

1116-Q1-174 **Mark Bollman*** (mbollman@albion.edu), Dept. of Mathematics and Computer Science, Albion College, Albion, MI 49224. *Simple Matching Game or Clever Counter Trap? The Story of Pell (c. 1977-1982).*

Pell was a short-lived casino game that had a brief run in 1982 at Sam's Town in Las Vegas. The card game was easy to understand and to play, and offered a number of wagers with reasonable house advantages. Whether the inventor knew it or not, *Pell* was susceptible to card counting, and a card-counting team attacked the game during its trial, contributing to its short life. Some gaming experts suggested that *Pell* was deliberately designed to identify gamblers who were counting cards at blackjack. This talk will look at the mathematics behind *Pell*, examine the card-counting scheme that took it down, and consider a newer game, Top Rung, with many of the same game elements and challenges. (Received August 11, 2015)