

Roulette-Taking Game

Designer: T 親分

Players: 2-4

STORY: In a French port town, there was an unusually popular casino game. Its name is the "roulette-taking game." In France, the birthplace of roulette, this game is considered "taboo". It is a classic game that is not allowed to be played outside the country, and it is customary for it to be played only by the local people, so its existence has never spread to the world. It was a game that could be described as "the privilege of the locals".

When I visited this area for an interview, a local friend introduced me to this game. And after peering into its depths, I moved here. However, I wanted to share the fascination of this game with everyone, so I attempted to negotiate with the bigwigs at French Connection to manufacture and sell the game in Japan, and after 50 years, we finally succeeded in negotiating the manufacturing and sales rights.

"We are very excited to bring this game to the people of Japan. The game of roulette-taking, a test of strategy, tactics, and ingenuity, is the quintessence of human wisdom. We hope you enjoy this game that has captivated the French so much."

-Hornet Lund

CONTENTS: 39 game cards (58mmx60mm, printed by BGM); 1 BANK card; 40 players chips (10 in each of 4 colors); betting chips (40 white chips, \$1; 20 red chips \$5; 20 green chips, \$25; 20 blue chips, \$50; 20 yellow chips, \$100); 39 black chips; 1 casino mat

GAME OUTLINE: Players are divided into a dealer and the other players. "Trick-taking" proceeds according to typical rules. The rank of the card that wins the last trick is the Win Number for that round. The players will be betting on what the Win Number will be. (The dealer does not participate in betting.)

Only the winner of a trick will place a bet. After the Win Number is determined, the payout will be made as follows:

- The dealer wins all chips that the players bet, but which failed to pay off.
- The players win chips from the bank according to the multiplier for chips successfully bet.

The game ends when all players have been the dealer. The player with the most chips at the end wins.

GLOSSARY:

- *Dealer:* The starting player and owner of the round.
- *Player:* A participant other than the dealer.
- *Right to Bet:* The right to place bets. Granted to the winner of each trick.
- *Win Number:* Rank of the card which wins the final trick.

RULES: This is an irregular must-follow trick-taking game.

PREPARATION: The player who has most recently been to a casino will be the first dealer. If no one has been to the casino, the first dealer can be determined in any way you wish.

The dealer should deal everyone an equal number of cards; they deal themselves the "No More Bet" card as their first card.

4 players: 9 cards (3 cards will be undealt)

3 players: 10 cards (9 cards will be undealt)

2 players: 10 cards (19 cards should be placed face down as a deck)

In a 3 or 4 player game, the numbers on the undealt cards should be revealed. As these will not be the Win Number for the hand, you can place a black chip on the corresponding numbers spaces of the casino mat.

Distribute \$15 in chips to the dealer (2 red and 5 white) and \$10 to everyone else (1 red and 5 white). The rest will be placed on the BANK card. If there are too many, you can put some in the box. Players can make exchanges with their chips at any time.

FLOW OF THE ROUND: The following is repeated for each round, until everyone has dealt once.

- *Basic Flow -*
 - Trick Phase. Do the trick. (Highest trump, otherwise highest card of lead suit wins.)
 - Check the ranks of the cards played, and place black chips on the corresponding mat spaces.
 - Bet Phase. The winner of a trick makes a Bet and leads the next trick.
- Repeat the above until the No More Bet card is played in the Trick Phase. The round continues, but the Bet Phase is no longer performed (beginning with the next trick.)
- Do the final trick.
- The round ends with a payout according to the card that wins the last trick (Win Number). The dealer is rotated and the next round begins.

TRICK PHASE: Using the cards the players have been dealt, perform must-follow trick-taking. The dealer should lead the first trick. Tricks are played "clockwise" until the No More Bet card has been played; beginning with the next trick, play proceeds "counter-clockwise". Some cards are special and can be played at any time. Details follow.

CARD TYPES: There are three suits: Black (♠, 18 cards); Red (♥, 18 cards); and Zero (■, 2 cards). The "No More Bet" card is the weakest card with no suit.

The two green zero cards (0,00) are trump cards.

The black Grim Reaper cards and red clown cards are trump cards under the following conditions:

- Grim Reaper (2,11,13,17,29,31) - When not played as the lead, and when the lead suit is not black.
- Clown (3,5,7,19,23) - When not played as the lead, and when the lead suit is not red.

Trump cards can be played to any trick, regardless of "must-follow" concerns. If a Grim Reaper or clown is not a trump card, it is treated as any other Black or Red card. If a Grim Reapers or clown is played as the lead, it is treated as their shown suit, black or red, respectively.

When multiple trumps are played in the same trick, their rank is used to determine the strength of the trumps.

31>29>23>19>17>13>11>7>5>3>2>0>00

No More Bet (NMB). This is the weakest card and has no suit. It can be played at any time when you have four cards or less in your hand, regardless of "must-follow" concerns. The Right to Bet no longer exists, beginning from the trick after the one in which the NMB is played. If the NMB is led, other players can play any card to that trick. (If no trump is played in a trick where the NMB

is led, the next card played after the NMB determines the highest suit for that trick.)

BET PHASE: If the winner of the Trick Phase is not the dealer, the player who wins the trick has a chance to predict the winning card (Win Number) of the final trick and bet. (The player may choose not to bet.)

The player chooses a Bet Method (see below), selects a single slot on the casino mat, and places a chip of their color and any amount of casino chips on the slot. Only one bid may be made per betting phase, but there is no limit to the amount of chips for that bid.

There are six types of bets:

1. Straight bet → Bet on a single number. (Payout: 5x-50x.) The smaller the number, the higher the multiplier.
2. Row bet → Betting on 12 different numbers in a single horizontal row. (3x)
3. Dozen bet → Bet on 1-12 (First 12), 13-24 (Second 12), or 25-36 (Third 12). (3x)
4. Even/Odd Bet → Bet on odd numbers or even. (2x)
5. High/Low Bet → Bet on high (19-36) or low (1-18) numbers. (2x)
6. Color Bet → Bet on the suit, red (♥) or black (♠). (2x)

You cannot place a bet in the same space where a bet was previously placed (by yourself or another player). Additionally, do not place a bet where there is a black chip.

When the winner of the Trick Phase is the dealer:

- 3-4 Players: The dealer places one of their player chips on an empty slot on the casino mat. The dealer may choose not to do so.
- 2 Players: Two cards are revealed from the deck of undealt cards. Check the ranks of the revealed cards and place a black chip in the corresponding numbered slots on the casino mat.

PAYOUT DETERMINATION: The card that wins the final trick becomes the "Win Number".

The non-dealer players receive a payout from the bank according to their bid(s) (Win Number and bet amount).

Example: If the player bets \$1 on "1" with a straight bet and succeeds, the player receives \$20, including the \$1 bet (actual profit of \$19)

The Dealer collects all chips which were bet, but did not pay out.

NEXT ROUND: Clean up any chips remaining on the casino mat. Return the players' chips to their respective owners. The player to the left of the dealer is the dealer for the next round.

Any person with no casino chips in their possession at the start of a round will receive \$2 from the bank.

END OF THE GAME: The player with the most chips in their possession at the end of the final round wins. (If there is more than one player, share the victory!)

Q&A:

Q: Why is the order of play counter-clockwise after "No More Bet"?

A: In roulette, betting begins before the dealer has placed the ball. Afterwards, the roulette wheel is spinning counter-clockwise¹.

Q: In the next trick after No More Bet was played, some players played clockwise instead of counterclockwise. Is there a penalty for this?

A: No, but it can be a house rule, such as a \$1 forfeit from any players who made a mistake. (Even if a player makes a mistake in the turn order, the next trick should be played in a counterclockwise direction.)

Q: What should we do if we run out of chips?

A: Please make a \$500 chip or something else that can be substituted and continue to play.

Q: Are there any rules for advanced players?

A: We have made it easier to process by placing black chips on the revealed cards, but you could eliminate this rule. It increases the difficulty of the game, and memory also becomes important.

Q: Why do you put the extra cards in a deck when 2 players play?

A: Because when 2 players play, the cards could be counted if they were revealed.

Q: What about advanced betting?

A: Inside bets, such as splits (betting on two neighboring spots) and corners (betting on four intersecting spots), are invalid in the basic rules and the payouts are undefined. Please discuss with your co-players if you would like to define these values as house rules.

Q: I would like to place more wagers!

A: You could have multiple rounds, such as two to three dealer rounds each.

Q: If I win a trick, can I put down only my personal color chip and no casino chips?

A: Yes (You may want to do this to prevent other players from bidding, for instance.)

Q: The 6 and 9 cards can be easily confused.

A: 6 is the Black one and 9 is Red.

¹ It's more complicated than this, but thematically, it's about the wheel spinning when the ball is added.