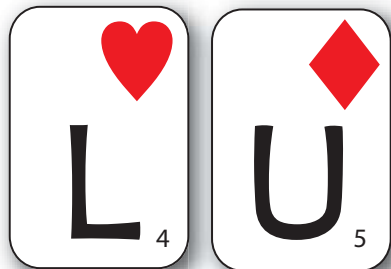


# WORD HOLD 'EM

by hoadworks, inc.

Using player pocket cards, combined with the community cards available at the flop, turn and river, make the best hand possible using your highest scoring word of up to 7 letters at each stage. Repeat for the house to determine the winning hand. Words all in one suit score double points. No word may be used more than once in a hand. 25 points are awarded for using all seven letters in a game; 50 points for a seven-letter word formed at the river.

player pocket cards



at the flop : \_\_\_\_\_ score

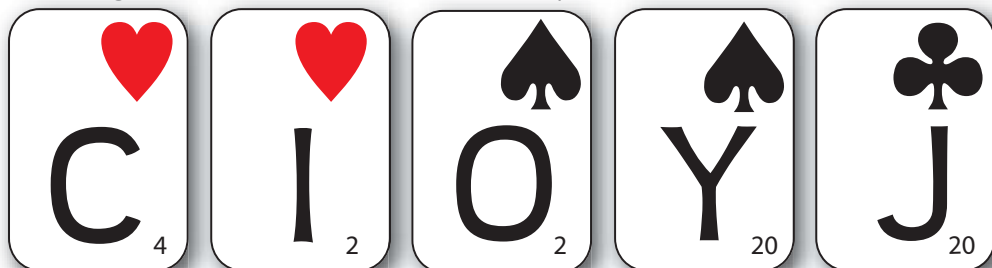
at the turn: \_\_\_\_\_ score

at the river: \_\_\_\_\_ score

ALL-PLAY / SEVEN-LETTER BONUS

PLAYER TOTAL

community cards



at the flop : \_\_\_\_\_ score

at the turn: \_\_\_\_\_ score

at the river: \_\_\_\_\_ score

ALL-PLAY / SEVEN-LETTER BONUS

HOUSE TOTAL

house pocket cards



0034 Yesterday's solution: Player: SLOPE/POLES/LOPES (16), GOSPEL (24), GOSPELS^ (26); +50 BONUS; Total = 116; House: EGOS/GOES (14), GIGS (20), EGGS (20); +25 BONUS; Total = 79; PLAYER WINS!