

Rochi

Open Beta Rules Version 1.3
March 5, 2021



Hello! Welcome to the open beta for **Rochi**, a new card game from James Ernest and Sonia Lyris.

Rochi is a gambling game played with a 54-card deck called the **Roche** deck. The game is found in *The Stranger*, the sequel to Sonia Lyris' novel *The Seer*. This document contains the rules and background for the game. We have also included rules for two related games, *Roche* and *Rugen*.

The Roche Deck: The deck is composed of six suits of different sizes, as follows:

Suit:	Mages	Realm	World	Valor	Kin	Commons
Qty:	4	6	8	10	12	14
Rank:	2	3	4	5	6	7

Note that the "rank" of the cards is equal to *half the size of the suit*. You can build this deck with cards from four poker decks, or two Pairs decks. You need four cards of rank 2, six cards of rank 3, and so on up to fourteen cards of rank 7.

Our beta deck is a pure abstract design, as illustrated above, with different card names on each card. But the final product will be a beautiful Tarot-style deck, with a unique illustration on each card. You will also need a few simple components to play the game, as described below.

Send us Your Feedback!

The point of any open beta test is to get fresh eyes and new feedback on the game, from the clarity of the rules to the playability and fun value of the mechanics.

If you've got questions, comments, or improvements for us, please let us know. Tag us on social media, or submit the comment form at Crab Fragment Labs: <https://www.crabfragmentlabs.com/about>

If you'd like to learn more about the world of the game, check out *The Seer*, by Sonia Lyris, available at fine booksellers everywhere.

Thanks for your help as we make Rochi as fun as it can be!

The Origins of Rochi and the Roche Deck

By Sonia Lyris

It is safe to say that the game of Rochi comes from Perripur, whose majestic mountains and lush green valleys sink their toes into the warm waters of the Mundaran Sea. It may not, however, be quite so safe to say where the Roche deck itself was born.

Prior to the Perripin Accord, the eleven states of Perripur were, variously, rival and allying sovereign kingdoms; the subsequent centuries of unity and peace have not eroded their multifariousness or their self-admiration, so disagreements understandably abound as to the deck's exact origins.

In many ways, the Perripin people are a model of harmonious diversity. They consider themselves the intellectual and cultural superiors of their neighbors to the north, where the Arunkel empire has for centuries held vast stretches of rich lands from the cold north seas to the borderlands of Perripur itself.

Perhaps the greatest difference between these two countries is how they engage with mages. The Perripin states welcome mages, often hiring them for their perspective and wisdom, as well as their magic. In Arunkel, however, these black-robed powers and their abilities are outlawed. Say the Perripin, one might as well outlaw the weather.

The game of Rochi is played with passion across both countries and beyond. While the full name is *Keuthen Rochi* —meaning “hidden labor” or “hidden pleasure,” depending on which Perripin state one believes is the origin —most simply call it “Rochi” and get on with the business of playing this fast, colorful, and sometimes lucrative game.

In Perripur, Rochi is played with the entire fifty-four card deck. Not so in Arunkel, at least not in the open. Traditionally, the Arunkel deck was made legal in a grove of red-branched *amardide*, by burning the Mages suit to ash, along with some sage, to clear the air of magic and its attendant ills. Perripur, quick on the uptake, began exporting north this fifty-card so-called “Red” deck, for which, of course, they charged twice as much.

As popular as Rochi is, it is unsurprising that every Perripin state claims to be its mother. Perripin scholars agree that Rochi was likely born in Southern Perripur —perhaps Atudaka, Venta, or even Timurung. (The Timuros use dried fruit as suit markers, but woe to the player who eats one, who may then be required to eat the coins in play as well. But the Timuros are like that.)

Who can truly claim credit for the Roche deck? Ask ten Perripin scholars and you'll get twenty answers. It seems likely that the stories, lessons, and histories that the deck's cards offer us come from all across Perripur, and possibly even northern lands as well, where the tribes once had a similar tradition of story-cards.

The one thing Perripin scholars agree on is this: Arunkel had nothing to do with it. Which, given the Arunkin's generally gloomy disposition, is probably for the best.

Rules for Rochi

Summary: Rochi is a gambling game for 3-6 players. (See the *Captain's Rules* below, for a 2-player variant.) Players vie for control of the six suits, often buying them away from each other many times in a hand, and trying to steer their chosen suits to victory. Each hand takes about five minutes.

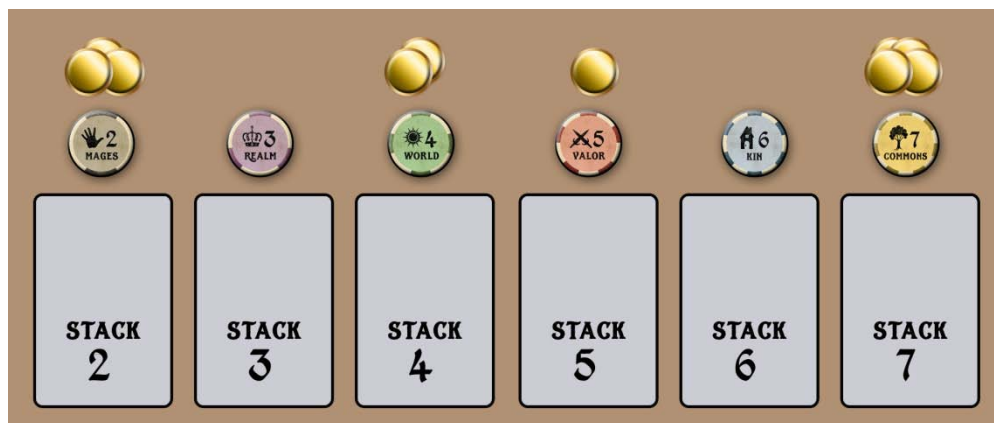
Equipment: The *Roche Deck* (described on Page 1), six *suit tokens* (shown below), one *leader button* (a token for designating who plays first), and money or chips for gambling. We suggest at least 100 coins per player, in denominations of 1, 5, and 10.

Images for six suit tokens are below. You might want to print these and affix them to heavy cardboard. There is a larger version of this graphic at the Rochi page at Crab Fragment Labs.



Definition: Cutting. In Rochi (and related games), cards are exposed from the deck until exactly *half of one suit* is revealed. This is called “cutting” the suit. For example, if six cards of rank 6 are exposed before half of any other suit, then the 6s have “cut.” In Rochi, this means that the owner of the 6 suit token wins the hand.

Setup: Arrange the suit tokens in a line in the center of the table, with space below each for a stack of cards, and space above for stacks of coins, or *pots*. These pots may have coins left over from previous hands, but they start empty. A basic setup, including money in some of the pots, is shown below. Outside this area would be space for the deck itself and any discarded cards.



Give the leader button to a random player. This button will pass to the left after every hand. Players can enter or leave the game after any hand, as described below.

To Begin: Shuffle the deck and deal a hand of five cards to each player (facedown). Seed the stacks if necessary, as follows:

Seeding the Stacks: If there are fewer than six players, you must “seed the stacks” to jump-start the hand. Do this by dealing out two cards for every player below six.

For example, if there are three players, then three players are missing, so you will deal (2 x 3 = 6) six cards into the middle. Sort these cards into the appropriate stacks.

Note that if a suit is cut by the seed cards, it does not win. Instead, the suit is *locked*. See more about locked suits below.

Play begins with the leader button, and proceeds to the left (clockwise) around the table.

Each Turn: On each turn, a player may *play* a card, *deal* a card, do *both* (in either order) or *fold*. Folding is automatic if you choose to do nothing else.

Play: Play a card from your hand onto the table. This buys you the token of that suit. (You can own several suit tokens at once.)

The card you play goes into the stack of the matching suit *unless it would cut the suit*.

If it would cut the suit, it goes instead to the player from whom you took the token.

If the token is unclaimed, then the card goes to you.

Cards in front of players are “Shields,” described below.

After you play a card, you take ownership of the corresponding suit token, and *pay a price* for that token equal to the *number of cards now in that stack*. For example, if there are now 4 cards in that stack, the price is 4 coins. This is called “buying” the suit.

The payment goes to the owner of the suit, as follows:

No Owner: Pay the price into the pot next to that suit.

Owned by a Player: Pay the price to the player who owns it.

Owned by You: Pay nothing.

Cards played from players’ hands can *never cut a suit*.

Examples of Playing:

- Early in the game, Chance plays a 6 (Kin), while the 6 token is still unclaimed. There is already one 6 in that suit’s stack, so Chance’s 6 makes a total of 2 cards. Chance pays 2 coins into the pot beside the 6, and takes the 6 token.
- Next, Benedict plays a 6. This puts the third 6 in the stack, so the price is now 3 coins. He pays 3 coins to Chance, who currently owns the 6, and takes the 6 token from him.
- Later on, there are five cards in the 6 stack. Aubrey plays a 6 to buy the 6 token from Benedict. Since this card would cut the suit, it goes instead to Benedict, where it becomes a Shield. Aubrey pays Benedict 5 coins, because there are still only five 6s in the center.
- If the turn came back to Aubrey and she played *another* 6, she would keep the card in front of herself, pay no one, and keep the 6 token.

Deal: Reveal the top card of the deck and put it into its proper stack.

- If this card cuts the suit, and a player owns that suit, then the game is over and the owner of the suit wins.
- If the suit is cut but no one owns it, then that suit is *locked* (described below).
- Otherwise this card has no immediate effect.

Strategy: The card that cuts a suit must always come from the deck. So, when you choose to deal, you are either trying to expose a card that cuts a suit that you own, or you are trying to add cards to a stack to push it closer to cutting.

Locked Suits: If a dealt card cuts an unclaimed suit, the suit does not win. Instead, that suit is *locked*, and can't be bought by a player, or win the hand. Any further cards played or dealt in that suit are irrelevant. Sometimes a suit is locked by seed cards, sometimes by a dealt card.

To show that the suit is locked, place the suit token directly on the stack.

In some variants, players are allowed to discard and replace any cards they hold in locked suits (you do this at the start of your turn). However, this is not generally the rule.

Fold: If you neither deal a card nor play a card, you fold. If you take any other action on your turn, you do *not* fold.

Folded players discard their hands and pass their suit tokens back to the center. They can neither win nor lose more money on this hand. If a folded player has a Shield, that is also discarded.

If players fold until there is only one player left, that player can only win if he owns a suit. If he owns exactly one suit, then that suit wins automatically. If he owns more than one suit, deal cards until one of them wins. If the last player owns no suits, then the hand is over and no one wins.

Winning and Penalties: When a suit cuts, the owner of that suit takes the pot associated with that suit. In addition, every player who is still in the hand pays a penalty to the winner, equal to the rank of the winning suit. For example if a player wins with the 6 suit, then all remaining players pay him 6 coins.

Folded players do not pay the penalty.

Any players who have *not yet taken a turn* are considered out of the hand, and do not pay.

Shields: Any player with a Shield in the winning suit pays only *half the penalty, rounding up*. If a player has two or more shields in the winning suit, they pay *no penalty*.

All other pots remain on the table for the next hand.

After the hand, pass the leader button one seat to the left, and play the next hand.

Entering and Leaving the Game: When a new player enters a game in progress, the group may elect to charge her to join, as follows:

Add up the total number of coins in all pots, and divide it by the number of current players (not including the new player), rounding up. The new player must add that number of coins wherever she chooses, into any combination of pots, as her price to join the game.

Players may leave the game whenever they like, but they receive no consolation for doing so. However, if a player wishes to sit out and return, the group may grant him a "marker" computed as an equal share of the exiting pots, rounded down, as credit against rejoining the game. This process can get complicated if others come and go, so most groups simply offer no consolation to the departing player.

Usually these rules are not enforced if a player simply leaves the table for a hand or two, unless that player is clearly doing so to gain some kind of advantage.

Last Hand: If the table can agree that the next hand will be the "Last Hand," then the game will break when that hand is over. The following extra rules apply to this final hand:

After the winner has been paid, all remaining pots are combined into a single pot and divided as evenly as possible among all the players (including those who folded).

Any coins that cannot be divided evenly will go to the winner of the final hand.

If any player refuses to agree to "Last Hand," then the game does not end. The other players may continue playing, or may leave without consolation. However, this type of holdout is unsportsmanlike and extremely rare. Such a player would find it difficult to find another game.

Strategy: To make money in this game, you want to own the winning suit. You can make some marginal gains buying and selling suit tokens, but your real goal is to own the token when the suit cuts.

Normally when you own a suit that is ready to cut (i.e., one card away), you want to deal cards from the deck in order to cut the suit before it is taken away from you. But don't get greedy on the first round, because there may still be players who have not had a turn, and who therefore will not pay you anything if you win!

Depending on your hand, you might want to deal before you play, or play before you deal. Dealing first gives you information, but it can also make your chosen suits more expensive to buy. Also, you may want to only play, or only deal. You will see examples of each situation as you play.

Most new players do not fold often enough. Folding is often the best option, especially when you can't see a clear path to winning. Again, experience will be your best teacher.

Rochi Terms

Some slang related to the game of Rochi:

Rochi as a whole is referred to a "game" but a single iteration is more likely to be called a "hand" or a "round." A "round" can also be used to refer to a series of hands that includes one for each player, though of course this is not a perfect term when players enter and leave the game between hands.

Rochi is often referred to as "Playing the Stacks" or simply "Stacks." The stacks are sometimes called "stories," because of the narrative elements on the cards.

"Ripe" is a term meaning "ready to cut." This means that there are N-1 cards in the stack, where N is the number of cards required to cut the suit. Related terms, which are less specific, include "fresh" or "green" (a suit that is new or barely exposed); "rotten" (a suit is overexposed, meaning that many cards have been distributed as Shields); and "dead" which means that a suit is so exposed that it can no longer cut. "Dead" is not always used with precision; it is usually synonymous with "extremely overexposed," even in situations where not every card is yet accounted for.

"Mark:" Shields are commonly referred to as "marks" in the various suits. Mage's Mark, Commons' Mark, etc. This term implies that the player is absolved from paying the winner because of an association or endorsement, rather than the protection of a shield.

Poke: A common term for the pots accumulating on each suit.

Count: A common term for the forfeit that losing players pay to the winner. This is also a term referring to the number of cards in any given stack (the forfeit and the count are the same value when a penalty is paid). "What's the count?" is a reference to the number of cards currently in a suit's stack, and "paying the count" means spending a number of cards equal to the size of the stack.

"Buy": When you acquire a suit token, you are "buying" the suit.

Cut: Along with the defined term above, "the cut" is also a term referring to half of something. Most in-world Roche decks do not have numerals, since players learn the size of all the suits at an early age. So you might say "The cut of Mages is 2" or "The Commons cut at 7." (Players also use the word "cut" in the usual sense, meaning to cut the deck.)

Captain's Rochi

A variant for 2 players

The Captain's Game is a more strategic, continuous game based on Rochi. The game has all the rules of standard Rochi, with the following differences.

Continuity: This game never completely resets, and there is no option to fold. Players continue until they agree to stop (and divide the pots), or until one player drops out completely. The deck does not reshuffle after every cut, so you should leave space for a discard pile beside the deck.

Setting Up: Deal a hand of 7 cards to each player. Each player puts an ante of 1 coin into each pot. Seed the board with an additional 8 cards. If a suit locks during setup, discard those cards immediately and don't deal replacements.

First Move Exception: The first player is not permitted to "Deal" on the first turn of the game. This ensures that no suit can cut before both players have had their first turn.

Turn Options: You may Play, Draw, do both, or *Pass* (there is no Fold). Play and Draw are the same as in normal Rochi, with one clarification, defined below. "Pass" is a replacement for folding.

Clarification: You Can't Play After a Cut. In normal Rochi, the game ends immediately when a suit cuts. In the Captain's Game, that's not true, but you are not allowed to play a card from your hand if your first action was to deal, and that card cut a suit. The cut ends your turn.

Passing: When you Pass, discard your hand. Shuffle the discard pile into the deck, and then draw both players' hands back up to 7 cards.

When a Suit Cuts: The following procedures happen each time a suit cuts.

- Return the Suit Token to the center.
- The loser pays the penalty to the winner (Shields are worth half, as described below.)
- The winner takes the pot for that suit, leaving a single coin behind as an ante
- The loser also antes one coin into the vacated pot
- Discard all cards of the cut suit (including Shields)
- Draw both players' hands back to seven cards.

Shields: Shields are worth half, as in normal Rochi, but rather than rounding up, players must place the odd coin into a pot. For example, suppose the 5's cut, and Player 1 has a single 5 Shield. His penalty is 2.5 coins, which is paid as follows: 2 coins to player 2, and one coin into a pot of Player 1's choice. Since the pots are considered "jointly owned," this amounts to an average penalty of one half coin.

Reshuffling: The deck is not shuffled after every cut. Instead, discards accumulate in a pile until one of the following conditions forces a shuffle. Reshuffle immediately if:

- The deck is empty;
- A player Passes;
- A Suit is "dead on the table" (entirely exposed); discard these cards before shuffling.

Roche and Rugen Beta Rules

Background: Roche and Rugen are older games related to Rochi. Both are pure-luck gambling games, in the same family as craps and roulette. These beta rules are rougher than those for Rochi, above, but these games are included nonetheless, to help establish the background of the main game.

Roche

Roche is a gambling card game for any number of players and a “house” player. It is a predecessor of Rochi, and is played with the same deck. This is a pure luck game, comparable to Roulette, in which players make bets on which suit will cut, and other details of that cut. All bets are paid by a “house,” a separate player who banks the game. The house has a mathematical advantage in all bets.

The Roche deck consists of six suits of 4 to 14 cards, with each suit divided into a “day” and “night” half. For example, the 14-card suit contains seven “day” cards and seven “night” cards.

Notes on Day and Night: The Rochi playtest deck uses a different border to distinguish Day and Night: a thin double line for Day and a thick single line for Night.

The betting layout for Roche allows players to bet any suit to cut either in Day, Night, or Neutral form. The simplest version of this layout is shown below, and includes one card of each suit, with three betting spaces above each. Though rare, some layouts like the one below also show the odds on all these bets. Normally these values are simply known by the house and the players, or posted elsewhere.



Larger layouts are for a game called “Grand Roche,” and have a separate betting spot for all 54 cards, allowing players to bet that individual cards will be included in the cut, as well as the standard versions of the cut bet. Grand Roche tables may also be marked with a myriad of other creative and complicated bets. Any number of players may bet on the same spot, and all winning bets are paid by the house.

Procedure:

Shuffle the Roche deck, giving players time to make bets on the layout. Depending on the layout design, not all the bets below may be available.

When you are ready to deal, call “no more bets” and begin revealing cards from the deck.

Note: Some houses will burn (discard) one or more cards face down before the deal; this procedure has no impact on the odds, but it can be used to frustrate cheaters.

Sort each card as it is dealt, into one of the six discard piles on the betting layout. Deal the cards until one suit is cut, at which point the game ends, and all bets are collected or paid.

Definitions of Bets:

A Suit to Cut (Center Betting Spaces): This bet wins if the suit cuts (is half revealed) before any other suit. For example, if you bet the 5’s to cut, then you win if five of the 5’s are exposed before half of any other suit. Typical payouts for the suit-to-cut bets are as follows:

Suit	2	3	4	5	6	7
Pays	2:1	7:2	5:1	13:2	8:1	10:1

How to Pay: If a win pays X:1, then for every unit bet, the house pays X. (The original bet is also returned.) When a bet pays X:2, as with the 3 and 5, then X is paid for every 2 units bet.

Day / Night Bets: When you make the Day or Night bet, you are betting that the suit will cut, and that *all of those cards* will be of that type. This dramatically reduces the odds of success, especially for larger suits, as illustrated by the high rewards for those bets. All these bets pay X:1.

Suit	2	3	4	5	6	7
Pays	15	75	300	1200	4000	10,000

Single Card Bets: When you bet a single card on the Grand Roche layout, you win if that suit cuts AND that card is included in the cut. The odds of this occurring are exactly half of the odds of a cut, so the pays are commensurately higher. All these bets pay X:1.

Suit	2	3	4	5	6	7
Pays	5	8	11	14	18	21

Other bets are also available in some Grand Roche games, including:

- Terminus Bets: Bet on a single card space, the bet pays if the suit cuts and that card is dealt last.
- Oscura Bets: The opposite of a single card bet; pays the same odds, and wins if the suit cuts and that card is *not* included.
- Cavalry Bet: Bet that before any suit cuts, all six suits are within one card of cutting. Pays when one 2, two 3s, etc up to six 7s have been dealt without a cut.
- Starlight Bet: Bet on an individual suit, this bet pays if the game ends before any cards of the specified suit are dealt.
- (Odds for these bets are not yet computed.)

Rugen

Background: Rugen is a dice game that predates Roche, but operates by similar principles. It has two basic varieties, “Street” and “House.” Street Rugen is played with just a die, while House Rugen has different bets and requires a betting layout and a few other tools.

The game is also known by other names, including “Breaking the Chain” and “Chain Rugen.”

In both the Street and House versions, the core component is a 20-sided die, which is also called a Rugen or Rugen Die. This die is marked with the numbers 1 through 4, in both Day and Night versions, distributed as follows:

Number	1	2	3	4
Qty (Day)	1	2	3	4
Qty (Night)	1	2	3	4
Total sides: 20				

So, for example, there are six 3’s on the die, including three Day and three Night. (You can use a standard d20 to play this game, using the transposing layout below.)

Standard d20	1	2	3-4	5-6	7-9	10-12	13-16	17-20
Rugen Die	1d	1n	2d	2n	3d	3n	4d	4n

This correlation is also represented on the betting layout under House Rugen, below.

The House game also requires a betting layout and six tokens (pennies, for example) used to track the chain of rolls.

The core mechanic of Rugen is similar to “cutting” in Roche, although in this game it is called “breaking” or “breaking the chain.” A number N breaks when it has been rolled N times before any other number has broken. So for example, 3’s break if you roll three 3’s before rolling one 1, two 2’s, or four 4’s. This is a predecessor of the cutting mechanic from Roche and Rochi.

Street Rugen:

The eldest game in the Roche-Rugen family is commonly called “Street” or “Cup” (short for “Copper”) Rugen, and it works as follows.

Note that the die for Street Rugen typically does not have the “day” and “night” markings, as they are not required for this game. The game is often played on a tavern table (rather than in a back alley, as “street” would imply). It can be played wherever there is room to cast a die.

Sequence of Play:

A player is chosen as the Shooter. Typically this role passes around the table in some way, though in street groups the role goes to whoever is brash enough to grab the die. By the formal rules, if the shooter wins, he retains the die, and otherwise the die passes to the winner.

The Shooter throws the die once to establish his *point*, which will be either 1, 2, 3, or 4. (Day and Night are not relevant.) Next, he *must make a bet on that number*. He decides how much to bet, but he must make at least the minimum bet, in multiples of a base value determined as follows:

Point:	1	2	3	4
Bet Multiple:	8	5	4	3

For example, if the shooter's point is 3, he must bet some multiple of 4 coins. Often the multiplication factor is stated rather than the bet (for example, betting "10 times" would mean betting 40 coins).

Note that the shooter can opt to make a bet of any size, but cannot withdraw from the game. He is obligated to make at least a small bet because he cast the starting roll.

Once the Shooter's bet is announced, up to three other players may join the game by betting on the remaining numbers. This is first-come, first-served, with all bets being covered by the shooter. Each number can be bet only once, and all bettors bet using the same proportions given in the chart above.

An Example: Our shooter from above makes the 3 as his point, and elects to make a bet of \$40. Two other players join him. Their bets must proportionally match the shooter's bet. So, whoever bets the 1 must wager \$80, and whoever bets the 4 must wager \$30. For this example, no one bets the 2.

Next, the shooter begins the series of rolls defined as the "chain." This sequence does NOT include the starting roll.

Within the chain, the first number to "break" is the winning number, and the player who took that number collects *all the money that was bet*. If a number was not taken, then rolls of that number are ignored. "Breaking" means a number N is the first to appear N times.

The chain might be as short as one roll, or it might take several rolls before the winner is determined, especially if one or more numbers were not bought.

An Example: The Shooter above rolls 4-4-2-3-2-1. If the 2 had been taken, the game would have ended on the second 2. But the 2 was not bet, so the first number to break the chain was the 1. A total of \$150 was bet on this game, and it goes to the player who bet the 1. (He bet \$80, so his profit is \$70.)

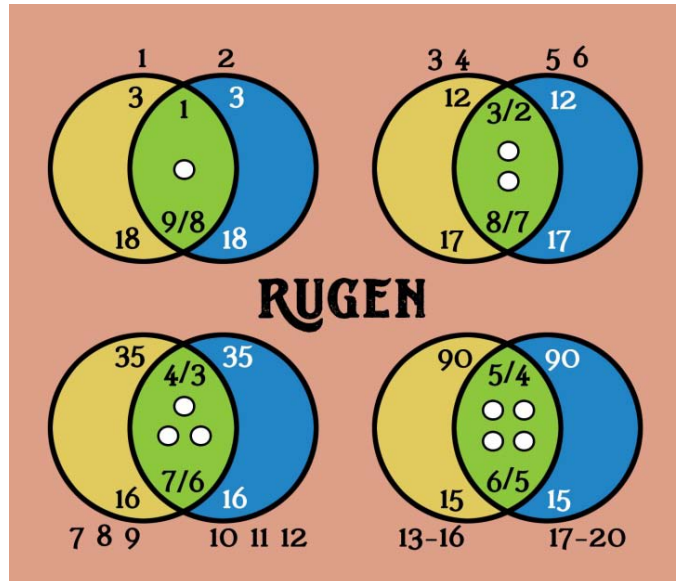
Side Bets: Groups of players can also make side bets in the same manner as the players in the core game. Groups of 2 to 4 players may bet on individual numbers to break the chain, betting against each other with the same proportions as the core bets, but often for different stakes.

The Next Game: As mentioned above, if the shooter wins, he retains the die for the next game, and otherwise he passes it to another player, typically the winner of the game. The shooter's number must always be determined by a throw of the die. Mathematically, all numbers have a very close value in this betting scheme (with 3 being the worst, and 4 the best).

House Rugen:

Rather than betting against each other, players in the game of House Rugen or "Parlor Rugen" are all betting against the house, and the odds for each bet include a mathematical advantage in for the house.

A sample House Rugen layout is shown below:



The bets on this layout are not as complicated as the numbers might first imply. For one thing, all the numbers on the felt (outside the betting circles) are included here so that you can play this game with a normal 20-sided die. They would not appear on a real Rugen layout. To use these reference numbers, just roll your d20 and look for the spot on the felt that corresponds to that number. For example, if you roll a 14, this becomes a Day 4.

The interior of each space permits several different bets, and shows the house odds for each bet.

Center Bet: A bet on the center (the area with the white dots) in any of these four spaces is a *one-roll bet* on that number. This is called a “Center” bet and requires a bet in multiples of that number. For example, to bet on the 3 you must bet 3 chips, or some multiple of 3 chips.

This bet pays differently depending on whether the winning roll is a “Day” or “Night” number, which is the meaning of the two numbers separated by a slash at the bottom of this betting space. The first number is the Day value, and the second is the Night value. For example, a bet on the 3 pays 7/6. This bet wins 7 chips if the roll is a Day 3, 6 chips on a Night 3, and loses on any other roll. Here is a list of the odds for Center Bets:

Center Bet	1	2	3	4
Pays (Day)	9:1	8:2	7:3	6:4
Pays (Night)	8:1	7:2	6:3	5:4

Throughout, the Day roll is considered better than the Night roll, and so these bets are arbitrarily chosen to pay better. A creative house could reverse these numbers with no change to the house odds.

Note: If both numbers paid the Day (higher) value, then the bet would be a fair bet, with no advantage for the house.

Day and Night Bets: Beside the Center Bets are spaces for Day and Night bets on the same number. These are bets that the next roll will be the Day or Night variety of that number. As with the Center Bets, the required bet is a multiple of the number. These bets pay as follows:

Day / Night	1	2	3	4
Pays	18:1	17:2	16:3	15:4

Note: All of these bets also have an advantage for the house. However, increasing all of these payouts by 1 would result in a set of perfectly fair bets.

Chain Bets: These bets are typically made at the top of the betting circles, which is a position closer to the dealer. They are multi-roll bets that the chosen number will break the chain.

To track the chain, the dealer will place a special marker on the appropriate betting space after each roll. There are a total of six markers in the game, because no chain of rolls can be longer than seven rolls. (In a seven-long roll the die itself can be used as the last marker, and this is typical in shorter series as well.)

Whenever a chain is broken, all the tokens are cleared and a new chain begins with the next roll. Chain bets can only be placed at the *beginning of a chain*, although some unscrupulous houses will allow players to make a chain bet on any number that *does not have a token* (this is strictly worse than waiting until the beginning of the next chain).

As with the one-roll bets, the central Chain bets are paid differently based on a Day or Night result. In this case, the determination of whether the pay is based on the higher or lower value is made based on just the *last roll in the sequence*.

To win a “Day” or “Night” Chain bet, *every number in the chain* must be of the matching type. This becomes very hard for the higher numbers, making those payouts quite high.

Chain bets pay as follows:

Chain Bet:	1	2	3	4	
Normal :	1/1	3/2	4/3	5/4	(Day / Night is determined by the last roll)
Day / Night:	3:1	12:1	35:1	90:1	

Unlike Street Rugen, House Rugen does not typically allow bets between the players. However, in some extremely sophisticated (i.e., expensive) houses, the players are allowed to make bets among themselves. The formalized version of this system is called Capital Rugen, described below.

Capital Rugen:

In the formal mix of the two games above, known as **Capital** (or **Capital Rugen**), the House encourages the group-bet familiar to the street players. The House will also bet any unclaimed numbers, but for one coin less than the player’s price. The prices for each number bet in this game are as follows:

Number:	1	2	3	4
House Bet:	7	4	3	2
Player Bet:	8	5	4	3

It is possible to play solo against the house in this game, but you are paying a dear price to do so, since the House places bets on all the other numbers at a huge accumulated discount. In general, you would be better off finding friends to participate in the group wager, or betting on the standard Chain bets, rather than playing the Capital bets alone.

Higher-stakes Capital games can offer better odds by narrowing the gap between the house's bet and the player's bet. For example, an \$80 table can use a House bet of \$75, etc.

Number:	1	2	3	4
House Bet:	75	45	35	25
Player Bet:	80	50	40	30

The schedule above still gives the house an edge, but not as strong as that in the lower-limit games. The specific leeway permitted by the table's odds is always a matter for the proprietor to decide.