

# CREATIVE COMMONS RELEASE 'EM POKER

Game created by Cam Findlay

Card game based loosely on “Texas Hold ‘em” poker played on each table having 4-8 players per table.

See [github.com/camfindlay/releaseempoker](https://github.com/camfindlay/releaseempoker) for more information

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## To play:

### Select a dealer.

- Dealer deals 2 cards per player:  
Your goal is to use your cards to create the most useful CC license for the given scenario.
- Use higher card numbers to get more points. The license that is both correct and worth the most points wins a point.

### Each player turn:

- Check your cards
- See if you have the components to make what you think should be the licence for the scenario either in your hand, or on the table after the flop, turn, river actions.
- You can discard 1 or 2 of the cards in your hand and draw new ones
- on each turn in order to try to
  1. get the cards you need or
  2. try to get higher number versions of the licence components you need.

### At the end of the round players either;

- Fold if you can't make the license OR
  - Make a licence, combine their hand and board cards to build the licence with the highest numbered cards.
  - Each player should tell the group why they think this licence is best and how it applies to the scenario.
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**Scenario 1: Bob is a political cartoonist, he likes to get his message out by others sharing his cartoons on their facebook timelines, however he wants to reserve his rights to publish his cartoons in paid magazines and wants to ensure when shared, others retain his cartoons in their original form.**

**What licence should Bob release 'em under?**

### Turn 1: Pre-flop

- Person to left of the dealer begins the game. Dealer deals 2 cards to each player.
- Decide which licence to release the work under and why.
- Players may discard 1 or both cards if needed.
- After all players have completed above move to turn 2.

### Turn 2: The flop

- Dealer deals out 3 cards face up in the middle of the table.
- Players should use the cards in their hand and those on the board to construct the preferred licence.
- Remember : You want to construct the highest value licence possible.

For example:

- A Queen BY/Jack ND/King NC hand beats a 2 BY/Jack ND/10 NC hand.
- Each player can choose to discard 1 or both cards in their hand to try and get a better one.
- Once all players complete their turn, move to turn 3.

### Turn 3: The turn

- Dealer deals another 1 card face up on on the table next to the others.
- Players have another round of discard and draw.
- Once all players complete their turn, move to turn 4.

### Turn 4: The river

- Dealer deals 1 card face up on on the table next to the others.
- Players have a final round of discard and draw.
- Once all have completed the turn, each player shows their licence
- Some players may not have been able to make a licence, they FOLD and can discuss what licence they wanted to make.
- Other players may make up a licence and the player with the highest scoring licence wins that round (a point to them!).

