Game #3 | Age: 13+ | No. of players: 5-8

Capital Gains

Poker with a country Twist: Where Every Hand Makes You Smarter

Intro

Capital Gains is a variation of the popular card game Poker, in which players wager on which **Hand** is best.

Below are the hand rankings from highest to lowest:

1	Capital	At least 3 countries that have more than one capital
2	Citizen	At least 3 countries whose demonyms end in the letter 'i'
3	Coordinates	At least 3 countries that are islands or archipelagos
4	Communication	At least 3 countries that speak French or Spanish
5	Currency	At least 3 countries whose currencies are the dollar, euro, or pound
6	Code	At least 3 countries whose code starts with a prime number (2, 3, 5 or 7)

- To form a Hand, you need a minimum of 3 countries in the same rank. The more countries you have, the better your hand. If two players have the same number of cards in the same rank, they split the **Pot**.
- The category holds more importance than the number of cards. E.g., 3 countries that are islands or archipelagos hold a higher ranking than 10 countries that speak French or Spanish.

Goal

The goal is to win the Pot (the total amount of **chips** deposited by all players) by having the best hand at **Showdown**, or by being the last player remaining after everyone else has **Folded**.

Basics

- At the start, every player is given a fixed and equal number of chips. Each chip is allotted a value, hence the total amount with any player at the start remains the same. For e.g., you can give 30 chips worth 10 each to every player. This means that everyone starts with an amount of 300 with them. You can also increase the value of a chip to 50 and distribute 20 chips per player—the house decides.

- Now, two players to the left of the dealer make compulsory deposits (using chips) called the **Small blind** and the **Big blind**. The Big blind is usually double the Small blind. These amounts (typically multiples of a single chip) are pre-decided by the house as well and ensure there is some amount in the Pot to start. For e.g., a Small blind can be 10 and a Big blind can be 20.

- Next, we proceed with the rounds. There are four rounds in total: **Pre-flop**, **Flop**, **Turn**, and **River**.

- During every round, players can choose to:
  Call: Match the highest amount (per player) in the Pot, or
  Raise: Increase the amount in the Pot, or
  Fold: Give up their hand and their amount in the Pot if any

- If a player Raises the stake, other players must either Call (match the new, higher amount), Re-raise (put even more), or Fold (give up the hand); creating more action and building the Pot. If they don't have enough chips to match, they can either Fold, or go **All-in** using their remaining chips and potentially creating **Side Pots** for amounts above their total.

- Any amount put in beyond the All-in amount creates a separate Side Pot. An All-in player is only eligible to win the main Pot (plus any Side Pots they contributed to) and cannot win from subsequent amounts in other Side Pots.

- During every round, once every player has contributed an equal amount of chips to the pot, you can progress to the next round.

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Game Flow

1. Pre-flop

- The game unfolds with the first round, the Pre-flop, where the dealer deals 10 cards to each player, front-side up (side with camera capture & cool facts). These are the **Private / Hole cards**.
- Now is when the first round of Call, Raise or Fold takes place.
- Once every player has had a chance to Call, Raise or Fold, the players who have not folded have to match the amount of the highest contribution by placing the difference.
- If no player has Raised, then the first player must match the Big blind by placing the difference between the Small blind (which they initially placed) and the Big blind.

2. Flop

- Next comes the second round, called the Flop, where five cards called the **Community cards** are taken from the pile and are kept back-side up in the centre of the table. These cards can be used by all players to form their hands.
- One hand is a maximum of 10 cards—each player can choose the best hand using their Private cards and the Community cards.
- Now, players again have to decide if they want to Call, Raise or Fold.

3. Turn

- In the third round, called the Turn, another set of five Community cards is placed back-side up.
- Now, players again have to decide if they want to Call, Raise or Fold.

4. River

- After this comes the fourth and last round, called the River, where the last round of five Community cards are dealt back-side up.
- Subsequently, the final round of Call, Raise or Fold takes place.

5. Showdown

- Now is the final act called the Showdown. If more than one player remains, they reveal their cards.
- The player who has the best hand wins the Pot.

To note

- Players use chips to represent their amounts, which are deposited into the Pot during the rounds. You can get creative and use things like coins, buttons, or even pasta shapes.

- To play the game without chips, a scorekeeper can note every player's amounts and the overall amount in the Pot. Start by assigning a value to each player (e.g., 1000) and with every round deduct the amount each player has input. The winner adds the final Pot amount to their balance. The amounts are usually done in multiples of 5 for the sake of simplicity.

- This is not the regular Poker game that encourages gambling or betting. The ultimate goal of Capital Gains is to encourage players to know more about the world. Unlike Poker, it is easy to know the hand of the other players—the more you play, the more you know. Hence, eliminating the tendency to bluff or the need to keep a poker face ;)

- For advanced levels, you can place the Community cards front-side up so that it encourages learning.