**Lone Roll Poker**

**Objective:**

The objective of the game is to have the most point value of poker chips at the end of the game. Lone Roll Poker will be played with a fifty-two card deck, scenario card deck, dice, four players, and poker chips. Players will have to have the highest card on the table to win one round by taking a chance to roll a die and increase the point value of their cards. There are twelve or less rounds and the point value of their cards can be increased twelve times. The scenario cards add another spin to the game by increasing or decreasing your chance to win a round or increasing or decreasing the number of chips you have. Therefore, the game is full of excitement, surprise, and luck.

**Rules:**

**Background**

**Point Value of the Cards and Ranking**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Card** | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | J | Q | K | A |
| **Point Value** | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 |

* Spades>Hearts>Clovers>Diamonds
* The Ace of spades is the highest ranked card and is worth 26 points while the 2 of diamonds is the lowest ranked card and is worth 2 points.
* Easy way to remember the point value of a card is x\*2-2 where x is the number on the card. Ex: 10\*2-2 = 18 points

**Ability of the Dice**

* The game will be played with a six sided dice, which can give a player up to six points that is added to the point value of a player’s card.
* The dice can be rolled by each player once in each round and twelve times in each game.
* If the dice lands on a one, three, or six then pick a scenario card from the top of the scenario card deck.

**Poker Chips**

* Each player will be given 25 green chips, 15 red chips, 10 blue chips, and 5 black chips.
* Green chips are worth 2 points.
* Red chips are worth 5 points.
* Blue chips are worth 10 points.
* Black chips are worth 20 points.

**Scenario Cards**

* Scenario cards can only be activated before the round of betting begins and after the round of betting; however, certain scenario cards say the card can only be used in the next round, which means the card can be activated in the next round.

**Dealing cards**

* The players will take turns dealing out cards in a clockwise fashion after each round of play.
* The cards in the previous rounds are discarded; however, the deck must still be shuffled by the next dealer before the next dealer deals out the cards.
* Scenario cards must be placed back into the scenario card deck and reshuffled by the person to the right of the dealer.

 **Game Play**

**Raising and Calling Bets**

* Once the dealer has passed out the cards, the player to the left of the dealer has to put in two chips of any color right away on the table while the other players, including the dealer, each put in one chip to match one of the chips that the previous player had placed.
* Each player rolls the die and the number on the die is added to the point value of their card, and if a player rolled a particular number then a player can get a scenario card from the top of the scenario card deck.
* The players then take a look at their cards and scenario cards and decide if they want to raise the bet up to one or more chips.
* The dealer starts off by either raising or calling; as a result, other players have to match the dealer’s raise, call, or make a bigger raise. There are only two rounds of betting.
* A player can drop out of the round anytime, but in order to drop from a round the player must put in three chips of any color.

**How Do You Know Who Wins**

* The player who has the most point value on a card wins the round and the chips.
* If there is a tie based on points then the highest ranked card wins the round and the chips.
* After twelve rounds the player with the most point value of chips or the last player remaining in the game wins.

**Other Rules:**

* After each round the cards that are dealt from the 52 card deck are placed in a discard pile.
* If a player loses all the chips, then that person is out of the game and cannot return to the game; therefore, the rules above still hold true to the other players left in the game.