

CardForge — Concept Poster

Print this and pin it up — an at-a-glance map of the CardForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
The Finesseur	Finesse (force an opponent's high card via positional play; bridge / hearts / spades)
The Squeezer	Squeeze (force a discard that gives up a winner; advanced bridge + hearts)
The Endplayer	Endplay (throw opponent in to force a losing lead; bridge / hearts / whist)
The Counter	Card-counting / pip-tracking (track played cards to deduce remaining hands; gin / bridge / blackjack-style)
The Long-Suit	Suit establishment (set up a long suit to run for tricks late in the hand; bridge / whist / spades)
The Bluffer	Deception under uncertainty (poker betting; representing a hand you don't have)
The Discarder	Strategic discard (hearts: avoid points; spades / gin / rummy: shed dead wood)
The Trumpkeeper	Trump management (when to ruff, when to hold; whist / spades / euchre / pinochle)
The Forcer	Magic forcing (the spectator "freely chooses" the card you intended)
The Shuffler	False-shuffle / stack management (control card order while appearing to randomize; mathematical card magic)

Key ideas at a glance

The big concepts this cast helps you master:

- Card Game Basics
- Probability and Card Math
- Strategy and Game Theory
- Magic Tricks and Mathematics

- Advanced Card Games
 - Card Trick Performance
 - Advanced Probability
 - Game Design and Creation
 - Card Game Strategy & Math
 - Scoring Basics
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