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## Gambling? I'm In!

Welcome back to the Red Dragon Inn!

As a service to our valued patrons, we here at the Red Dragon Inn have compiled this booklet of rules to the games of chance most commonly played within our walls.

To our newer patrons: please don't feel daunted by the size of this document. We suggest that you review the section on gambling, then choose one or two of the easier games. May we suggest **Rogues and Warriors** or **Threes**?

The Red Dragon Inn provides the following items for our patrons:

- ~ 90-card Rogues and Warriors Deck
- ~ 3 Dragon Cards
- ~ 5 Grey Cards
- ~ Rules

Patrons will need to provide their own gambling markers, such as coins or chips, to represent money. You may wish to use multiple denominations of coins or chips.

Some games also require six-sided dice. You will need to provide your own.

## Using This Booklet

- ~ This booklet lists the rules for nine different games. Each game includes sections on Order of Play, Scoring and Variants.
- ~ If a game lists multiple variants, any combination of variants may be used.
- ~ Each game has a complexity rating next to its title:



Simple



Medium



Complex

- ~ Each game is a standalone gambling game. How you play is up to you. Some of our patrons simply choose one game and play it all night, while others switch games. If you would like more structure, see **Adventurer's Choice** on page 6.
- ~ If a game includes discarding cards, those cards are discarded face down unless the game specifies otherwise.
- ~ **Starting Player:** These rules frequently refer to the *Starting Player*.
  - ~ The Starting Player is the first to act in all Betting Rounds.
  - ~ The Starting Player changes between each game.
  - ~ You may also wish to allow the Starting Player to choose which game is played.

## The Cards

### The Rogues and Warriors Deck

- The Rogues and Warriors Deck contains 90 cards, which are divided into 6 sets of 15 cards each.
- Each set contains 1 Warrior, 2 Ladies, 3 Bards, 4 Merchants, and 5 Rogues. So, when drawing, you only have a 1-in-15 chance of drawing a Warrior, but a 5-in-15 (or 1-in-3) chance of drawing a Rogue!



Warrior



Lady



Bard



Merchant



Rogue

- A card's rank is shown in three ways on a card: by the icon in its upper left, the number in its lower left, and the picture in the center. Cards with a lower number are rarer and, in most games, better.
- Each set of 15 cards has an animal "suit" associated with it: Hawk, Wolf, Owl, Horse, Wren or Hare.



Hawk



Wolf



Owl



Horse

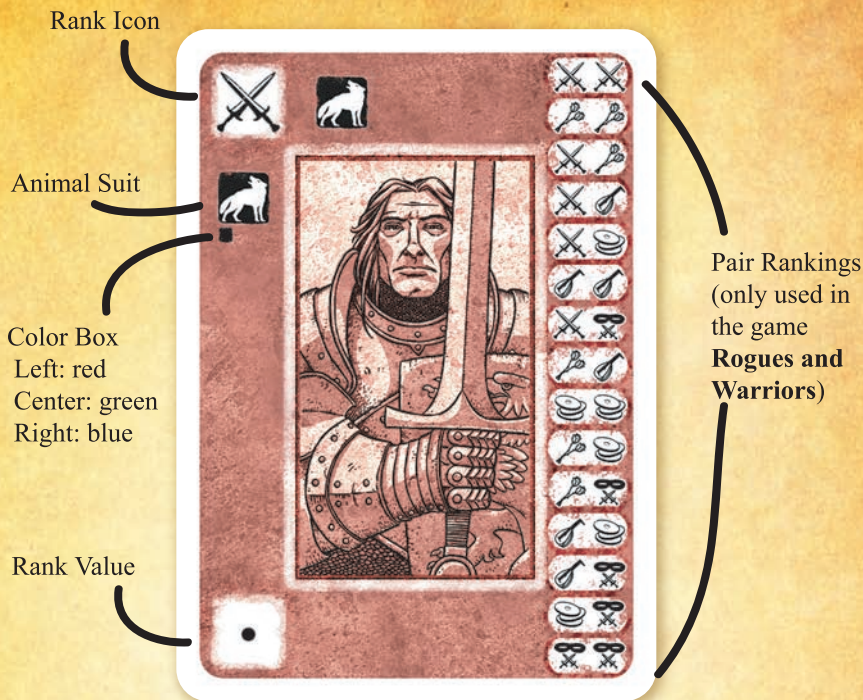


Wren



Hare

- The Hawk and Wolf cards are red, the Owl and Horse cards are green, and the Wren and Hare cards are blue.
- Small *color boxes* under a card's animal icon correspond to the card's color. Red cards have the dot offset to the left, green cards have a centered dot, and blue cards have the dot offset to the right.
- The pairs of icons along the right side are identical on all cards. These are used in the game **Rogues and Warriors** and are ignored when playing other games.



## Dragon Cards

- ~ There are three Dragon Cards (one of each color).
- ~ Dragon Cards do not have an associated animal suit.
- ~ Most games specify special variant rules for the Dragon Cards. If you wish to use these variant rules, simply shuffle the Dragon Cards into the Rogues and Warriors Deck.



## Grey Cards



- ~ There are five Grey Cards (one of each rank).
- ~ These cards are used with the games **The Wheel** and **Dragon Hordes**.
- ~ The Grey Cards are *never* shuffled into the Rogues and Warriors Deck.

## Adventurer's Choice

Are you part of a party that can't agree on which game to play? Do you want a little extra structure in your game play? Are you looking for a friendly game where players are never eliminated? Then Adventurer's Choice is for you!

### Setup

- ~ In addition to some gambling markers, you will need to get two different types of markers to serve as Debt and Loan Markers (see below).
- ~ Each player starts with 50 money's worth of gambling markers.
- ~ Players decide amongst themselves how long they wish to play. Choose either a fixed amount of time or a number of rounds. A round consists of each player getting one turn as the Starting Player.
- ~ Choose a Starting Player.

### Playing Adventurer's Choice

- ~ The Starting Player chooses a game to play, with possible variants.
- ~ After playing the chosen game, the next player to the left becomes the new Starting Player.

### Debt and Loan Markers

- ~ Between games, if a player has fewer than 25 money, that player may ask for a loan. The player with the most money must give them 25 money.
- ~ The loaning player receives a Loan Marker, while the player asking for the loan receives a Debt Marker.
- ~ Debt and Loan Markers are not considered when determining who may take a loan or who must cover it.
- ~ You may not use Debt and Loan Markers for betting.

### Ending the Game

- ~ Once the agreed-upon end condition (time or number of rounds) has been reached, the player with the most money wins.
- ~ Debt and Loan Markers affect your final score. Add 25 to your final score for each Loan Marker and subtract 25 for each Debt Marker.

## Basic Rules for Gambling

Here are the basic rules common to all of the gambling games. The section “How a Betting Round Works” is followed by a glossary of gambling terms that cover the concepts in greater detail.

### How a Betting Round Works

- ↪ At the beginning of a Betting Round, the *Current Bet* is 0.
- ↪ During a Betting Round, the betting moves clockwise around the table, starting with the Starting Player. In turn order, each player must either match the Current Bet (*call*) or quit the game (*fold*).
- ↪ When it's your turn to bet you may choose to increase the Current Bet (*raise*).
- ↪ When each player has either called the Current Bet or folded, the Betting Round is over and the game continues.
- ↪ If, at any time during the Betting Round, all players but one have folded, the remaining player wins the pot immediately and the game ends.
- ↪ If the Current Bet is 0, you may choose not to raise (*check*). If all players do this, the game proceeds without any additional money being gambled.

### Glossary

**Ante** – before a game is played, each player must place 1 money into the pot. In this way, there is always something at risk.

**The Pot** – the money in the center of the table. When the Betting Round starts, the pot will already contain money, including antes and possible bets from earlier Betting Rounds. Money already in the pot has no effect on the current Betting Round.

**Current Bet** – the total amount that a player must call in order to stay in the game. At the beginning of each Betting Round, the Current Bet is 0. The Current Bet is increased when a player raises.

**Fold** – if it is your turn during a Betting Round and you do not believe it is worth it for you to match the Current Bet, you may fold. To fold, announce that you are folding, turn any of your face-up cards face-down and place your cards and/or dice off to the side. You do not get back any money which you bet during the current Betting Round or any money you previously placed in the pot. Once you fold, you are out of the current game (so even if it ends up that you would have won the pot, you do not).

**Bluff** – if you don't think you have the best hand, but you bet in the hopes that the other players will fold, your bet is called a bluff. If you successfully execute a bluff, you should try not to gloat....too much.

**Check** – if it is your turn during a Betting Round and the Current Bet is 0, you may check (bet nothing). If all players check, the game proceeds without any additional money being gambled.

**Call** – if it is your turn during a Betting Round and you wish to match the Current Bet, you may call. You may have already called or raised during the current Betting Round. If so, this previous money is considered part of your bet for the current Betting Round. To call you only need to add to this amount until it matches the Current Bet.

**Raise** – if it is your turn during a Betting Round, you may increase the Current Bet. This is called raising. To raise, bet an amount greater than the Current Bet. The total amount of your bet becomes the new Current Bet. For example, if the Current Bet is 3 and you raise 3 more, the Current Bet is now 6.

**We suggest the following optional rule for raises:** each raise must increase the Current Bet by at least as much as the last raise did. For example, if player A bets 5, player B may not raise to a total of 7. He must raise by at least 5 more, bringing the Current Bet to at least 10. If B makes it 10 and player C then wishes to re-raise, he must make the Current Bet at least 15.

**Table Stakes** – during a single play of a game, a player may gamble only the amount of money that they had at the start of that game. Players may not get more money in the middle of a game. This rule is referred to as “Table Stakes.” The Table Stakes rule is in effect unless all players agree that it is not.

**Splashing the Pot** – whenever you call or raise, we recommend that you keep your bet separate from the pot and other players' bets until all players have called or folded. If you fold, move your bet into the pot. Placing a bet or raise directly into the pot when you make it is called “splashing the pot” and is generally discouraged, since it can make it difficult for players to figure out how much they need to call.

**All In** – if a player bets all of their money during a Betting Round, that player is “All In”. If they lose the game they are simply out of money (if you are playing with Debt Markers, they may take a loan after the current game is completed). If an All-In player wins, they may not necessarily win the entire pot. If another player bets more than the amount of the player who is All In, the additional amount is kept in a *side pot* which can only be won by a player who contributed to it. It is possible that there will need to be more than one side pot if more than one player is All In. (See “Complex Betting Example” below for an example of multiple players being All In.)



**Simple Betting Example** – in a four-player game, player A bets 2, then player B raises 2 more, to a total of 4. Player C folds, then player D raises 6 more, making the Current Bet 10. Player A folds, putting the 2 money he has already bet into the pot, then player B calls 6 more, bringing his total to 10. Players B and D each put their 10 into the pot, then the game continues.

**Complex Betting Example** – in a four-player game, player A has 30 money, B has 40, C has 55, and D has 60. The pot already contains 15 from previous betting. Player A bets 10, B raises to 20, C folds, and D moves All In. A and B both call. Since A has the lowest amount of money, a side pot is created between B and D. A, B, and D each put 30 into the main pot, bringing it to a total of 105 (30 from each player plus the 15 that was previously there). Since B is also All In, he puts his final 10 into a side pot, which is matched by D, so the side pot contains 20. D will receive a “rebate” of 20, since this portion of his All In bet could not be matched by either calling player. Whoever wins the current game takes the main pot. The side pot is won by either B or D. Player A is not eligible to win the side pot, since he did not contribute to it.

## Ties

Sometimes two or more players will have the same score at the end of a game. This is not a cause for bloodshed. Most games specify either **Rank** or **Color** as their tiebreaker.

**Rank:** the player with the most cards of the least-common rank wins. In other words, the player with the most Warriors wins. If there is still a tie, the player with the most Ladies wins, etc. If you are playing with Dragon Cards, they beat Warriors as a tiebreaker.

**Color:** the player with the most cards of a single color wins.

Regardless of whether a game uses Rank or Color, *all cards* in a player’s hand are considered when breaking a tie (even those which do not otherwise score).

If there is still a tie after applying a game’s specified tiebreaker, the tied players split the pot. Before playing a game, the Starting Player may choose one of the following Split Rules. If a Split Rule is not chosen, the default is Merchant’s Rule.

- **Merchant’s Rule:** split the pot evenly between the tied players with any remainder staying in pot for the next game.
- **King’s Rule:** leave all bets in the pot. The players who tied play the same game again (do not ante).
- **Commoner’s Rule:** leave all bets in the pot, then play the same game again with all players (who must all ante).

# ~ Rogues and Warriors ~



In Rogues and Warriors, each player is dealt a pair of cards. Each pair has a ranking, which is shown along the right-hand side of the cards. The topmost pair (Warrior-Warrior) is the best, and the bottommost pair (Rogue-Rogue) is the worst. The player with highest pair wins.

## Order of Play

1. Ante
2. Each player is dealt 2 cards from the Rogues and Warriors Deck.
3. Betting Round
4. Each player simultaneously reveals 1 card.
5. Betting Round
6. Each player simultaneously reveals their other card and the winner is determined.

## Scoring

- ~ The player with the highest pair wins.
- ~ The relative strength of each pair is indicated along the right side of each card.
- ~ **Tiebreaker:** Color



Warrior-Bard beats...

Lady-Merchant, which beats...

Rogue-Rogue, etc.

## Variants

### Exchange Variant

- ~ After the second Betting Round (step 5 under **Order of Play**), each player, in turn order, may discard their face-down card and draw a replacement from the Rogues and Warriors Deck.
- ~ After this, there is another Betting Round, then the face-down cards are shown and the highest pair wins.

### Dragon Cards

- ~ A Dragon Card counts as though it were the same rank as the other card in your hand.
- ~ In the event of a tie, a hand with a Dragon Card beats one without. If it is still a tie, then apply the Color tiebreaker normally.
- ~ A pair of Dragon Cards beats all other hands.

# ~ Threes ~



The object of Threes is to have the lowest total on 5 dice at the end of the game. The game is called Threes because 3's add no points when determining the scores.

## Order of Play

1. Ante
2. Each player takes 5 dice and rolls them.
3. Each player chooses a value showing on one of their dice and puts all the dice of that value forward. These dice are that player's *Keep*. Once dice are placed in a *Keep*, they are not rolled again.
4. Betting Round
5. Each player rolls their remaining dice. They then choose a value showing on one of these dice and add all their dice of that value to their *Keep*.
6. Repeat steps 4. and 5. until each player has 5 dice in their *Keep*.
7. Players score their *Keeps* and the winner is determined.

## Scoring

- ~ The player with the lowest total in their *Keep* wins.
- ~ 3's score no points.
- ~ **Tiebreaker:** None. The tied players use the chosen Split Rule to split the pot.

## Other Notes

- ~ If you only have one die left you must keep whatever you roll!
- ~ If all of the dice that you roll result in the same number you must keep all of them.
- ~ As long as there is at least one player who still has dice to roll, Betting Rounds occur. Players who have rolled all of their dice and have not folded participate in Betting Rounds as usual.
- ~ Players need not wait for each other when rolling dice or adding dice to their *Keep*.

## Variants

### Fool's Luck

- ~ A Keep in which every die shows a different value beats any other Keep.
- ~ If more than one player gets Fool's Luck, the player with the highest total wins (the bigger fool).

### Strength in Numbers

- ~ A Keep in which every die shows the same value beats any other Keep.
- ~ If more than one player has Strength in Numbers, the player with the highest total wins (more risk, more reward).
- ~ If you are playing with *Fool's Luck*, Strength in Numbers beats Fool's Luck.

### Can't Win With Nothing

- ~ If all the dice in your Keep are 3's, you lose.
- ~ If you are playing with *Strength in Numbers*, a Keep of all 3's still loses (Bards aren't very strong).

### Hidden Fate

- ~ Each player takes 4 dice rather than 5.
- ~ After the ante, each player is dealt a card face down from the Rogues and Warriors Deck (which they look at, but do not reveal). Each player's face-down card is treated as though it were a die in their Keep.
- ~ The game is played as normal, except with 4 dice.
- ~ There is one last Betting Round after all players have 4 dice in their Keep. After this, players reveal their cards. The Keep with the lowest total wins.
- ~ Bards are 3's, so they score no points.

### Dragon Cards

- ~ A Dragon Card can be any value you choose between 1 and 6. (A value of 3 still scores no points.)
- ~ Declare your Dragon Card's value when you reveal it at the end of the game.

# ~ King's Council ~



In King's Council, you are trying to assemble a council of advisors to the King (or Queen). You are rewarded for gathering advisors who have as much in common with the King as possible.

## Order of Play

1. Ante
2. Each player is dealt 5 cards from the Rogues and Warriors Deck.
3. Reveal the top card from the Rogues and Warriors Deck. This is the King.
4. Betting Round
5. In turn order, each player discards 0, 1, or 2 cards from their hand, then draws that many cards.
6. Repeat steps 4. and 5.
7. Betting Round
8. Players reveal their hands and the winner is determined.

## Scoring

- ~ Each card in your hand can add points to your score in three different ways:
  - ~ A card of the same rank as the King scores 2 points.
  - ~ A card of the same color as the King scores 1 point.
  - ~ A card of the same *animal type* as the King scores 1 point. (A card's animal type is either Bird or Mammal.)



The Birds



The Mammals

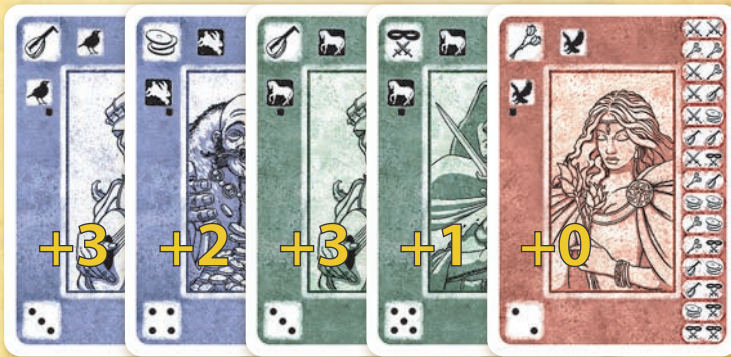
- ~ A single card can score points in multiple ways. For example, a card that has the same rank *and* the same color as the King is worth 3 points.
- ~ **Tiebreaker:** Color

## Scoring Example

- ~ In this example, the King is a blue Bard with a Hare for its animal suit. Your hand is shown below.
- ~ Your blue Bard is worth 3 points: 2 points for being a Bard, 1 point for being blue.
- ~ Your Merchant is worth 2 points: 1 point for being blue, 1 point for having a Mammal suit.
- ~ Your green Bard is worth 3 points: 2 points for being a Bard, 1 point for having a Mammal suit.
- ~ Your Rogue is worth 1 point for having a Mammal suit.
- ~ The Lady is worth no points.
- ~ Your hand is worth a total of 9 points.



The King



Your Hand

## Variants

### Foreign Council

- ~ A hand which scores no points beats all other hands.

### Dragon Cards

- ~ The Dragon Card of the King's color is worth 5 points.
- ~ The other Dragon Cards are worth 3 points each.

# ~ Jack of All Trades ~



In Jack of All Trades, you are a noble with workers in your employ. You must find them work so that you do not have to pay them yourself. The player who owes the least to their workers at the end of the game is the winner.

## Order of Play

1. Ante
2. Each player takes 5 dice and rolls them (these are your workers).
3. Betting Round
4. Reveal 1 card from the Rogues and Warriors Deck (this is a job).
5. Each player may place one worker matching the revealed job's value onto that job. If a player has no workers that match the revealed job's value, they may place a 6 (a *Jack of All Trades*) onto the job.
6. Betting Round
7. Repeat steps 4. through 6. two more times, for a total of 3 jobs.
8. Reveal a fourth job (the *Last Call*). Players may place *all of their matching workers* onto this last job. If they have no matching workers, they may place *one Jack of All Trades* there.
9. Players compute their scores and a winner is determined.

## Scoring

- ~ The player with the lowest total on their remaining dice wins.
- ~ **Tiebreaker:** None. The tied players use the chosen Split Rule to split the pot.



## Variants

### No Last Call

- ↪ Each player may only place *one* matching worker on the Last Call. This makes the fourth job the same as the first three.

### Hidden Fate

- ↪ At the start of the game, instead of rolling 5 dice, each player is dealt 5 cards, which they keep hidden from the other players. These are the workers.
- ↪ When you match a worker to a job, discard that card from your hand. Discard these cards face-up to the center of the table.
- ↪ Before the first Betting Round, the starting player looks at their hand, then chooses whether a die or a card will be used to determine each of the jobs. For example, they may choose “card, die, card, die.” This means that a card would be revealed to determine the first job, then a die would be rolled to determine the second job, and so on.
- ↪ If a 6 is rolled as a job, players may play any worker to that job. Each player may only place *one* worker on that job, even if it is the Last Call.
- ↪ There is a final Betting Round after the Last Call. After this, hands are revealed and the lowest total wins.

### Dragon Cards

- ↪ A Dragon Card in your hand may not be played to a job. It has a value of 0.
- ↪ If a Dragon Card is revealed as a job, players may play any worker to that job. Each player may only place *one* worker on that job, even if it is the Last Call.

# ~ Three Kingdoms ~



In Three Kingdoms, you are trying to align yourself with the winning side in an epic war. Over the course of the war, you will be able to exchange cards to improve the value of your hand while shared *War Cards* will be revealed to show the progress of the war.

## War Cards

- ~ War Cards are drawn from the Rogues and Warriors Deck and are played face up to the center of the table at the beginning of the game and between Betting Rounds.
- ~ All players share the same War Cards.
- ~ War Cards are used to determine players' scores at the end of the game.
- ~ War Cards are arranged by color and in ascending order within each color so that players can see the rarest (i.e. lowest-numbered) card in each color and the total number of cards in each color.

## Order of Play

1. Ante
2. Each player is dealt 7 cards from the Rogues and Warriors Deck.
3. Reveal 3 War Cards from the Rogues and Warriors Deck.
4. Betting Round
5. In turn order, each player discards 0, 1, or 2 cards from their hand, then draws that many cards.
6. Reveal 2 more War Cards from the Rogues and Warriors Deck.
7. Repeat steps 4. and 5.
8. Reveal 1 final War Card from the Rogues and Warriors Deck. If all three colors are tied (see **Scoring** below), reveal a seventh War Card.
9. Betting Round
10. Players reveal their hands and the winner is determined.

## Scoring

- ~ The player with the highest-scoring hand wins. Before you can score the hands, though, you must determine the *War Value* of each kingdom (i.e. color).
- ~ To determine a color's War Value, take the value of the rarest card among that color's War Cards (the general), then reduce this number by 1 for each additional War Card of the same color (the army).



General

Army

General's Value = 3  
Size of Army = 2  
War Value =  $3 - 2 = 1$

- ~ A color's War Value can never be reduced below 1.
- ~ After determining War Values, players score their hands.
  - ~ Cards in hand matching the color with the lowest War Value are worth 2 points each.
  - ~ Cards in hand matching the color with the second-lowest War Value are worth 1 point each.
  - ~ Cards of the third color are worth no points.
- ~ If two or more colors have a War Value of 1, then a color with a Warrior beats one without. Otherwise, the colors are tied.
- ~ If two or more colors are tied with a War Value other than 1, then a color with only 1 card in it beats one with multiple cards. Otherwise, the colors are tied.
- ~ If, after applying the above rules, two colors are still tied for the lowest War Value, then cards in hand matching the tied colors are worth 1 point each. Cards of the third color are worth no points.
- ~ If there is a tie for the second-lowest War Value, then only cards in hand matching the color with the lowest War Value score (2 points each). Cards of the other colors are worth no points.
- ~ **Tiebreaker:** Rank (note that this applies only to ties between *players*, not ties between kingdoms!)

## Scoring Examples



In this example, red's general is a Lady, and she has an army of size 2. Red's War Value is 1, since a War Value cannot be reduced below 1.



Green's War Value is 3, since its general is a Merchant with a 1-card army (which happens to be another Merchant).



Blue's War Value is 1. However, since blue has a Warrior and red does not, blue wins the war. Blue cards are worth 2 points each. Red cards are worth 1 point each.

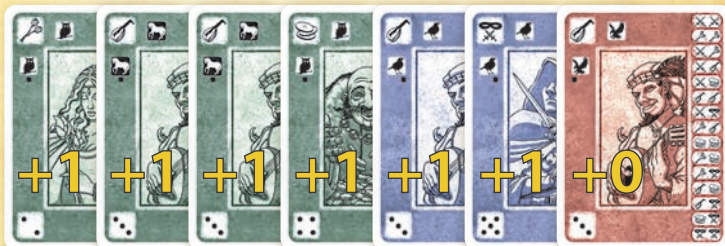
This hand is worth 8 points: 2 each for the blue cards, 1 each for the red cards. The green cards do not score.





In this case, blue has a War Value of 3, since its general is a Merchant with a 1-card army. Red has a War Value of 5. Green has a War Value of 3, since its general is a Rogue with a 2-card army. Since blue and green each have more than 1 War Card, blue and green tie in the war, so blue and green cards each score 1 point.

This hand is worth 6 points.



## Variants

### Dragon Cards

- ~ Dragon Cards are worth no points. Each card in your hand that is the same color as a Dragon Card in your hand is worth an additional point (even if that card is worth no points on its own).
- ~ If a Dragon Card is revealed as a War Card, it acts like a Rogue. However, a Dragon Card can reduce a color's War Value to 0. So, for example, a color with a Lady, a Merchant and a Dragon will have a War Value of 0. (Note that a Warrior, a Rogue and a Dragon is also 0.)
- ~ If two or more colors have the same War Value, then a color with a Dragon beats one without. Apply this tiebreaker before applying the War Value tiebreakers listed above.

# ~ Den of Thieves ~



In Den of Thieves, you are an innkeeper who is trying to attract high-paying patrons to your inn. During the game, you will have opportunities to kick patrons out of your inn to make room for a better clientele. The player with the most profitable collection of patrons wins.

## Order of Play

1. Ante
2. Each player is dealt 7 cards from the Rogues and Warriors Deck.
3. Betting Round
4. In turn order, each player discards 0, 1, or 2 cards from their hand, then draws that many cards.
5. Betting Round
6. Repeat steps 4. and 5.
7. Players reveal their hands and the winner is determined.

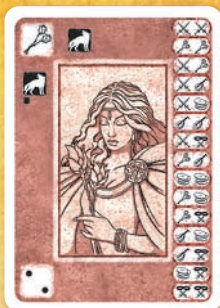
## Scoring

- ~ The player with the highest-scoring hand wins. Cards score points based on how well they combine with the other cards in your hand.
- ~ **Tiebreaker:** Rank



**Bards do their own thing.**

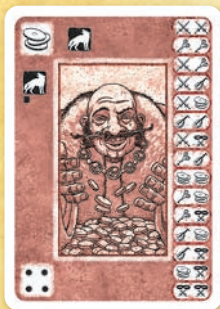
Each Bard in your hand is worth 1 point.



### Ladies like Bards.

Each Lady in your hand is worth 1 point, plus 1 extra point for each Bard in your hand.

So, for example, if your hand includes 3 Ladies and 2 Bards, the Bards would be worth 1 point each and the Ladies would be worth 3 points each (1 for themselves, plus 2 more for the Bards). Your Ladies and Bards would combine for a total of 11 points.



### Merchants like other Merchants.

The more Merchants you have, the more points they score.

First Merchant: 1 point

Second and Third: 2 points each

Fourth and Fifth: 3 points each

Sixth and Seventh: 4 points each

So a hand consisting of 7 Merchants would be worth  $1 + 2 + 2 + 3 + 3 + 4 + 4 = 19$  points.



### Warriors are brave.

Warriors can protect your patrons from the nasty Rogues. Before scoring, each Warrior can kill up to 2 Rogues, removing them from your hand.

Each Warrior is worth 3 points, plus 1 extra point for each Rogue it kills.



### Rogues kill other patrons!

Before scoring, each Rogue that isn't killed by a Warrior will kill another patron, removing it from your hand. Rogues kill Merchants first, then Ladies, then Bards (just remember: Rogues follow the money!)

### Den of Thieves

You may declare your hand to be a *Den of Thieves*. In a Den of Thieves, Warriors don't kill Rogues; they *become* Rogues. Each Warrior or Rogue that does not kill a Merchant, Lady or Bard is worth 2 points.

## Scoring Examples



In this example, the Merchants are worth a total of 5 points (1 for the first, 2 each for the second and third). Each Lady is worth 2 points (1 for herself, 1 for the Bard). The Bard is worth 1 point and the Warrior is worth 3. This hand scores 13 points.

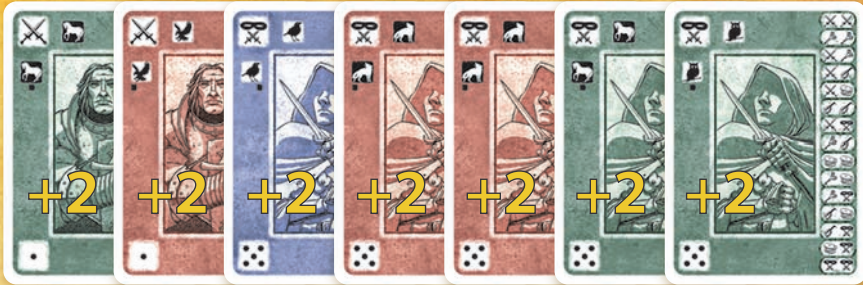


In this case, the Rogue kills one of the Merchants first. The remaining 5 Merchants are worth a total of 11 points.



Here, the Warrior kills 2 Rogues. The remaining Rogue kills the Merchant. The Warrior is worth 5 points (3 for himself, 2 more for killing 2 Rogues). The Lady is worth 2 points and the Bard is worth 1. This hand is worth a measly 8 points.





To maximize your score in this example, you should score your hand as a Den of Thieves. In this case, the Warriors become Rogues. Each Warrior and each Rogue is worth 2 points. This hand is worth 14 points.

## Variants

### Strong Warriors

- ~ Warriors are always worth 3 points, even if they are in a Den of Thieves.

### Dragon Cards

- ~ If you have a Dragon in your inn, it will kill all of your other patrons unless you can slay it.
- ~ To slay a Dragon you must have either 2 Warriors, or 4 Rogues, or 1 Warrior and 2 Rogues.
- ~ If you are unable to slay a Dragon in your inn, your hand is worth no points.
- ~ If you slay a Dragon, then the Dragon and any cards used to slay it score a total of 12 rather than their normal points. The rest of your hand scores normally.
- ~ It is possible to slay 2 Dragons. Since your hand will score at least 24 points you will definitely win.
- ~ If all 3 Dragons visit your inn, it's just because they want to have a drink together. Lucky you! Your hand is worth 19 points, regardless of the other cards in it. Your other patrons leave.....quickly.

# ~ Dragon Hordes ~



In Dragon Hordes, players take turns predicting the next card to be revealed from the Rogues and Warriors Deck. As each prediction fails the various pots (*hordes*) on the table accrue money. This changes the potential payout of later predictions.

## Setup

- ~ In the center of the table, lay out the grey cards in a single row, and the three Dragons in a second row. These are the *Horde Cards*.



- ~ You will need two six-sided dice. It is convenient for each player to have two of their own.
- ~ Each player, in turn order, reveals a card from the Rogues and Warriors Deck and places 1 money on the Dragon Horde Card of the matching color and 1 money on the Horde Card of the matching rank.

## Order of Play

- ~ As long as there is money on any Horde Card, players continue taking turns in clockwise order, starting with the Starting Player.
- ~ On your turn, do the following:
  - ~ First, roll 2 dice.
    - ~ If you roll doubles, take all of the money from *all three* Dragon Horde Cards and end your turn immediately. If there is no money on any of the Dragon Horde Cards, take all of the money on *all* of the Horde Cards. This ends the game.
    - ~ If you don't roll doubles, place 1 money on each of the Horde Cards corresponding to the numbers you rolled. A 6 corresponds to the Dragon Hordes; choose one of the Dragon Horde Cards and place 1 money on it.
  - ~ After rolling, you must either make a prediction or pass. If you pass, your turn ends.
  - ~ To make a prediction, choose a color, a rank, or a color *and* a rank, then reveal the top card of the Rogues and Warriors Deck.
    - ~ **Color:** If you predicted a color and the revealed card matches the predicted color, take all of the money on the Dragon Horde Card of the predicted color. If the revealed card does not match the predicted color, place 1 money on the Dragon Horde Card of the predicted color.
    - ~ **Rank:** If you predicted a rank and the revealed card matches the predicted rank, take all of the money on the Horde Card of the predicted rank. If the revealed card does not match the predicted rank, place 1 money on the Horde Card of the predicted rank.
    - ~ **Color and Rank:** If you predicted a color and a rank and the revealed card matches *both* the predicted color and rank, take all of the money on both the Dragon Horde Card of the predicted color *and* the Horde Card of the predicted rank. If the revealed card matches *either* the predicted color or the predicted rank *but not both*, take half of the money on the matching Horde Card, rounded down. The remaining money on that Horde Card moves to the predicted, unmatched Horde Card. If the revealed card matches *neither* the predicted color nor the predicted rank, place 1 money on the Dragon Horde Card of the predicted color and 1 money on the Horde Card of the predicted rank.
    - ~ You may not make a prediction involving a Horde Card with no money on it. For example, you may not predict "green Rogue" if either the green Dragon Horde card or the Rogue Horde Card is empty.

## Other Rules

- If no Horde Card has any money on it, the game ends immediately.
- Players may not join the game after it has begun. A player may leave the game at any time, but that player may not rejoin later. The money they placed on Horde Cards stays.
- If you are playing Adventurer's Choice and you run out of money during the game, you may immediately take a loan from another player (see **Adventurer's Choice** on page 6). This is an exception to the rule that normally disallows loans during a game.

## Examples



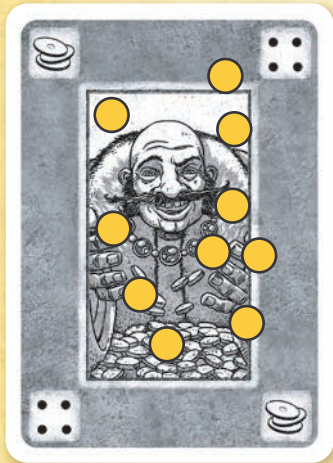
The Rogue Horde Card has 7 money on it. Cliff rolls a 3 and a 4. He places 1 money on the Bard Horde Card and 1 money on the Merchant Horde Card. He then decides to predict "Rogue". A Lady is revealed, so Cliff must place 1 money on the Rogue Horde Card, bringing it to 8.

Later in the game, the green Dragon Horde Card has 5 money, so Tom (after rolling) decides to predict "green". A green Bard is revealed, so Tom takes the 5 money from the green Dragon Horde Card.





Later still, the blue Dragon Horde card has 7 money on it and the Merchant Horde Card has 10. After rolling, Sam decides to predict “blue Merchant”. A blue Rogue is revealed. Sam takes 3 money from the blue Dragon Horde Card (half rounded down, since his prediction was half-right)! He then moves the remaining 4 money from the blue Dragon Horde Card to the Merchant Horde Card, bringing its total to 14. The next player should probably call “Merchant”, unless other Horde Cards are even better!



## Variants

### Double Double

- ~ If you roll doubles, take the coins from all three Dragon Horde Cards, then take another turn.

# ~ City Square ~



In City Square, you are trying to build the most prosperous city. You have four turns (*years*) to build your nine-district city. Although you will not be able to control what sorts of districts develop in your city, you will control where they develop in relation to one another. Carefully planning how your districts neighbor one another will ensure a prosperous city.

## Building Your City

- ~ Each year, you will receive 3 cards which you must place face-up in your city.
- ~ When you place a card in your city, it must fit into a three-by-three grid of cards. Each grid location is a district in your city. If your city does not yet fill a three-by-three grid, you may place a card to extend it in any direction.
- ~ Each district may hold up to 2 cards. If you place a second card on a district, place it directly on top, covering the first card. The first card does not count in scoring and has no further effect on the game.
- ~ Once a card is placed in a district, it may not be moved.
- ~ You may not play 2 cards to the same district in the same year.
- ~ You may have empty districts at the end of the game.
- ~ Districts are *connected* if they are adjacent to each other. Districts that are diagonally adjacent are not connected.

## Order of Play

1. Ante
2. Each player is dealt 3 cards from the Rogues and Warriors Deck, which they must place in their city, following the rules above. Players may place their cards simultaneously.
3. Betting Round
4. Repeat steps 2. and 3. three more times, for a total of four years.
5. Players score their cities and the winner is determined.

## Scoring

- ↪ The player with the highest-scoring city wins. Cards score points based on how well they combine with the other cards in your city.
- ↪ **Tiebreaker:** Color



### Merchants are Markets

Each Market in the largest connected collection of Markets in your city scores 1 point. Markets that are not connected to your largest collection do not score.



### Ladies are Estates

An Estate scores 1 point for each *unique type* of district connected to it that is not a Slum (Rogue).

So, for example, an Estate that has a Barracks, a Tavern, a Market and another Estate as its neighbors is worth 4 points. (This is the highest number of points an Estate can score.)



### Warriors are Barracks

Building Barracks in strategic locations allows them to patrol your Slums. This prevents the Slums from taking over your city. Barracks are worth no points on their own.



### Rogues are Slums

An unpatrolled Slum causes Estates and Markets connected to it to fail. Any district that fails due to a Slum is treated as an empty district.

A Slum that is connected to a Barracks is *patrolled*. A patrolled Slum does not make connected districts fail and is instead worth 1 point.



### Bards are Taverns

Taverns serve drinks to the hardworking Warriors. In addition, a Tavern does not fail if it is connected to a Slum.

Taverns score 1 point for each connected Barracks.

## Scoring Examples



- ↪ The Barracks (Warrior) patrols the Slum (Rogue), so the Slum does not shut down its neighbors.
- ↪ The Slum is worth 1 point, since it is patrolled.
- ↪ The Tavern (Bard) on the left is worth 1 point because it neighbors the Barracks. The other Tavern is worth no points.
- ↪ The Estate (Lady) is worth 2 points because it has 2 unique non-Slum neighbors: a Tavern and a Market (Merchant).
- ↪ The 3 Markets across the bottom are part of a connected group of Markets, so each is worth 1 point. The Market in the upper right scores no points because it is not part of the largest connected collection of Markets.
- ↪ This city is worth 7 points.



- ↪ First, the unpatrolled Slum (bottom-right) causes both of its neighboring Markets to fail. They are treated as empty districts.
- ↪ The Tavern is worth 1 point for its connected Barracks.
- ↪ The upper-right Market is only worth 1 point, since its neighboring Market has been shut down by the Slum.
- ↪ The topmost Estate is worth 3 points for neighboring a Tavern, a Market, and another Estate.
- ↪ The center Estate is worth 2 points for its neighboring Barracks and Estate.
- ↪ The lower-left Slum is worth 1 point because it is patrolled.
- ↪ This city is worth 8 points.





- ↪ The Markets are worth 1 point each, since they are part of a connected collection of Markets.
- ↪ The Barracks patrols its 2 neighboring Slums, so those Slums are worth 1 point each.
- ↪ The third Slum is not patrolled. It scores no points. It does not cause any neighboring districts to fail, though, since its only neighbors are other Slums.
- ↪ The Tavern is worth no points.
- ↪ The center-bottom Estate is worth 3 points for neighboring 3 different types of non-Slum district. The other Estate is worth 2 points.
- ↪ This city is worth 9 points.

## Variants

### Dragon Cards

- ↪ Dragon Cards are Fancy Taverns that attract wealthy patrons and adventurers. They score as though they were Taverns.
- ↪ When scoring Estates, each Dragon is treated as a unique neighbor, even if the Estate is connected to other Dragons or Taverns.
- ↪ In addition, each Dragon that is connected to the largest connected collection of Markets adds a point to the value of that collection. However, a Dragon cannot connect two disjoint Markets.

### Happy Peasants

- ↪ Slums that are connected to Taverns count as patrolled. This rule does not apply to Fancy Taverns.

## ~ The Wheel ~



In The Wheel, the strongest spoke at the end of the game will determine the value of your hand. During the game you will have opportunities to play cards from your hand to the Wheel to influence the strength of each spoke. But you must be clever, because playing a card to strengthen a particular spoke removes the card (and its potential points) from your hand. Unfortunately, the cards you need to strengthen a spoke are the same cards that will score if that spoke ends up being the strongest.

### Setup

- ~ Take the grey cards and arrange them in a circle as shown below. In clockwise order, the ranks are Warrior, Merchant, Bard, Lady, Rogue. These are the spokes of the Wheel which will be built outward over the course of the game.



## Playing a Card



- When you play a card to the Wheel, you must play it on either the spoke of the same rank or on one of that spoke's neighbors. For example, a Rogue may be played on the Lady, Rogue or Warrior spoke.
- A card played on the spoke of the same rank is called a *companion*. A card played on a neighboring spoke is called an *ally*.
- Each companion adds 2 strength to the spoke on which it is played. Each ally adds 1 strength to the spoke on which it is played.
- Companions are placed in line with their spoke. Allies are placed offset in a counter-clockwise direction (see illustration). This placement is important, so that players may quickly evaluate the strength of each spoke.



## Order of Play

1. Ante
2. Each player is dealt 7 cards from the Rogues and Warriors Deck.
3. Place 3 cards from the Rogues and Warriors Deck face down near the Wheel. These cards are the *Clock*.
4. In turn order, each player draws a card from the Rogues and Warriors Deck and adds it to their hand, then plays a card from their hand to the Wheel as described above under “Playing a Card”.
5. After each player has taken a turn, reveal a card from the Clock and play it as an ally *one spoke clockwise* from its own rank. For example, a Warrior would be placed on the Merchant spoke, a Lady would be placed on the Rogue spoke, etc.
6. Betting Round
7. If there are still cards in the Clock, repeat steps 4. through 7.
8. Players reveal their hands and the winner is determined.

## Scoring

- ~ First, determine the spoke with the highest strength. Remember, each companion adds 2 strength to its spoke and each ally adds 1 strength.
- ~ If two or more spokes are tied for the highest strength, the one with least-common rank wins. In other words, the Warrior spoke beats the Lady spoke, which beats the Bard spoke, etc.
- ~ A card in your hand scores 2 points if it matches the rank of the strongest spoke (i.e. if it could be played as a companion to the strongest spoke).
- ~ A card in your hand scores 1 point if it matches the rank of either of the strongest spoke’s neighbors (i.e. if it could be played as an ally to the strongest spoke).
- ~ **Tiebreaker:** Color (note that this applies only to ties between *players*, not ties between spokes!)

## Example



- This example shows a game in progress.
- The Warrior and Bard spokes each have strength 0.
- The Rogue spoke has strength 2, since it has 1 companion.
- The Lady spoke has a companion and 2 allies. The Merchant spoke has 4 allies, so each has strength 4. Since Ladies are less common than Merchants, the Lady spoke is currently winning.
- If the game ended now, Ladies would be worth 2 points each. Rogues and Bards would be worth 1 point each. Merchants and Warriors would be worth no points.
- However, the game is not over, since there is still one card left in the Clock.

## Variants

### Dragon Cards

- ~ A Dragon Card may be played on any spoke to add 3 strength to that spoke.
- ~ Dragon Cards are worth no points in your hand at the end of the game.
- ~ If you play a Dragon Card to the Wheel, play it offset in a *clockwise* direction from the spoke on which it is played, to keep it separate from the other cards.
- ~ If a Dragon Card is revealed from the Clock, discard it instead of placing it on the Wheel. Do not draw a replacement.

### Multiple Successive Games

- ~ If you are playing multiple successive games of The Wheel, then at the end of each game, place a marker on the strongest spoke before clearing all cards that have been played to the Wheel.
- ~ In subsequent games, cards cannot be played on a marked spoke.
- ~ If a card from the Clock would be played to a marked spoke, that card is discarded instead. Do not draw a replacement.
- ~ After every third game, clear the all of the markers from the Wheel.

## The Unwound Clock

- ↷ The Unwound Clock is a variant that is significantly different from the base game. In this variant, cards from the Clock are not played at regular intervals, but are instead played whenever a player chooses to do so on their turn. This means that the length of the game is not predetermined.
- ↷ When playing The Unwound Clock, use the *Playing for Shares* rule described in the Appendix on page 40.
- ↷ In The Unwound Clock, unlike in the base game, cards from the Clock may be played on any legal spoke.
- ↷ A Dragon Card revealed from the Clock may be played on any spoke to add 3 strength to that spoke. Dragon Cards are worth no points in your hand at the end of the game.
- ↷ All the normal rules for **The Wheel** are followed unless otherwise stated.

## Order of Play

1. Ante
2. Each player is dealt 7 cards from the Rogues and Warriors Deck.
3. Instead of a fixed 3-card Clock, the Clock contains a number of cards equal to the number of players in the game plus 1.
4. The Starting Player takes the first turn. Players continue taking turns in clockwise order until the last card is played from the Clock.  
On your turn, draw a card from the Rogues and Warriors Deck and add it to your hand, then *either*:
  - ↷ play a card directly from your hand to the Wheel, *or*
  - ↷ discard a card from your hand face up, then reveal a card from the Clock and play it to the Wheel.
5. As soon as the last card from the Clock has been played, the game ends. Players reveal their hands and the winner is determined.

## Appendix: Playing for Shares

An alternate method that can be used for betting is *Playing for Shares*. When Playing for Shares the ante is the only bet. Any Betting Rounds in the game are skipped. At the end of the game, the players with the highest-scoring hands collect shares of the pot based on their placement and the number of players in the game.

Playing for Shares is generally less interesting than playing with Betting Rounds. However, games will go more quickly with Playing for Shares, since a good deal of time is spent on Betting Rounds.

Playing for Shares works particularly well for **Den of Thieves**, **City Square**, and **The Wheel**. Playing for Shares is required in *The Unwound Clock* variant of **The Wheel**.

- When Playing for Shares, players first agree upon a fixed amount that each player will bet. This amount is called a *share*. (3 is a good share amount when playing Adventurer's Choice.)
- When a game calls for players to Ante, each player places one share into the pot.
- During the game, skip all Betting Rounds.
- At the end of the game, players collect shares from the pot as listed in the table on page 41.
- If two players tie for first place, then combine the money for first and second place and split this amount between the tied players, rounding down.
- If more than two players tie for first place, split all the money in the pot among the winners, rounding down.
- If two or more players tie for second place, then combine the money for second and third place and split this amount among the tied players, rounding down.
- If two or more players tie for third place they simply split the third place money, rounding down.
- When splitting the pot due to ties, any remainder stays in the pot for the next game. If the next game will also use Playing for Shares, the remainder is added to the amount won by the first place player in the next game.
- Some games work just fine without any betting at all. If you wish to play without betting, simply use the Playing for Shares rule with a share size of 0. It's not always about the money!



Number of Players	Shares for Third Place	Shares for Second Place	Shares for First Place
2	n/a	0	2
3	0	1	2
4	0	1	3
5	0	2	3
6 or more	1	2	all remaining

**Please note:** SlugFest Games does not condone actual gambling for real money! This is a game, folks. We suggest that you play for cardboard tokens and bragging rights only!

### The Red Dragon Inn: Gambling? I'm In!

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