

~ Gambling in The Red Dragon Inn ~

With the exception of Dragon Hordes, any of the games described can be played inside a game of **The Red Dragon Inn**. Before you attempt to combine any of these games with RDI, you must familiarize yourself with the games you wish to use. We suggest starting out with the simpler games, such as **Rogues and Warriors** or **Threes**.

Gambling? I'm In!

- ~ Whenever someone plays "Gambling? I'm in!" to start a Round of Gambling, they may choose a game from **The Red Dragon Inn: Gambling? I'm In!**, along with any variants they wish. That player is the Starting Player. Variants that use *Playing for Shares* may not be chosen (see Appendix A on page 40).
- ~ After a game is chosen, players ante as normal. If you have a card that allows you to avoid having to ante or leave the Round, you may play it at this time.
- ~ After players ante, the chosen game is played, rather than a standard Round of Gambling. The winner of this game takes the pot.
- ~ The rules for the chosen gambling game are followed, with one change: whenever the gambling game rules call for a Betting Round, players play Gambling and Cheating Cards instead.

Playing Gambling and Cheating Cards

- ~ Whenever the gambling game would normally have a Betting Round, *players do not bet*. Instead, each player still in the Round of Gambling may play one Gambling or Cheating Card or pass. Cards are played in turn order starting with the Starting Player.
- ~ Playing a Gambling or Cheating Card does not put you in control of the Round. Instead, it allows you to change your cards or dice as described below.
- ~ After each player has either passed or played one Gambling or Cheating Card, the gambling game proceeds to the next step listed under its *Order of Play*.
- ~ As in normal Red Dragon Inn play, players may play Sometimes and Anytime Cards during the Round of Gambling. So, for example, counter-cheat cards or cards that steal Gold from the pot may still be played. In addition, "Oh, I guess the Wench thought that was her tip..." will still end the Round immediately.
- ~ If a card effect would cause a player to leave the Round of Gambling partway through, that player folds immediately.
- ~ If Dimli plays "Best two out of three?", players still in the Round ante, then repeat the gambling game that was just played.

Card Effects

When you play a Gambling or Cheating Card, follow all instructions on the card, with the following exceptions:

- ~ Any Gambling or Cheating card may be played after a "Winning Hand!" card. Ignore any text that specifies that a card may not be played if the last card played was "Winning Hand!"
- ~ Ignore any text that specifies that you are in control of the Round. The Round of Gambling is won by the player who wins the gambling game being played.

After following the card's instructions, choose an effect corresponding to the type of card you played:

Gambling Cards

- ~ Playing a Gambling Card allows you to choose one of the following effects:
 - ~ Reroll one of your dice **or**
 - ~ Look at the top card of the Rogues and Warriors Deck. If you wish, replace a card in your hand with this card. Discard the unused card face down.

Cheating Cards

- ~ Playing a Cheating Card allows you to choose one of the following effects:
 - ~ Change the value of one of your dice **or**
 - ~ Look at the top 3 cards of the Rogues and Warriors Deck. If you wish, replace a card in your hand with one of these cards. Discard the unused cards face down.

Winning Hand!

- ~ Playing a "Winning Hand!" allows you to choose one of the Cheating Card effects, but with the added advantage that "Winning Hand!" cannot be affected by counter-cheat cards.

Force-out Cards

- ~ **The Red Dragon Inn** includes two Cheating Cards which allow you to force another player out of the Round: "What's that up your sleeve?" and "Wulfric thinks you should fold..."
- ~ When you play one of these cards, you do not choose a Cheating Card effect. Instead, choose a player to force out of the Round (as stated on the card), then choose one of the Gambling Card effects.
- ~ These cards still count as Cheating Cards, though, so a counter-cheat card may still be played!

Note: if you play a Gambling or Cheating Card, you may replace the face-down card in your Keep in **Threes** (*Hidden Fate* variant) or a card in your city in **City Square**. These cards count as your hand.