



Gambling? I'm In!

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The Cards

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, if you draw from a shuffled deck, 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

Rank: A card's rank is shown in three ways on a card: by the icon and the number in the corners, and by the picture in the center. Cards with a lower number are rarer and, in many games, better.

Color: Cards come in three colors - red, blue and green. A card's color is also indicated by the pattern down the side of the card. The diagonal lines are red, the circles are blue, and the wave pattern is green.

Animal: Each of the 15-card sets mentioned above has an animal "suit" associated with it: Wolf, Hawk, Horse, Owl, Hare and Wren. Each color has a mammal suit and a bird suit.



Dragons: In addition to the standard 90-card deck, there are three Dragon Cards - one of each color. The Dragon Cards do not have associated animal suits. Most games specify optional 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 for the games **The Wheel** and **Dragon Hordes**. The backs of the Grey Cards contain useful information including the pair rankings for the game **Rogues and Warriors**. The Grey Cards are never shuffled into the deck.



Game Concepts

This document describes 15 different games that can be played either standalone or within a game of The Red Dragon Inn. Most games require the Rogues and Warriors Deck, and some games also require some d6's that you will need to provide yourself.

Number of Players: The meeple icon on each game shows how many players can play. For some games, it is possible to play with a higher player count than indicated, but you may run out of cards. If that happens, simply shuffle the discards and continue.

Complexity: Each game has a complexity rating:



Simple



Medium



Complex

Variants: Most games list optional variants. Multiple variants for a game may be combined unless the description says otherwise.

Playing Standalone: Each game is a standalone gambling game. When playing the games standalone, we recommend using the rules described in Appendix A - Adventurer's Choice, in which players take turns choosing one of the games in this book and the player with the most chips at the end of the night is the winner. When playing these games standalone, you will need betting tokens in multiple denominations, such as poker chips.

Playing Inside RDI: Many of the games can be played inside a game of The Red Dragon Inn, replacing normal Gambling Rounds. The rules for this are described in Appendix B - Playing in The Red Dragon Inn. Games that are compatible with this mode of play are marked with the coin icon shown to the right.



Betting Rounds vs. Playing for Shares: Most of the games may be played either with Betting Rounds (described in Appendix C) or with a single fixed wager. The latter is referred to as *Playing for Shares*, and is described in Appendix D. Betting Rounds generally give players more interesting choices, but Playing for Shares provides a faster game.

Information: A player may look at the cards they are dealt at any time unless the game rules specify otherwise. All discarded cards are discarded face down unless the game rules specify otherwise. Be sure to keep the discard pile separate from the deck!

Starting Player: These rules sometimes 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. (This is the "Adventurer's Choice" variant described in Appendix A.)

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 score) unless the game says otherwise. 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. (They 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).

Gambling: Please be aware that some jurisdictions prohibit gambling for real money, even in casual home games. SlugFest Games recommends playing solely for poker chips and bragging rights!

Rogues and Warriors

Designed by The SlugFest Team



Rogues and Warriors is a very simple game that is great for introducing concepts such as Betting Rounds and the distribution of cards in the deck. The object of Rogues and Warriors is to have the highest pair, as indicated on the reference cards. Warrior-Warrior is the best hand, and Rogue-Rogue is the worst. The player with the best pair wins.

Order of Play

1. Ante
2. Each player receives a hand of 2 cards from the Rogues and Warriors Deck.
3. Betting Round
4. Each player simultaneously reveals 1 card.
5. Betting Round
6. Players reveals their hands and determine the winner.

Scoring

The player with the highest pair wins.

Tiebreaker: Color (See “Ties” on page 3.)

Variants

Dragon Cards: A Dragon Card counts as the same rank as the other card in your hand. A pair of Dragon Cards beats all other hands. In the case of a tie, a hand with a Dragon Card beats one without. If it is still a tie, apply the Color tiebreaker as normal.

Exchange Variant: After the second Betting Round (step 5 above), each player, starting with the Starting Player, may choose to discard their face-down card and draw a replacement from the Rogues and Warriors Deck. After this, there is another Betting Round, then players reveal their hands and the winner is determined.

Rank and Class: (Designed by Jay Anderson) During step 2, each player receives 2 cards, but only looks at one of them. Players hold their other card up to their foreheads facing outward so that *only the other players* can see it. In other words, you know your own private card and everyone else’s public card, but you don’t know your own public card!

When playing Rank and Class with the Exchange Variant, you may exchange either card. If you exchange the one you can’t look at, you still can’t look at the replacement. If multiple people exchange the cards they can’t look at, they show their replacements to the other players simultaneously.

When playing Rank and Class inside a game of RDI, playing a Gambling Card allows you to either a) look at the top card of the deck and replace your private card with that one or b) replace your public card *without looking at it or its replacement*. However, playing a Cheating Card or a Winning Hand allows its normal effect, so cheating could allow you to know your own public card! (See Appendix B on page 40.)

Warrior-Bard beats...

Lady-Merchant,
which beats...

Bard-Rogue, etc.



Threes

Designed by Cliff Bohm



Threes is a simple dice game where the object 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 their 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 determine the winner.

Scoring

The player with the lowest total showing in their *Keep* wins. Any 3's in your *Keep* score zero points instead of three. Each other number scores its normal face value.

Tiebreaker: None. The tied players use the chosen Split Rule to split the pot. (See "Ties" on page 3.)

Other Notes

If all of the dice you roll show the same number, you must put all of them into your *Keep*. Similarly, if you roll only one die, you must keep whatever you roll!

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 (since they are 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 also playing with Fool's

Luck, Strength in Numbers beats Fool's Luck.

Can't Win With Nothing: If all of the dice in your Keep are 3's, you lose. If you are also playing with Strength in Numbers, a Keep of all 3's still loses (after all, Bards aren't very strong).

Hidden Fate: Each player starts with 4 dice instead of 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 the first die in their Keep.

The game is played as normal, except with each player rolling 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

Designed by Thomas Root



In King's Council, you are trying to assemble a council of advisors to the King (or Queen). This particular leader prefers yes-men, however, so 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 receives a hand of 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 once.
7. Betting Round
8. Players reveal their hands and determine the winner.

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*, so for this game, Wolf, Horse and Hare all "match", as do Hawk, Owl and Wren.)



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, and a card that exactly matches the King (rank, color, and animal type) is worth 4 points.

Tiebreaker: Color (See “Ties” on page 3.)

Scoring Example

In this example, the King is a blue Bard with the Hare (a Mammal) as its animal suit.

Your final hand is:



- 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.
- Your Lady is worth no points.
- Your hand is worth a total of 9 points.
- Another way to calculate your score is to note that you have two Bards (4 points), two blue cards (2 points) and three Mammals (3 points), which also sums to 9 points.

Variants

Foreign Council: A hand worth zero points beats all other hands.

Dragon Cards: The Dragon Card of the King’s color is worth 5 points. The other two Dragon Cards are worth 3 points each. If a Dragon Card is revealed as the King, discard it and reveal a new King instead.

Jack of All Trades

Designed by Cliff Bohm



In Jack of All Trades, you are a noble assigning your workers to jobs. The object is to have the lowest total of unassigned workers at the end of the game.

Order of Play

1. Ante
2. Each player takes 5 dice and rolls them. These are your workers.
3. Betting Round
4. Reveal a card from the Rogues and Warriors Deck. This is the first 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 twice each, so that there are a total of 3 revealed jobs.
8. Reveal a fourth job (the *Last Call*).
9. Each player may place *all of their matching workers* onto the Last Call. If a player has no workers that match the Last Call, that player may place *up to one Jack of All Trades* there.
10. Players compute their scores and determine the winner.

Scoring

The player with the lowest total showing on their remaining unassigned dice wins.

Tiebreaker: None. The tied players use the chosen Split Rule to split the pot. (See "Ties" on page 3.)

Variants

No Last Call: Players may only assign *one* matching worker each to the Last Call. This makes the fourth job the same as the first three.

Hidden Fate: In this variant, workers are represented by cards instead of dice, and jobs can be *either* cards or dice. At the start of the game, instead of rolling 5 dice, each player is dealt a hand of 5 cards, which they can look at but keep hidden from other players. These are your workers.

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 four 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.

When you assign a worker to a job, discard that card from your hand. Discard these cards face up to the center of the table.

If a 6 is rolled as a job, players may assign any worker to that job. Each player may only assign *one* worker to 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 of unassigned cards in hand wins.

Dragon Cards: If a Dragon Card is revealed as a job, players may assign any worker to that job. Each player may only assign *one* worker to that job, even if it is the Last Call. A Dragon Card in your hand in the Hidden Fate variant has a value of 0 and may not be assigned to any job.

Doubleroque

Designed by Jeff Morrow



Doubleroque is a press-your-luck game where the object is very simple - don't get two face-up Rogues!

Order of Play

1. Each player receives a hand of 3 cards from the Rogues and Warriors Deck, plus 1 additional card face up in front of them.
2. Each player antes 1 coin.
3. Starting with the player with the rarest card showing (see below) and going once around the table clockwise, each player chooses whether to Hit, Fold or Defend:

Hit: Reveal the top card of the Rogues and Warriors Deck and add it to the face-up cards in front of you. If this results in you now having 2 face-up Rogues, pay 5 coins to the pot and discard all of your cards face down. You are out of the game.

Fold: Discard all of your cards face down and leave the game.

Defend: Reveal a non-Rogue card from your hand and add it to the face-up cards in front of you. If you have no more non-Rogue cards in your hand, you may not choose to Defend.

4. Repeat steps 2 and 3 until only one player remains. That player wins!

Other Notes

Rarest Card Showing: The first player to act can change from round to round. It is the player with the rarest card among their face-up cards. If tied, look to the next rarest card showing, then the next rarest, etc. If two or more players are still tied, then the first tied player in turn order acts first. (Turn order counts clockwise from the Starting Player.)

No Playing for Shares: Because the repeated antes are an integral part of Doubleroque, this game does not work with the Playing for Shares rules (described in Appendix D).

Playing in RDI: Even though this game does not have Betting Rounds, it still works inside a game of RDI with the following rule changes:

1. Replace step 2 with a round of RDI card play as though it were a Betting Round.
2. If you get two Rogues, you simply leave the round. You do not have to pay 5 coins to the pot.
3. Players may not choose to Fold.

Variants

Royal Sampler: If a player has among their face-up cards a Warrior, a Lady, a Bard, a Merchant, and a Rogue, they win immediately.

Rogue's Bounty: The default penalty for having two face-up Rogues is 5 coins. Changing this number makes for a rather different game. A higher number rewards cautious play, while a lower number lets you throw that caution to the wind!

Dragon Cards: A Dragon Card is simply a non-Rogue card like any other. Since it is rarer than any other rank, a Dragon Card will act first in each round if one is face up.

Doubledragon: If a player gets two face-up Dragons, they win immediately.

Three Kingdoms

Designed by Ian Schreiber



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 war's progress.

War Cards

War Cards are revealed from the Rogues and Warriors Deck and placed in the center of the table at various points in the game. For clarity, War Cards should be grouped by color and fanned out in ascending order within each color. Players should be able to easily see the rarest (i.e. lowest-numbered) card in each color, as well as how many cards there are in each color. The War Cards are used to determine final scoring, and are shared among all players.

Order of Play

1. Ante
2. Each player receives a hand of 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, bringing the total number of War Cards to 5.
7. Betting Round
8. In turn order, each player discards 0, 1, or 2 cards from their hand, then draws that many cards.
9. Reveal 1 final War Card from the Rogues and Warriors Deck. If all three colors are now tied (see *Scoring* below), then reveal a seventh War Card.
10. Betting Round
11. Players reveal their hands and determine the winner.

War Value

Each of the three colors (the three kingdoms) will have a War Value based on the revealed War Cards of that 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). A *lower* War Value is better.

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



In this example, red's General is the Bard, since it has the lowest numerical rank. The two other red cards reduce red's War Value by 2, down to 1.

A color's War Value may never be reduced below 1.

If two more colors have a War Value of 1, then a color that includes a Warrior beats a color without one. Otherwise, the colors are tied. If two or more colors are tied with a War Value *other than* 1, then a color with only a single card in it beats a color with multiple cards. Otherwise, the colors are tied.

A color with no War Cards cannot possibly win the war, so that color has an infinitely high (i.e. bad) War Value.

Scoring

Each card in your hand that matches the color with the lowest War Value is worth 2 points. Each card in your hand that matches the color with the second lowest War Value is worth 1 point. Cards of the third color are worth no points.

If, after applying the War Value tiebreakers listed above, two colors are tied for the lowest War Value, then cards matching the tied colors are worth 1 point each. Cards of the third color are still worth no points.

If there is a tie for second-lowest War Value, then cards of the color with the lowest War Value are worth 2 points each, and all other cards are worth no points.

Tiebreaker: Rank (See "Ties" on page 3. Note that this tiebreaker applies only to ties between *players*, not War Value ties between kingdoms!)

Variant

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 would be worth no points otherwise.

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 other War Value tiebreakers listed above.

War Value 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. Blue and red each have a War Value of 1, but blue has a Warrior and red does not, so blue wins the war. Blue cards in players' hands are worth 2 points each, and red cards are worth 1 point each. Green cards are worth no points.



In this case, 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. Blue also has a War Value of 3, since its General is a Merchant with a 1-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. Red cards are worth no points.

Dragon Hordes

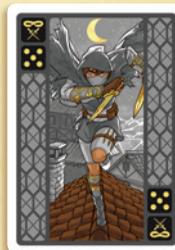
Designed by JD Walsh



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 (known as *Hordes*) accrue coins, which 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 Dragon Cards in a second row. These are the *Horde Cards*.



Each player, in turn order, reveals a card from the Rogues and Warriors Deck and places 1 coin on the Dragon Horde Card of the color matching the revealed card, then places 1 coin on the Grey Horde Card of the rank matching the revealed card.

This game requires at least two six-sided dice. It is convenient for each player to have two of their own.

Order of Play

Beginning with the Starting Player, players take turns in clockwise order until all Horde Cards are empty. On your turn, follow these steps:

1. Roll two dice.

If you roll doubles, take all of the coins from *all three* Dragon Horde Cards and end your turn. If there are no coins on any of the Dragon Horde Cards, instead take all of the coins from *all* of the Horde Cards. This ends the game.

If you don't roll doubles, place 1 coin on each of the Horde Cards corresponding to the two numbers you rolled. If your roll includes a 6, place a coin on the Dragon Horde Card of your choice.

2. After rolling, you may make a prediction or pass. If you pass, your turn ends.

To make a prediction, choose either a color, such as “red”, a rank, such as “Bard”, or both, such as “blue Merchant”. You may not make a prediction involving an empty Horde Card. For example, if the blue Dragon Horde card is empty, you may not predict “blue”, nor may you predict “blue Rogue”.

After making a prediction, 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 coins on the Dragon Horde Card of the predicted color. If the revealed card does not match the predicted color, place 1 coin 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 coins on the Grey Horde Card of the predicted rank. If the revealed card does not match the predicted rank, place 1 coin on the Grey Horde Card of the predicted rank.

Color and Rank: If you predicted both a color and a rank and the revealed card matches *both* the predicted color and rank, take all of the coins on both the Dragon Horde Card of that color and the Grey Horde Card of that rank.

If the revealed card matches *neither* the predicted color nor the predicted rank, place 1 coin on the Dragon Horde Card of the predicted color and 1 coin on the Grey Horde Card of the predicted rank.

If the revealed card matches *either* the predicted color or the predicted rank, *but not both*, take half the coins from the matching Horde Card, rounded down. Then move the remaining coins on the matching Horde Card to the predicted, unmatched Horde Card.

Other Rules

If all Horde Cards are empty, 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. Any coins they placed on Horde Cards stay there.

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 Appendix A). This is an exception to the rule that normally disallows loans during a game.

Examples



The Rogue Horde Card has 7 coins on it. At the start of his turn, Cliff rolls a 3 and a 4, so he places 1 coin on the Bard Horde Card (rank 3) and 1 coin on the Merchant Horde Card (rank 4). He then decides to predict "Rogue". A Lady is revealed, so Cliff must place 1 coin on the Rogue Horde Card, bringing its total to 8.

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





Later still, the blue Dragon Horde Card has 7 coins 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 coins from the blue Dragon Horde Card (half rounded down, since his prediction was half-right). He then moves the remaining 4 coins from the blue Dragon Horde Card to the Merchant Horde Card, bringing its total to 14. The next player should probably predict “Merchant”, unless other Horde Cards are even better!

Variant

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

Delve

Designed by Jeff Morrow



In Delve, you are putting together an adventuring team to explore the dungeons and defeat monsters. Cards are your adventurers, and dice are monsters to be defeated. Some of the monsters are common - the dungeon is crawling with them, so any player can defeat one of them. Other monsters are ones that you’ve discovered in the depths and that only you have the opportunity to defeat. The player who can efficiently defeat the most monsters wins!

Order of Play

1. Ante
2. Each player receives a hand of 7 cards from the Rogues and Warriors Deck.
3. **Scout** - Roll 2 dice to the center of the table.
4. Betting Round
5. **Recruit** - In turn order, each player discards 0, 1, or 2 cards from their hand, then draws that many cards.
6. **Explore** - Each player rolls 2 dice and keeps those dice in front of them.
7. Betting Round
8. **Delve** - Roll 3 more dice to the center of the table.
9. Betting Round
10. **Attack!** - Players reveal their hands and determine the winner.

Scoring

At the end of the game, each player will have 7 adventurers (cards) and 7 monsters they can defeat (dice). The 7 monsters you can defeat are the 5 in the center of the table plus the 2 in front of you. Each card in your hand may fight one monster.

An adventurer can defeat any monster with a numerical rank equal to or higher than the adventurer's rank. So a Warrior (rank 1) can defeat any monster, whereas a Rogue (rank 5) can only defeat a 5 or a 6.

The winner is the player who can defeat the highest number of monsters.

Tiebreaker: In the case of a tie, the tie is broken by **Overkill**. Overkill is simply the difference between a monster's numerical value and the numerical rank of the adventurer used to defeat it. So, if you use a Bard (rank 3) to defeat a die showing 3, that's no Overkill. If you use a Warrior (rank 1) to defeat a die showing 6, that's a whopping 5 points of Overkill. *Overkill is bad.* If two or more players defeat the same number of monsters, then the winner is the player who defeated those monsters with the least total Overkill. If two or more players defeat the same number of monsters and have the same total Overkill, then apply the Color tiebreaker. (See "Ties" on page 3.)

Other Rules

Remember that the common dice represent monsters that are common throughout the dungeon. If you defeat a common monster, that die remains in play and may still be defeated by another player, as well.

If you are playing Delve inside a game of RDI, remember that Gambling and Cheating Cards allow you to alter your own cards or dice, but **not** the common dice in the center of the table.

Examples

Common Dice



At the end of the game, Sam has dice showing 1 and 3 in front of him. The common dice in the center of the table are 2, 4, 4, 5, 5. Sam's final hand is Warrior, Lady, 2 Merchants and 3 Rogues. He has his Warrior defeat the 1, his Lady defeat the common 2, and 2 Merchants and 2 Rogues defeat the common 4's and 5's. Sam's 3 die unfortunately remains undefeated, so his score is 6. (But he happens to have a perfect Overkill value of 0, since the cards he used all exactly match the dice they defeated.)



In another game, the common dice are 3, 3, 4, 5, 6, and Jen's dice are 4 and 6. Jen's hand is Warrior, 2 Bards, 2 Merchants and 2 Rogues. Jen can defeat all seven monsters here, but she must do so rather inefficiently: the Warrior and one Bard go after the 3's (2 points of Overkill so far). The other Bard takes out one of the 4's (1 more Overkill), and the Merchants and Rogues defeat the remaining 4, 5, 6, 6 (3 more points of Overkill). So Jen has defeated all seven monsters, but her total Overkill is 6. Note that if Jen rearranges her heroes so that different cards are assigned to different legal dice, it keeps her total Overkill the same - she can't cleverly rearrange to do any better than 6!

Variants

Specialists Required: The two monsters in front of you require specialists - they must be defeated **with no Overkill**. For each of those two monsters, if you can't exactly match its value, it remains undefeated. (This is **not** all-or-nothing. If you can defeat one of them with no Overkill, then that one is defeated even if you can't perfect-kill the other.) Note that you can never defeat a 6 die without Overkill! The common monsters in this variant can be defeated with Overkill as normal.

Dragon Cards: A Dragon Card is wild. It can defeat any monster with no Overkill.

Spy Network

Designed by Cliff and Natalie Bohm



In the bustling city of Greyport, commerce, intrigue and power struggles are all par for the course. In such a place, knowledge is power, and up-to-date information is crucial. The wealthy and powerful all have elaborate spy networks, carefully bribed and crafted to ensure that if a single member is compromised, the damage to the network is minimized. In this game, you will be recruiting a hand of spies to ensure that you get the important information before anyone else does!

Order of Play

1. Ante
2. Each player receives a hand of 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. In turn order, each player discards 0, 1, or 2 cards from their hand, then draws that many cards.
7. Betting Round
8. Players reveal their hands and determine the winner.

Scoring

Your Spy Network is the longest chain you can make from the cards in your hand such that each card is exactly one rank higher or one rank lower than its neighbors. So this...



...is a valid Spy Network of length 7, since each card's rank differs by exactly one from each of its neighbors. (You may, of course, rearrange your hand however you like to maximize your chain.)

The player with the highest score wins. Your total score is the length of your Spy Network **plus** the number of cards in the longest color within that Spy Network. So the above hand would have a total score of 10: 7 for the length of the Spy Network, plus 3 more for the 3 blue cards. Note that cards not included in your Spy Network do not score at all, even if they happen to be the same color as the longest color within your Spy Network.

Tiebreaker: Rank (note that this tiebreaker counts **all** of the cards in your hand, not just the cards in your Spy Network. See "Ties" on page 3.)

Example



The best way to arrange this hand into a Spy Network is as follows:



Unfortunately, the Warrior can't be included since it has no possible neighbor. (The ranks don't "wrap around" from 1 to 5.) In addition, there is no way to squeeze that fourth Merchant into the chain. This Spy Network has a length of 5. However, it has a strong longest color, since there are 4 red cards. You get 5 points for the length of the Spy Network, plus another 4 points for the red cards. This hand is worth 9 points.

Variants

Friends in High Places: In addition to normal scoring, each Warrior or Lady in your hand is worth an extra point, even if that card is not in your Spy Network.

Hiding in Plain Sight: In step 2, each player gets a hand of 5 cards instead of 7, then rolls two dice that they keep in front of them. Your two dice count as the sixth and seventh cards in your hand. In steps 4 and 6, you may either exchange up to 2 cards, reroll either or both of your dice, or exchange one card and then reroll one die. Dice have no color, so they can be a part of your Spy Network, but do not contribute to your points for longest color. If you are also playing with Friends in High Places, dice showing 1 or 2 do not award any additional points.

Dragon Cards: A Dragon Card is wild and can be used as any rank. If you are also playing with Friends in High Places, a Dragon Card does not gain you an extra point, even if you choose to use it as a Warrior or Lady.

Dragon Hunt

Designed by David DeLauder



In Dragon Hunt, you are assembling a crack team of hunters to take down a dangerous dragon. The best team is a diverse one that has ample experience in facing down monsters of the type that you must eventually face.

Order of Play

1. Ante
2. Remove the three Dragon Cards from the Rogues and Warriors Deck and shuffle them into a face-down pile.
3. Each player receives a hand of 5 cards from the Rogues and Warriors Deck.
4. **False Alarm** - Reveal a Dragon Card at random. This is *not* the Dragon you're hunting today.
5. Betting Round
6. In turn order, each player discards 0, 1, or 2 cards from their hand, then draws that many cards.
7. **Scouting Ahead** - Each player puts 2 cards from their hand face down in front of them. These cards are still a part of your hand, but may not be exchanged in step 10.
8. **It's the Dragon!** - Reveal another Dragon Card at random. This *is* the Dragon you're hunting!
9. Betting Round
10. In turn order, each player discards 0, 1, or 2 cards from their hand, then draws that many cards. Remember, you may not exchange either of the cards you put face down in front of you in step 7!
11. Betting Round
12. **Attack!** - Players reveal their hands (including their face-down cards from step 7) and determine the winner.

Scoring

The player with the highest score wins. Two things contribute to your score: the number of cards you have that match the hunted Dragon's color, and the number of unique card ranks in your hand.

Color: A card of the same color as the hunted Dragon scores 1 point.

Rank Diversity: Count the number of unique card ranks you have in your hand, then score points as follows:

- 1 Rank: 0 points
- 2 Ranks: 1 point
- 3 Ranks: 3 points
- 4 Ranks: 6 points
- All 5 Ranks: 10 points

Tiebreaker: Rank (See "Ties" on page 3.)

Example



In this game, we are hunting the green Dragon. The 3 green cards give us 1 point each. We also have four different ranks in our hand (Warrior, Lady, Bard, Merchant), which gets us 6 more points. Our hapless red Bard is unable to assist with the hunt this time, so we have a total of 9 points.

In the same game (hunting the green Dragon), this hand is worth a measly 4 points: 1 point for the green card, and 3 more points for having 3 different ranks. This team will probably not take down the dragon today.



Variants

League of Hunters: If all 5 of your cards are the same rank, you get 7 bonus points.

Coat of Arms: If all 5 of your cards are the same color (even if it isn't the dragon's color), you get 6 bonus points.

Noble Hunt: Each Warrior in your hand is worth 2 bonus points. Each Lady in your hand is worth 1 bonus point.

The Meeting Place: The "scouts" you place on the table in step 7 are face up instead of face down. They are still part of your hand, and they still may not be exchanged in step 10.

The Forgetful Leader: Once you place your scouts face down in step 7, you may not look at them again until step 12. *(This variant may not be chosen if you are playing Dragon Hunt inside a game of RDI.)*

Deadly Encounter: In step 3, each player gets 6 cards instead of 5. In step 7, each player puts 3 cards face down. Then, each player discards one of those 3 cards at random, face down. You may not look at any of these face-down cards again until step 12, so you won't know the exact cards in your hand until the end of the game! *(This variant may not be chosen if you are playing Dragon Hunt inside a game of RDI.)*

Den of Thieves

Designed by Cliff Bohm



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 receives a hand of 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. In turn order, each player discards 0, 1, or 2 cards from their hand, then draws that many cards.
7. Betting Round
8. Players reveal their hands and determine the winner.

Scoring

The player with the highest score wins. Cards score points based on how well they combine with the other cards in your hand.



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 additional 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 defenders.

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

Each Warrior is worth 3 points, plus 1 additional point for each Rogue it defeats.



Rogues rob other patrons!

Before scoring, each Rogue that isn't defeated by a Warrior will rob another patron, removing the Rogue and the robbed patron from your hand. Rogues rob Merchants first, then Ladies, then Bards. (Just remember: Rogues follow the money!)

Den of Thieves

During scoring, you may declare your hand to be a *Den of Thieves*. In a Den of Thieves, Warriors don't defeat Rogues; they *become* Rogues and do not score points as described above. Each Warrior or Rogue that does not rob a Merchant, Lady or Bard is worth 2 points.

Tiebreaker: Rank (See "Ties" on page 3.)

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 robs one of the Merchants first, removing both itself and the Merchant from your hand. The remaining 5 Merchants are worth a total of 11 points.



Here, the Warrior defeats 2 Rogues. The third Rogue robs the Merchant. The Warrior is worth 5 points (3 for himself, 2 more for defeating 2 Rogues). The Lady is worth 2 points and the Bard is worth 1. This hand is worth a meager 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: When scoring Warriors in a Den of Thieves, they are worth 3 points instead of 2.

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 Card, you must have either 2 Warriors, or 4 Rogues, or 1 Warrior and 2 Rogues. If you are unable to slay the dragon in your inn, your hand is worth no points.

If you slay a dragon, then the Dragon Card and the cards used to slay it are worth a total of 12 points rather than their normal points. The rest of your hand scores normally. It is possible to slay 2 dragons, which scores at least 24 points!

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.

City Square

Designed by Charles Ofria



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

Your city starts the game empty, and you will spend 4 years building it up. Each year, you will receive 3 cards which you must play face up into your city. When you place a card into your city, it must fit into a 3-by-3 grid of cards. Each grid location is a district in your city. If your city does not yet fill a 3-by-3 grid, you may place a card to extend it in any way that does not cause it to become 4 cards wide or 4 cards high.

Once a card is placed, it may not be moved.

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. You may **not** play 2 cards to the same district in the same year.

Two districts are *connected* if they are orthogonally adjacent to each other. Districts that are diagonally adjacent are not considered to be connected.

You may have empty districts at the end of the game. Those districts simply do not score.

Order of Play

1. Ante
2. **Year 1** - Each player receives 3 cards from the Rogues and Warriors Deck, which they must place in their city following the rules above. Players place their cards simultaneously.
3. Betting Round
4. **Year 2** - Each player receives 3 new cards and places them.
5. Betting Round
6. **Year 3** - Each player receives 3 new cards and places them.
7. Betting Round
8. **Year 4** - Each player receives 3 new cards and places them.
9. Players score their cities and determine the winner.

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, as follows.



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 Thieves' Guild (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 Thieves' Guilds. This prevents the Guilds from taking over your city. Barracks are worth no points on their own.



Rogues are Thieves' Guilds.

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

A Thieves' Guild that is connected to a Barracks is *patrolled*. A patrolled Guild 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 Thieves' Guild. Taverns score 1 point for each connected Barracks.

Tiebreaker: Color (See "Ties" on page 3. Note that your "hand" consists of your uncovered city cards. Covered cards do not count.)

Examples



The Barracks (Warrior) patrols the Thieves' Guild (Rogue), so the Guild does not shut down its neighbors.

The Thieves' Guild is worth 1 point, since it is patrolled.



The Tavern (Bard) on the left is worth 1 point since it is next to the Barracks. The other Tavern scores no points, since it has no Warriors and no Thieves to serve.

The Estate (Lady) in the center is worth 2 points because it has 2 unique non-Guild 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 a total of 7 points.



In this city, the unpatrolled Thieves' Guild causes both of its neighboring Markets to fail. They are treated as empty districts.

The Tavern is worth 1 point for the connected Barracks.

The upper-right Market is worth only 1 point, since its connected Market has been shut down by the Thieves' Guild.



The topmost Estate is worth 3 points for being connected to a Tavern, a Market and another Estate.

The center Estate is worth 2 points for being connected to a Barracks and another Estate.



The Thieves' Guild in the lower left is worth 1 point because it is patrolled.

This city is worth a total of 8 points.



In this city, both Markets are connected, so they are each worth 1 point.

The Barracks in the center patrols both of its connected Thieves' Guilds, so those Guilds are worth 1 point each. The third Guild is not patrolled, but it does not cause any neighboring districts to fail, since its only neighbors are other Thieves' Guilds.

The Tavern is worth no points, since it has no connected Barracks.

The center-bottom Estate is worth 3 points for being connected to 3 different types of non-Guild district. The other Estate is worth 2 points.

This city is worth a total of 9 points.

Variants

Dragon Cards: Dragon Cards are Fancy Taverns that attract wealthy patrons and adventurers. They score as though they were Taverns, but with two bonuses:

When scoring an Estate, each Dragon connected to it is counted as a completely unique neighbor, even if that Estate is connected to other Dragons or Taverns.

Each Dragon that is connected to the largest connected collection of Markets adds a point to the value of that collection as though it were a Market. However, a Dragon may not connect two disjoint collections of Markets.

Happy Thieves: Thieves' Guilds that are connected to Taverns count as patrolled. This rule does not apply to Fancy Taverns (Dragon Cards).

The Wheel

Designed by Cliff Bohm



In The Wheel, the strongest leader 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 leader. But you must be clever, because playing a card to strengthen a particular leader removes the card (and its potential points) from your hand. Unfortunately, the cards you need to strengthen a leader are the same cards that will score if that leader ends up being the strongest.

Setup

Arrange the grey cards in a circle as shown below. In clockwise order, the ranks are Warrior, Merchant, Bard, Lady, Rogue. These are the Leaders - they anchor the “spokes” of the Wheel that will be built out during the game.



Playing a Card



When you play a card to the Wheel, you may play it either on the Leader of the same rank or one of that Leader's neighbors. For example, this Rogue may be played on the Warrior's spoke, the Rogues's spoke or the Lady's spoke.

A card of the same rank as its Leader is called a *Companion*. A card played on a neighboring spoke is called an *Ally*. A Companion adds 2 strength to the Leader on which it is played. An Ally adds 1 strength to the Leader on which it is played.

Companions are placed directly in the line of their Leader's spoke. Allies are placed offset from their Leader's spoke in a counter-clockwise direction, as illustrated here. This placement helps players quickly evaluate the strength of each Leader.

Cards in your hand that match the ranks of the strongest Leader and that Leader's neighbors will be worth points at the end of the game.

Order of Play

1. Ante
2. Each player receives a hand of 7 cards from the Rogues and Warriors Deck.
3. Place 3 cards from the Rogues and Warriors Deck face down near the Wheel. These 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. Repeat steps 4 through 6 twice more each, so that all of the cards in the Clock are used and there are a total of 3 Betting Rounds.
8. Players reveal their hands and determine the winner.

Scoring

First, determine the strength of each Leader. Remember, each Companion adds 2 strength to its Leader and each Ally adds 1 strength. If two or more Leaders are tied for the highest strength, the tied Leader with the lowest numerical rank wins.

A card in your hand matching the rank of the strongest Leader is worth 2 points. A card in your hand matching either of the ranks of the strongest Leader’s neighbors on the Wheel is worth 1 point. (In other words, cards that could be played as Companions to the strongest Leader are worth 2 points, and cards that could be played as Allies to the strongest Leader are worth 1.)

The player with the highest-scoring hand wins.

Tiebreaker: Color (See “Ties” on page 3. Note that this tiebreaker applies only to ties between *players*, not strength ties between Leaders!)

Variants

Dragon Cards: A Dragon Card may be played on any spoke to add 3 strength to that Leader. If you add a Dragon Card to a spoke, play it offset in a *clockwise* direction from the spoke on which it is played, to clearly distinguish it from the other two stacks on that spoke.

If a Dragon is revealed from the Clock, discard it instead of placing it on the Wheel. Do not draw a replacement.

Dragon Cards in your hand at the end of the game are worth no points.

Multiple Successive Games: If you play multiple successive games of The Wheel, you may add this variant to make the games a bit tougher.

At the end of each game, place a marker on the strongest Leader before setting up for the next game. In subsequent games, **players may not play any cards on a marked Leader** (this includes Companions, Allies and Dragons). If a card from the Clock would be placed on a marked Leader, discard it instead, and do not draw a replacement.

After every third game, clear all markers from the Wheel.

The Unwound Clock: This variant differs significantly from the base game, since the length of the game is not predetermined, but rather affected by the players.

The Unwound Clock does not have Betting Rounds. It can only be played using the Playing for Shares rules described in Appendix D. As a result, this variant may not be chosen if you are playing The Wheel inside a game of RDI.

The Unwound Clock uses a different Order of Play:

1. Ante
2. Each player receives a hand of 7 cards from the Rogues and Warriors Deck.
3. Place a number of cards from the Rogues and Warriors Deck face down near the Wheel equal to the number of players in the game plus 1. These are the *Clock*.
4. 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, then choose one:
 - a) Play a card from your hand to The Wheel (using normal placement rules), or
 - b) Discard a card from your hand face up, then reveal a card from the Clock and play it to the Wheel as a Companion or Ally. (Note that this placement differs from the base game. You are not forced to play a Clock card one spoke clockwise from its own rank. You may choose whether to play it as a Companion or as an Ally to any legal spoke.)
5. As soon as the last card from the Clock has been played, players reveal their hands and determine the winner.

On your turn, if the Rogues and Warriors Deck is out of cards, you must reveal and play a card from the Clock.

Heroes' Plunder

Designed by Cliff Bohm



Heroes' Plunder is a card drafting game in which you are a member of a band of adventurers divvying up the loot from a recent quest. During the game, you will be passing piles of loot between players, taking one piece at a time for yourself. The player with the most lucrative sets of loot wins.

Playing for Shares Required: Heroes' Plunder does not have Betting Rounds. It can only be played using the Playing for Shares rules described in Appendix D. As a result, Heroes' Plunder may not be played inside a game of RDI.

Order of Play

1. Ante
2. Each player receives a hand of 8 cards from the Rogues and Warriors Deck.
3. Each player chooses one card from their hand and adds it face down to their Loot Pile, then passes the remaining cards in their hand to the player to their left.
4. Repeat step 3 until each player is passed 2 cards.
5. Each player chooses one of those 2 cards and adds it face down to their Loot Pile, then discards the remaining card face down. (Each player will have 7 cards in their Loot Pile at this point.)
6. Repeat steps 2 through 5, this time passing hands to the right instead of left. (Each player will have 14 cards in their Loot Pile at the end of this process.)
7. Players reveal their Loot Piles and determine the winner.

Scoring

The player with the highest-scoring Loot Pile wins. You score points by forming *Rank Sets* and *Color Sets*.

Rank Sets: A Rank Set is a set of cards of the same rank that has a number of cards in it equal to that rank. So, 1 Warrior makes a Rank Set, as do 2 Ladies, 3 Bards, 4 Merchants, or 5 Rogues. It is possible to have multiple Rank Sets of the same rank. For example, 8 Merchants would be two complete Rank Sets. A Rank Set is worth 1 point per card in that set.

An *incomplete* Rank Set is a set of cards of the same rank without enough cards in it to be a Rank Set. So, for example, 3 Rogues would be an incomplete Rank Set, as would 2 Bards. An incomplete Rank Set is worth -1 point, regardless of how many cards are in it. So, for example, if you have 7 Rogues in your Loot Pile at the end of the game, you have a complete Rank Set of 5 cards (5 points) and an incomplete Rank Set of 2 cards (-1 point), so those cards would be worth 4 points.

Color Sets: For any rank in which you've scored at least one complete Rank Set, you may also score points for Color Sets of that rank. A Color Set is simply a red card, a blue card, and a green card of that rank. A Color Set *may* include cards from an incomplete Rank Set, but remember that you may not score any Color Sets for a rank in which you haven't scored any Rank Sets. A Color Set is worth 3 points - a point for each card in the set.

Tiebreaker: Rank (See "Ties" on page 3.)

Examples



In this example, Cliff's Loot Pile includes 5 Bards. He was hoping for 6, so that he could complete 2 Rank Sets, but the cards didn't come his way. Cliff has a complete Rank Set (3 points) and a Color Set (another 3 points). The two extra Bards form an incomplete Rank Set (-1 point). Cliff's Bards are worth a total of 5 points.



Sam's Loot Pile includes 6 Rogues. 5 of them form a Rank Set (5 points), and the sixth gives a 1 point penalty for being an incomplete Rank Set. However, the consolation prize for Sam's incomplete Rank Set is that it gives him two complete Color Sets worth 3 points each. Sam's Rogues are worth a total of 10 points. Sam's complete Loot Pile looks like this:



His Rogues are worth 10 points, as calculated above. His Ladies are a complete Rank Set (2 points), but not a Color Set. His Bards are both a Rank Set (3 points) and a Color Set (3 points). His Merchants would form a Color Set if they were part of a complete Rank Set. However, you cannot make Color Sets in a rank unless you have at least one completed Rank Set in that rank, so Sam's Merchants are worth nothing. Sam's Loot Pile is worth a total of 18 points.

Variants

Dragon Cards: Dragon Cards may not be used in Rank Sets, but they *may* be used to complete a Color Set of any rank. They count as though they were a card of that rank of the Dragon Card's color. Dragons do not count as incomplete Rank Sets, so they don't cause you to take negative points.

Three Dragons: This variant gives each Dragon Card its own special ability. The Dragon Cards' abilities happen after all players reveal their Loot Pools, and are resolved in the order red, then green, then blue.

The Red Dragon allows you to steal a non-Dragon Card from another player's Loot Pool. However, the stolen card may only come from a rank that has at least one incomplete Rank Set. (For example, you may take the sixth Rogue from a player's Loot Pool.) A player may rearrange their Rank Sets after the Red Dragon's effect. A player that has no incomplete Rank Sets is immune to the Red Dragon!

The Green Dragon counts as a green card of any rank. For example, you could make a Rank Set of Rogues with 4 Rogues plus the Green Dragon. If the Green Dragon is part of an incomplete Rank Set, that incomplete set does not give you a negative point. The Green Dragon may be used when making Color Sets in the rank that the Green Dragon was added to.

The Blue Dragon allows you to score Color Sets using any combination of ranks. For example, you can make a Color Set with a Blue Rogue, Red Merchant, and Green Lady. You still may not use a card in a Color Set unless you have at least one Rank Set of that card's rank.

The Three Dragons variant and the Dragon Cards variant may be combined. In that case, Dragon Cards may be used for both their generic ability and the special ability listed here. When playing with both variants, the Green Dragon may be used in a Color Set, then separately in a Rank Set - it can be in two places at once! It can't be part of multiple Color Sets or multiple Rank Sets, though.

Streets of Greypport

Designed by Todd Christopherson



In the bustling trade city of Greypport, you can count on two things: wealthy merchants with massive inventories of luxury goods, and endless gangs of thugs looking to capitalize on poorly guarded shipments. In Streets of Greypport, you are one of these merchants trying to protect your goods. Will you play it safe and quickly move your goods to your well-guarded warehouse, or will you press your luck for a massive payday?

Playing for Shares Required: Streets of Greypport does not have Betting Rounds. It can only be played using the Playing for Shares rules described in Appendix D. As a result, Streets of Greypport may not be played inside a game of RDI.

Concepts

Variable Number of Rounds: The number of rounds played in Streets of Greypport varies with the number of players in the game:

2-4 players: 12 rounds

5-6 players: 9 rounds

7-8 players: 6 rounds

Your Cart: During the game, you will get cards that you may load into your *Cart*, a face-down pile in front of you. Your Cart can hold any number of non-Rogue Cards, but *all cards in your Cart must be the same color*. At any time, you may discard all of the cards in your Cart if you wish to load cards of a different color. For example, if your Cart has 1 green card and your hand consists of 3 red non-Rogue Cards, you may choose to discard the 1 green card in your Cart and load the 3 red cards instead. You may look at the cards in your Cart at any time.

Your Warehouse: The more you fill up your Cart, the more likely you are to lose your shipment to Rogues! To combat this,

you may ship the cards in your Cart to your *Warehouse*, where they remain safe until final scoring. Your Warehouse may contain cards of any colors. You may look at the cards in your Warehouse at any time.

Face-Up Discards: Unlike most games in this rulebook, all discards in Streets of Greypoint are face up.

Running Out of Cards: If you must draw cards from the Rogues and Warriors Deck, but there are none left, shuffle the discards and use that as the new Rogues and Warriors Deck.

Order of Play

1. Ante
2. Use dice to track the current round, and set the round to “1”.
3. Players each take a turn in clockwise order beginning with the Starting Player. On your turn, choose whether to *Stock* or *Ship*, then take the appropriate action:

Stock: Draw a hand of 3 cards from the Rogues and Warriors Deck. Immediately reveal all Rogues from your hand face up in front of you. If you now have 3 or more face-up Rogues, you have been *Robbed*. Discard all of your face-up Rogues, your hand and your entire Cart, then end your turn. (Your Warehouse remains.)

If you Stock and are not Robbed, you may add any of the non-Rogue Cards from your hand to your Cart face down. Remember, however, that all cards in your Cart must be the same color, and that you may discard your Cart to switch colors at any time.

At the end of your turn, any cards in your hand that you did not add to your Cart are discarded face up. Any Rogues you revealed stay in front of you for later rounds, until you either Ship or are Robbed.

Ship: Discard all of your face-up Rogues, then move all cards from your Cart to your Warehouse. The cards you move to your Warehouse remain face down, and are left in a pile separate from your previous Warehouse shipments, so that players can easily verify at the end of the game that all of the cards in each shipment were the same color. Shipping takes your entire turn - you may not Stock *and* Ship in the same round.

4. After each player has Stocked or Shipped, increase the round marker dice and rotate the Starting Player clockwise.
5. Repeat steps 3 and 4 until the total number of rounds played is equal to the appropriate number of rounds for the player count. (See “Variable Number of Rounds”, above.)
6. Each player moves the cards in their Cart to their Warehouse, keeping the cards separate from other shipments as usual.
7. Players reveal their Warehouses and determine the winner.

Scoring

Your score is simply the sum of the ranks of all the cards in your Warehouse. So, Merchants are worth 4 points, Bards are worth 3, Ladies are worth 2 and Warriors are worth 1.

Before scoring, verify that all Carts shipped to Warehouses contained cards of the same color, and did not contain any Rogues. In the unfortunate event where a player loaded a mixed-color Cart, or a Cart containing Rogue Cards into their Warehouse, that player scores no points.

The highest-scoring Warehouse wins.

Tiebreaker: In the case of a tie, the winner is the tied player with the most cards in their Warehouse. If two or more players are still tied, use the Color tiebreaker (see “Ties” on page 3).

Examples

During round 2, Jen has 1 Rogue in front of her and a red Bard face down in her Cart. She decides to Stock and draws a red Rogue and 2 green Merchants.



Cart
(face-down)



Hand

She immediately reveals the Rogue, placing it with the one she had from round 1. Since the 2 Merchants she just drew are worth 8 points and the red Bard in her Cart is only worth 3, she decides to dump her Cart, discarding the red Bard face up. She then puts the 2 green Merchants into her Cart face down.



Cart
(face-down)

Jen now has 2 face-up Rogues, so during round 3, she decides to Ship to lock in her points. She puts the high-value Merchants into her Warehouse and discards those pesky Rogues.

Later in the game, Jen has three shipments in her Warehouse. (Note that she has kept the three piles separate for end-of-game verification!) She has 1 Rogue in front of her and a blue Bard and a blue Lady face down in her Cart.

Warehouse



Cart
(face-down)

She decides to Stock, but draws:



Bad luck! She must show her Rogues immediately. She now has 3 face-up Rogues, so she is Robbed. She discards all of her Rogues, including the one from the previous round. She also discards her hand and her entire Cart face up, then ends her turn. Her Warehouse remains safe, fortunately.

At the end of the game, Jen has the following shipments in her Warehouse.



Players can quickly verify that all of her shipments were legal - her Carts were always the same color and never contained any Rogues. Her score is simply the rank sum of all of the cards in her Warehouse. She has 31 points.

Variants

Dragon Cards: A Dragon Card counts as 3 Rogues, causing your Cart to immediately be Robbed... incinerated, actually.

Caravan Guards: You may load Warriors of **any color** into your Cart, even if they are different from the rest of your Cart. When you Stock and reveal Rogues from your hand, you may discard a Warrior Card from your hand or Cart to negate and discard a revealed Rogue. Note that you may not use a newly-drawn Warrior to discard a Rogue from a previous round. Warriors in your Warehouse may no longer be used to negate Rogues, but they are worth 1 point at the end of the game as normal. If you are playing with Dragon Cards, a Warrior can also negate a Dragon. If a Warrior slays a Dragon, discard the Warrior, but put the Dragon in your Warehouse immediately - it is a trophy worth 6 points at the end of the game.

Protection Racket: You may load Rogues into your Cart instead of revealing them from your hand when you Stock. Rogues you load into your Cart must be the same color as the other cards in your Cart. Rogues are worth no points in your Warehouse. Your final score depends on how many different colors of Rogues you have in your Warehouse at the end of the game:

If you have no Rogues in your Warehouse, score your Warehouse normally.

If you have Rogues in your Warehouse that are all the same color, then only your cards of that color score. Cards of the other two colors are worth no points. (Remember that Rogues are also worth no points.)

If you have Rogues of two or three different colors in your Warehouse, you score no points.

Appendix A - 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!

To play Adventurer's Choice, you will need 100 units of "money" (such as poker chips or gold coin tokens) for each player, preferably in various denominations. You will also need two different types of markers to serve as Debt and Loan Markers (see below). Decide amongst yourselves how long you'd like to play (either in time or number of rounds), and choose a Starting Player at random.

The Starting Player chooses which game to play, with possible variants. After that game is complete, the Starting Player moves to the player to the left, who chooses which game to play next.

Between games, if a player has fewer than 25 units of "money", that player may ask for a loan. The player with the most money must give them 50 money. The overall scores of these players remain the same, however. The loaning player gets a Loan Marker and 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. Debt and Loan Markers may not be used for betting.

After the agreed-upon game length, the player with the most money wins. Add 50 to your final score for each Loan Marker and subtract 50 for each Debt Marker.

Appendix B - Playing In The Red Dragon Inn

Most of the games in this book may be played inside a game of The Red Dragon Inn. (Look for the coin icon next to the game's title to see if this is the case.) However, before attempting to combine any of these games with RDI, you should first familiarize yourself with the game(s) you wish to use by playing them by themselves. We suggest starting out incorporating the simpler games, such as Rogues and Warriors or Threes.

Gambling? I'm In!

Whenever someone plays a "Gambling? I'm in!" card to start a Round of Gambling, they may choose a game from this rulebook, along with any variants they wish. That player is the Starting Player for that game. Variants that use Playing for Shares may not be chosen (see Appendix D).

After the Starting Player chooses the game, players ante one Gold each as normal. If you have a card that allows you to avoid having to ante and/or leave the Round, you may play it at this time.

After players ante, players play the chosen game instead of a normal Round of Gambling. Instead of the Round being won by whoever played the last Gambling or Cheating Card, the Round is instead won by whoever wins the actual gambling game chosen by the Starting Player. Ignore any effect that says that a player is "in control" of the Round, since that has no bearing on the winner of the Round.

Follow the Order of Play listed in the chosen game, with one important exception: whenever the Order of Play calls for a Betting Round, players may play Gambling and Cheating Cards instead, as described below.

Gambling and Cheating

If the chosen game's Order of Play calls for a Betting Round, *players do not bet*. Instead, each player still in the Round of Gambling, starting with the Starting Player, may play one Gambling or Cheating Card or pass. Playing a Gambling or Cheating Card allows you to change your cards or dice as described below.

After each player in the Round has either passed or played one Gambling or Cheating Card, the game continues to the next step listed under its Order of Play.

As in normal Red Dragon Inn play, players may play relevant 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, the card “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 a game, 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: a) ignore any effect that says that you are “in control” of the Round, and b) *any* Gambling or Cheating Card can be played after “Winning Hand!”, not just a Cheating Card. Any other instructions on the card are followed normally. So, for example, “I raise!” will still cause players to ante again.

After following instructions on the card, you get a special effect based on the card type:

Gambling: Playing a Gambling Card allows you to **either**

- a) Reroll one of your dice, **or**
- b) Look at the top card of the Rogues and Warriors Deck. You may replace a card in your hand with this card. Discard the unused card face down.

Cheating: Playing a Cheating Card allows you to **either**

- a) Change one of your dice to show the face of your choice, **or**
- b) Look at the top 3 cards of the Rogues and Warriors Deck. You may replace a card in your hand with one of these cards. Discard the unused cards face down.

Winning Hand: “Winning Hand!” no longer restricts what can be played after it, but when you play a Winning Hand, you may choose one of the *Cheating Card* effects instead of one of the Gambling Card effects!

Force-out Cards: Some cards, including “What’s that up your sleeve?”, force a player to leave the Round of Gambling.

When you play one of these cards, you force a player out of the Round, then choose one of the two *Gambling Card* effects, even if the Force-out Card you played happens to be a Cheating Card. If the card *is* a Cheating Card, however, counter-cheat cards may still be played!

When you alter your cards or your dice, this includes the dice in front of you, any cards face up or face down in front of you, cards in your hand, or cards in your City in the game City Square. You may never alter common cards or dice, such as the common dice in Delve, cards played to the Wheel in The Wheel, the King in King’s Council or the Dragon in Dragon Hunt.

Appendix C ~ Betting Rounds

Most games in this rulebook include Betting Rounds. A Betting Round works like it does in modern games such as No Limit Texas Hold 'Em. If you're not familiar with that style of betting, read on!

The basic idea in a Betting Round is that any player, in turn order, can decide to raise the stakes if they wish. If any player raises the stakes, the other players will need to match the raised bet if they wish to continue playing.

At the beginning of a Betting Round, the Current Bet is 0. Betting starts with the Starting Player and proceeds clockwise. When it is your turn, you may either match the Current Bet (*call*), increase the Current Bet (*raise*), or leave the game (*fold*).

The Betting Round continues until every player has either called the Current Bet or folded. At that point, the game continues to its next step under Order of Play.

If, at any time during a Betting Round, all players but one have folded, the remaining player wins and the game ends immediately.

If the Current Bet is 0, you may choose not to raise (*check*). If all players do this, the game proceeds without any additional bets being added to the pot.

Concepts

Ante – Before a game is played, each player must place 1 coin 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 bets being added to the pot.

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.*

Appendix D - Playing for Shares

Playing for Shares is a different way of wagering on these games. When you are 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 best hands collect shares of the pot based on their placement and the number of players in the game.

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

When Playing for Shares, players should first agree on an ante size to use for all games. This amount is called a *Share*. A share size of 3 to 5 is a good amount if you are playing Adventurer's Choice.

Follow the game's Order of Play, but skip all Betting Rounds. At the end of the game, the first, second and third place finishers get shares from the pot according to the table above.

Ties: If two players tie for first, combine the shares for first and second place and split this amount, rounding down. If three or more players tie for first, the tied players split the pot, rounding down. If two or more players tie for second place, combine the shares for second and third and round down. If two or more players tie for third place, they simply split the third place shares, rounding down. When splitting the pot for ties, any remainder stays in the pot and is added to the first place prize for the next game.

Playing with Betting Rounds is often more interesting than Playing for Shares. 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 some of the more complex games like Den of Thieves, City Square, and The Wheel. Playing for Shares is required for a few games, such as Heroes' Plunder, Streets of Greyport, and The Unwound Clock variant of The Wheel.

Playing for Shares may not be used when playing a game inside The Red Dragon Inn.

Some games work just fine without any betting at all. If you wish to play without betting, use the Playing for Shares rules, but set the share size to 0. It's not always about the money!

The Red Dragon Inn: Gambling? I'm In! - Third Edition
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