

## Rogue Roulette

Basic Rules: Players start the game with \$100. They receive one \$20, five \$10s, five \$5s, and five \$1 chips.

In each round, players bet on numbers to score more money for themselves. As the ball is spinning, players can throw down chips on the roulette table hoping that the ball lands on the spot that they desire. Depending on where you place your chip, you will be rewarded with a certain value of money. This is usually determined by the likelihood of your decision.

### Rule 1: Card Draw and Reduced Values

Rather than playing with 38 different slots, it is now reduced to 20 different slots. It now goes from 1-18, 0, and 00. These will now exist as a stock of cards with the same values. At the start of the game, the deck has one card for each card. Players can later add in extra cards to alter the odds of certain numbers being played. Each number will come with 5 extra cards that can be added into the deck. These will be visible to everyone in the game. Each of these cards will increase in cost as they are bought.

### Rule 2: The House No Longer Exists; Players Now Compete Against One Another to Strive for the highest total.

Instead of players going against the house and playing solo, they are now competing and cooperating with each other. Each player starts the game with the same amount of money and the “Pot” will begin with a predetermined value. The game will continue until the pot is emptied or a certain number of rounds have passed. (Rule 2.2)

#### Rule 2.1: New Betting odds

- Straight Bet (Betting on one): 16:1 odds
- Split Bet (Betting on two): 8:1 odds
- Corner Bet (Betting on four): 4:1 odds
- Street Bet (Betting on row of three): 6:1 odds
- Double Street/Line (Betting on two rows of three OR a line of 6): 3:1 odds
- Basket (Betting on 0, 00, 1, 2, 3): 3.5 odds
- Red or Black: 1:1 odds
- Odd or Even: 1:1 odds
- High or Low: 1:1 odds
- Column: 2:1 odds

#### Rule 2.2: New Win Conditions

The game will now begin and end differently as well. Players will go until either 7 (short), 10 (standard), or 15 (long) rounds have gone by -OR- until the pot has become exhausted. The pot will begin with either \$100 (Short), \$200 (Standard), or \$300 (Long), but can be adjusted as you see fit. After each player has obtained all their earned money, then the player with the highest total will win the game. Players can also win by being the last player standing. This is a rare win condition, but it is still possible.

#### Rule 2.3: First Player Token

Players will now have a first player token to determine the order of decisions. This will act similarly to how the dealer chip works in Texas Hold-Em. Each phase will act a little differently with the token depending on who controls it. This will be detailed in the Unique Phases section. (Rule 4)

### **Rule 3: Diplomacy and Social Control**

In rounds, players will be able to negotiate with other players to influence the odds of the game. These negotiations can come in the form of bribes, trading special cards, or bluffing to others about the cards used. Most forms of trading are legal if both, or all, players agree.

This will typically take place by having players bet a certain way and then agree to play cards to mutually benefit each other. This can also come as sabotaging the bets of players who are out of turn order, similarly to how players on the button get advantage.

### **Rule 4: Unique Phases**

The game now takes place over a series of phases.

#### *Preparation Phase*

During the preparation phase, players are given one free skill card. They are also given the opportunity to exchange chips for higher or lower values.

The First Player token is also passed to the left.

#### *Shop Phase*

(First Player) The person with the first player token will buy cards first and proceed clockwise.

Players will be given the opportunity to buy one of the buyable cards in the shop. This shop will have cards equal to the players, plus two. (Minimum of 5) Each card will come with a cost on the card, but the first two cards will have reduced costs. Leftmost will be -2, secondary will be -1. These will be shifted to the left after each purchase.

Players can also buy up to two roulette cards. Each numbers cost will raise by each one bought in this order: \$3, \$5, \$10, \$15, and \$20.

#### *Placement Phase*

(First Player) The person with the first player token will place LAST. The first player will be the one to their left.

Players will use this phase to place anywhere between 1-5 different chips down on the board following normal roulette rules. During any round, players can only place a total of \$50 worth of chips UNLESS a card says otherwise.

#### *Roulette Phase*

During the roulette phase, the roulette deck will be shuffled, and one card will be revealed. This can be influenced by skill cards played by others. This can allow extra cards to be drawn, reshuffles, or even adding a card to a deck after bets have already been placed.

#### *Payout Phase*

All players will receive money equal to all of their successful bets. This will come directly from the pot.

### **Rule 5: Skill Cards**

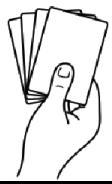
Players can now acquire skill cards that affect how each round is played out. Each card will have three different things on it. A cost, a phase, and a description. Players must play these cards at the start of the phase or turn for it to take place.

The cost determines how much something costs whenever it is in the shop.

The phase determines when something can be played.

The description tells you what you can do with that card.

#### 4 Rigged Bet



#### Roulette Phase

**Before Shuffling the Roulette deck, pay the price of one Roulette card and add it to the deck.**

00	3	6	9	12	15	18
0	2	5	8	11	14	17
1	4	7	10	13	16	
1-6		7-12			13-18	
1-9	ODD	RED	BLK	EVEN	10-18	