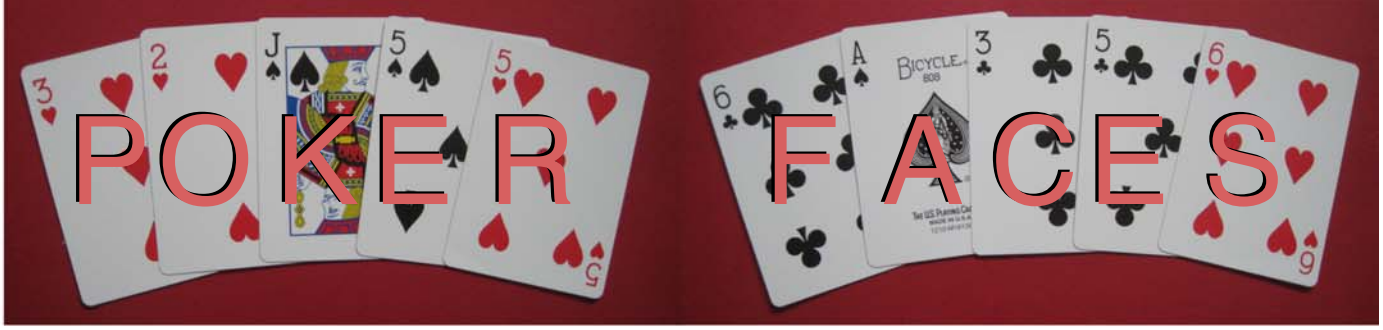
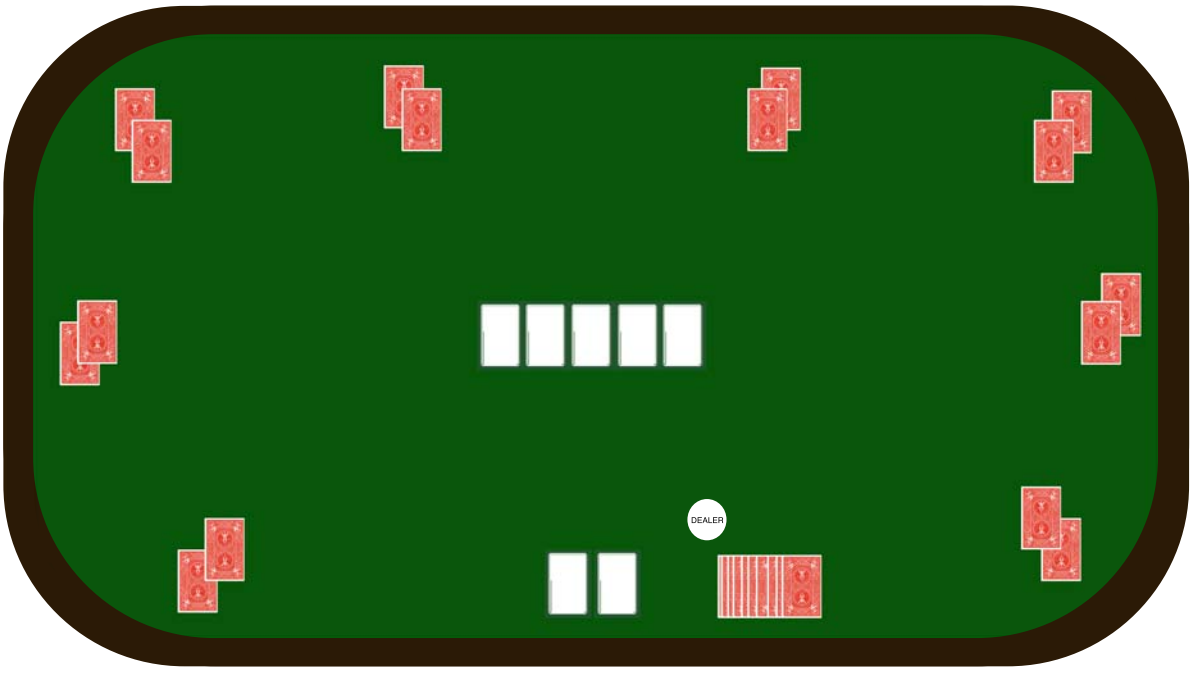
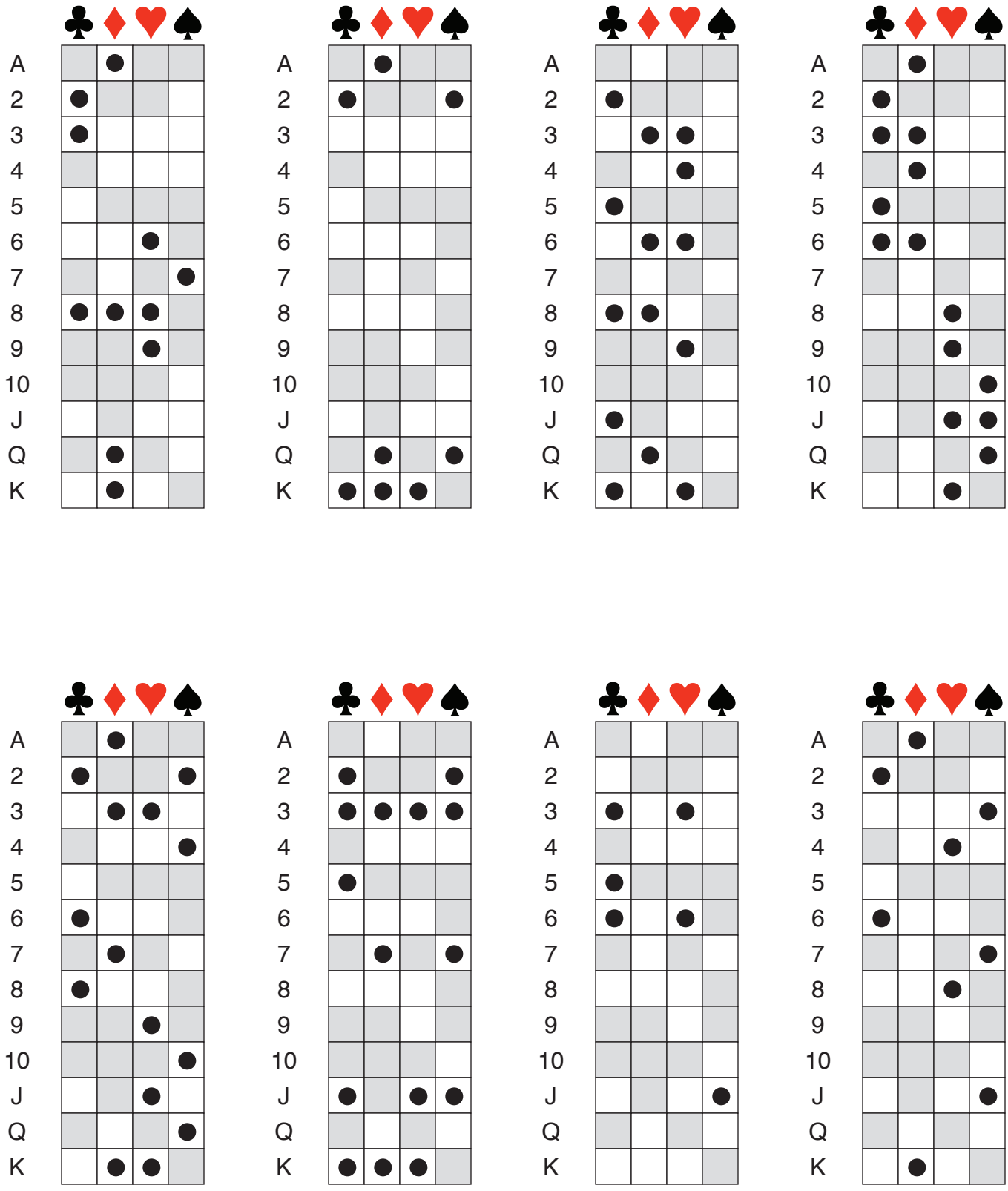


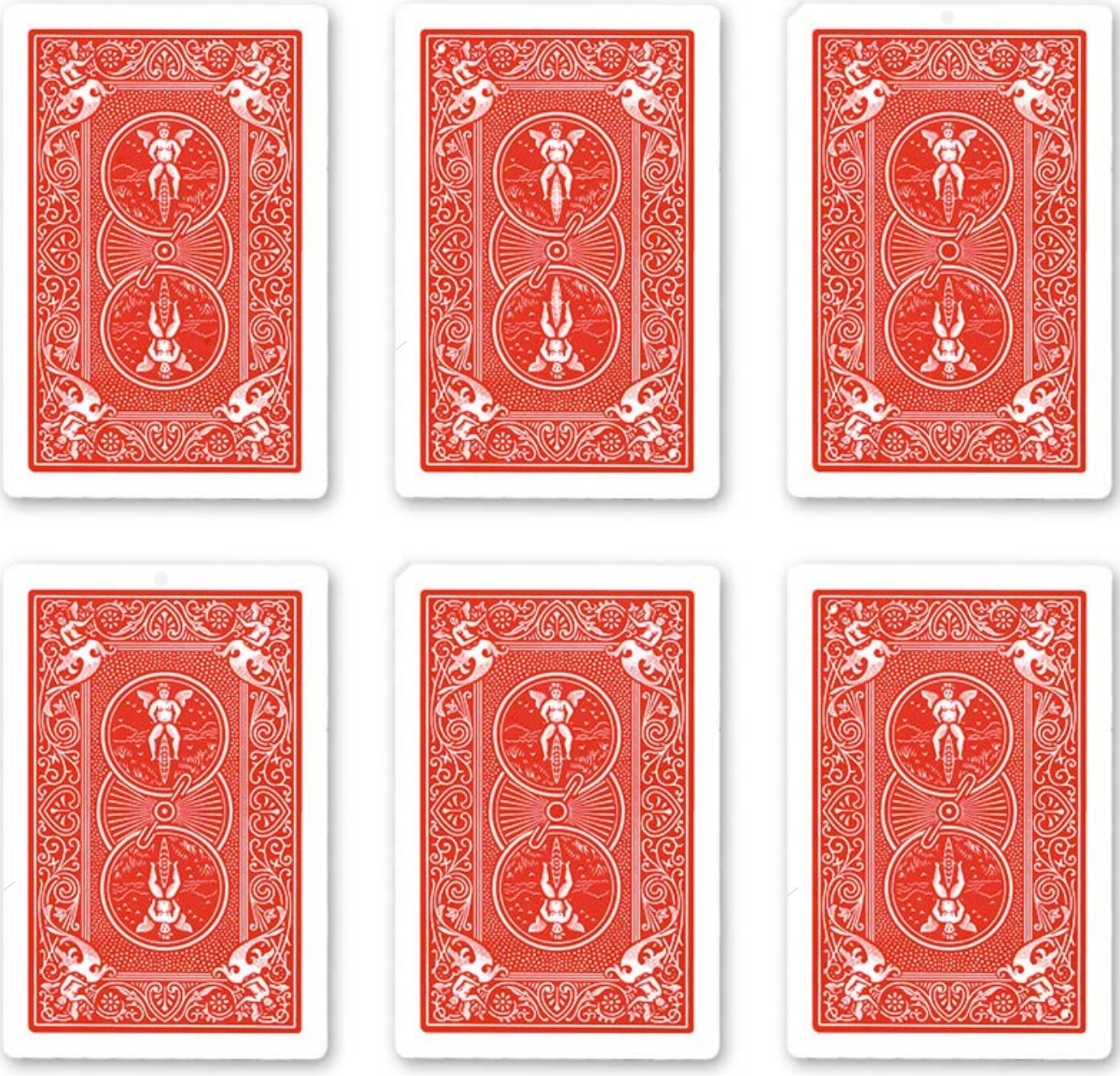
With so many card sharps at the table, it was inevitable that some cheating might occur. My eight opponents each had their own system for marking cards, affecting exactly 10, 13, 16, 20, 24, 24, 26, and 26 cards. By figuring out what each mark was, and why each one went where it did, I could win all the money!

This hand was particularly fun; as the dealer, I could control where every card went and I took full advantage to send my opponents a message. However, I can't remember the hand I dealt myself (Eraser Boy must be playing some tricks). If you can use the 29 cards left in the deck along with my "blank" hand to remind me of what I had, I'll let you see what I dealt each of my opponents.




A
2
3
4
5
6
7
8
9
10
J
Q
K

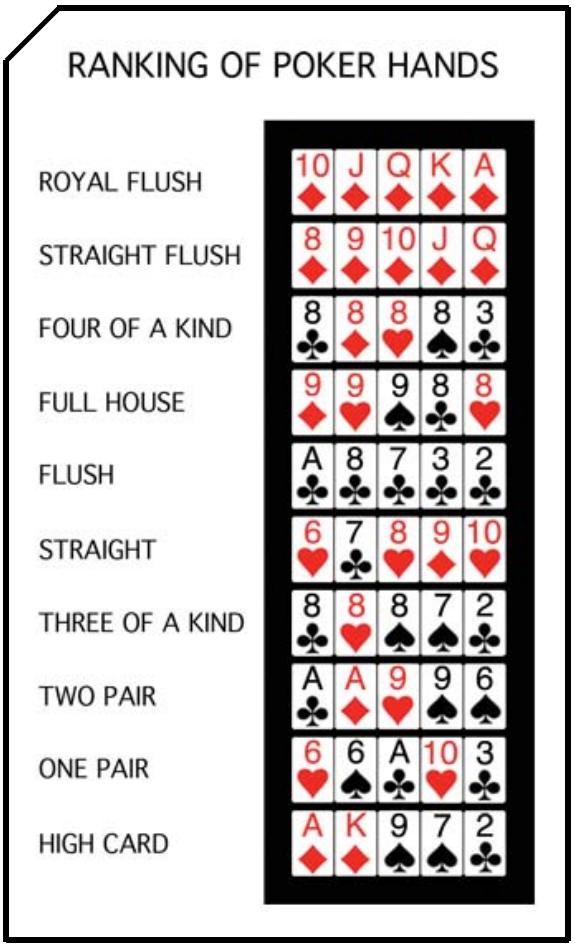
This puzzle came with a partial deck of 29 cards, bearing some markings, and 7 blank cards that also have markings. It's not possible to replicate this whole deck here, but the experience of solvers is somewhat matched in the cards below where eight "differences" exist in some of these six cards (each appearing at least once in the set of six).



The seven blank cards have the following markings (1234 in the top row, 5678 in the bottom row) of the decrypt sheet given with the puzzle:

A - {1 only}
B - {1,3,4}
C - {1,3,5,6}
D - {1,3,5,8}
E - {1,4,5}
F - {2,3,4,8}
G - {3,5,8}

The puzzle also comes with the following ranking of hands.



(given to teams after ID'ing the poker hand)