. Zone, riffle & restack, stepladder, multiple pile criss-cross, multi-pass. Allows multi break cutoff plugs. Define, Map and Practice all in one package. If you have ever wondered where those cards go after they're shuffled and how they got there, this is the software that gets the job done. Acclaimed by industry experts nationwide. Windows, #S24, \$79.00, \$75.00.

Statistical Blackjack Analyzer, Karel Janecek. A powerful and extremely fast simulator that provides all statistics for each true count. Supports most reasonable rules, all counting systems, Wonging and backcounting, and sophisticated cover betting. Calculate optimal bets for each true count. Includes a precise and super fast playing strategy generator. Generate all playing indices for any counting system and almost all rules combinations. 13 million rounds per minute on a PII/266. Independently rated the best blackjack simulator available. Now version 5.5! New help facility, user interface redesign. Windows 95 or higher, via E-Mail, #S31a, \$159.90., Mailed CD, #S31b, \$159.90.

StatKing, ConJelCo. The ultimate poker results tracking tool. Easy to use. Provides unmatched, in-depth, statistical insight. View, select, and sort your results according to game, location, month, and year. Computes your win-rate, confidence and standard deviation. Determine break-even points, chances of going broke. Includes graphing, advice, bankroll requirements, streak analysis. Much more. Windows. CD. **New!** Purchase a copy for online delivery here, #S42, \$29.95.

Texas Tutor, Mesa Verde Software. The major key to advantage play is playing only those cards that have the highest probability of winning. This program will teach you what those cards are. Texas Tutor was designed to be an aid and training tool for beginning to advanced Texas Hold'em players to learn the ranking value of your two initial playing cards. Without doubt this is the most important aspect of the game. Texas Tutor will train you on when to fold, when to call and when to raise based on the true value ranking of your initial two cards. This software does not get into "how to play the game", there are plenty of books and other materials on the market that do a very good job of that. Two ways to use it. 1) While you play online, and 2) as a proficiency tester. While you play online, start Texas Tutor. When you are dealt your first two cards, click on the cards in your hand. Texas Tutor will display the exact ranking on a vertical sliding scale, the percentage of times that hand wins and a recommendation on what to do (fold, call or raise).

Proficiency Tester: This is a flash-card tester. The program will flash two cards and you respond with the proper play. On request, all missed answers will be queued for re-play at the end. Missed re-played will be re-played until all are answered correctly. You may set the cutoff threshold to avoid obvious muck cards. This is an excellent training tool for preparation to play live. Windows. Delivery via e-mail only. Supply e-mail address, #S57, \$19.00.

Tournament Blackjack, Stanford Wong. Practice blackjack tournaments. Several players can compete against one another, or you can practice by yourself. Choose the tournament format, blackjack rules, number of players, skill levels. Simulation feature to analyze a specific scenario. Windows, #S13, \$49.95, \$46.95.

Tournament Texas Hold'em for Windows, Wilson Software. Includes limit, no-limit and pot-limit! Provides realistic tournament play. Set tournament size (single table to 100 tables), limits and blind structures, number of rebuys, etc. Enhanced graphics and sound. Includes 2002 WSOP big event. Handles all situations in a realistic manner. Ability to save and restore a tournament in progress. Windows 95 through Win XP. CD, User's Guide or Mac with Virtual PC, #S14, \$59.95.

Turbo 7-Card Stud for Windows, Wilson Software. Mike Caro says "an amazing new 7-card stud program." Create players with individual playing styles. Play against 2 to 8 players, interactively or with high speed simulations. Get advice and exact odds as you play. Set limits, bring in method, bet amounts, rake, toke, etc. Challenge the best computer player. Rake analysis, extensive statistics, play evaluation, optional bring-in, peek, replay, enhanced graphics, sound, printing, and statistics. Ability to save and restore games in progress. Windows 95 through Win XP or Mac with Virtual PC. CD, User's Guide, #S8, \$89.95, free ground shipping in the US in lieu of discount.

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Turbo Omaha High for Windows, Wilson Software. Mike Caro calls this "an electrifying new research tool." Create players with individual playing styles, learn an effective point count system, play against 2 to 10 players interactively or via high speed simulation. Get advice and exact odds as you play. Set blinds, bet amounts, rake, toke, etc. Challenge the best computer player. Rake analysis, extensive statistics, play evaluation, optional bring-in, peek, replay, enhanced graphics, sound, printing, and statistics. Ability to save and restore games in progress. Windows 95 through Win XP or Mac with Virtual PC. CD, User's Guide, #S11, \$89.95, free ground shipping in the US in lieu of discount.

Turbo Omaha High-Low Split for Windows, Wilson Software. Mike Caro calls this "an electrifying new research tool." Create players with individual playing styles, learn an effective point count system, play against 2 to 10 players

interactively or via high speed simulation. Get advice and exact odds as you play. Set blinds, bet amounts, rake, toke, etc. Challenge the best computer player. Rake analysis, extensive statistics, play evaluation, optional bring-in, peek, replay, enhanced graphics, sound, printing, and statistics. Ability to save and restore games in progress. Windows 95 through Win XP or Mac with Virtual PC. CD, User's Guide, #S7, \$89.95, free ground shipping in the US in lieu of discount.

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