
Decking

“Decking,” based on poker hands, represents using systems more complex than a mechanical lock. You will need a deck of playing cards (52 cards, no jokers). If you have this greensheet, you should try to bring a deck to game; the GMs will have a small number onhand, but do not count on this.

A decking task has a **difficulty** which corresponds to a **target hand**. If you have a **bonus level**, subtract it from the difficulty.

1. Shuffle your deck 6 times.
2. Place your deck on a flat surface in front of you. Once you have done this, until you stop decking, you may not perform any other active mechanics.
3. Deal out 5 cards in front of you, face up. This is your **working hand**.
4. Discard a card face down from your working hand.
5. Deal 5 more cards from your deck. This is your **toolbox**. If you have fewer than 5 in your deck, deal all of them. You may not deal less than 5 if you have 5 available.
6. Move 1 card from your toolbox into your working hand.
7. Discard the other 4 cards of your toolbox face down.
8. Repeat from step 4 above, unless you are out of cards.

Difficulty	Target Hand
1 or less	Pair
2	3 of a Kind
3	4 of a Kind
4	Straight Flush
5	Straight Flush + Pair
6	Straight Flush + Two Pair
7	Straight Flush + 3 of a Kind
8	Straight Flush + 4 of a Kind
9 or more	Impossible

“Straight Flush + . . .” requires a straight flush followed by the second hand in the same playthrough.

If your working hand at any time matches your target hand, you have successfully completed the challenge.

If you give up, fall unconscious, or run out of cards without success, you fail the challenge; you may not attempt any other decking challenges for a full minute.