

SAVVY GAMES – SUPPLEMENT FOR 5150 – URBAN RENEWAL

Here's a quick and easy game for your characters to play when on a Chillin', Gaming House Encounter or even if just passing the time on a stake out. All Gambling rules on page 90 apply except that we are providing a new game that has a bit more strategy to it.

LET'S PLAY POKER!

This is a variation of five card draw Poker and for simplicity we'll just call it Poker. Here's how we do it:

- Deal 1 card per point of Savvy to all players, Star or Grunts.
- Deal 1 extra card to any Razor character.
- This means some players will have as few as 1 card while others will have a more.
- Build the best Poker hand for each player. This will often be the highest card in the hand. It could be a pair, or a straight (two or more cards in sequence) or a flush (two or more of the same suit).
- Each player can discard and draw new cards up to their maximum. If playing against NPCs play the hand as if it were your own.
- Bets are made when the cards are first dealt, there is no ante.
- After cards have been drawn there is a second round of betting.
- The highest Poker hand using the *most* cards is the winner. So three of a kind (all the same kind) beats a two card flush (two of the same suit) but would lose to a three card straight (three cards in sequence).

Example – The Razor has four cards, a pair of Jacks a 3 and a 6. The Hishen has two cards, a 2 and a 3, a Straight. The Hishen wins. Yes, even if he has less cards and a straight beats a pair in real Poker.

Multiple hands of the same type go to the one with the higher number of cards. So a three card 3, 4, 5 straight beats a two card 4, 5 straight.

GAINING AN ADVANTAGE

There's a way to "gain the advantage" (cheat) when playing Poker. Here's how we do it:

- After the cards have been dealt, discarded, and new cards drawn the player (Star or NPC) can attempt to cheat.

- Discard the cards you want, draw new ones a *second time* and build your hand.

WHO CHEATS

Stars can cheat any time they like. NPCs do it a bit differently. Here's how we do it:

- When the NPC enters the game add their Rep to their Savvy. This is called their Cheating Potential.
- Roll 2d6, add the results together and if the total is less than their Cheating Potential, the NPC will cheat whenever it has the chance.

Example – The Tip-Tip Glom has a Rep of 4 and a Savvy of 1. This gives him a Cheating Potential of 5. He sits down to play and I roll 2d6 and score a total of 3. He will cheat every chance he gets.

Two weeks later he sits in on another game. He rolls a 6 so will not cheat.

CATCH THE CHEAT

After all the cheating has been done, the hand played and Cash collected there is a chance that the cheater was caught. Here's how we do it:

- All the players in the game roll 1d6 per point of Savvy.
- Determine how many successes are rolled.
- Compare the number of successes rolled by each player, to each other.
- If a character scores more successes than the cheater, he has caught him. Otherwise the cheating goes unnoticed. This could mean that one cheater is caught while another is not.
- The characters that were cheated now must see what they will do. Stars can choose how to act.

Example – Samoln, a Rep 4, Savvy 2, Hishen Ganger is playing cards with Axl, a Rep 3, Savvy 1, Hishen Ganger and a Rep 5, Savvy 3, Xeog Athlete.

After the draw, Samoln looks at his two cards and wants to cheat, draw another card. He does and now has a pair of Aces. The hand is played out and he wins.

Because he cheated we need to see if anyone noticed. The Xeog rolls 3d6 and scores zero successes. Samoln rolls 2d6 and scores zero successes. Axl the Rep 3 Ganger rolls 1d6 and scores one success. He has caught Samoln cheating.

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NOW WHAT?

When a character gets caught cheating, different Circles will behave differently towards the cheater. Here's how we do it:

MOVER

<i>CHEATER IS</i>	<i>RESULT</i>
Mover	Quit the game and never play with the cheater again.
Shaker or Exotic	Quit the game and never play with the cheater again. Spread the word in the Mover Circle so the cheater counts a -1d6 penalty when taking any future People related Challenges with any Mover.
Ordinary Joe or Criminal	Quit the game and never play with the cheater again. Send Private Security to have a Confrontation with the cheater.

SHAKER

<i>CHEATER IS</i>	<i>RESULT</i>
Mover or Shaker	Quit the game and never play with the cheater again.
Exotic, Ordinary Joe or Criminal	Quit the game and never play with the cheater again. Spread the word in the Shaker Circle so the cheater counts a -1d6 penalty when taking any future People related Challenges with any Shaker.

EXOTIC

<i>CHEATER IS</i>	<i>RESULT</i>
Mover or Shaker	Quit the game and never play with the cheater again. Spread the word in the Exotic Circle so the cheater counts a -1d6 penalty when taking any future People related Challenges with any Exotic.
Exotic	Quit the game and never play with the cheater again.
Ordinary Joe or Criminal	Quit the game and never play with the cheater again. Confront the cheater after the game and get their Cash back.

ORDINARY JOE

<i>CHEATER IS</i>	<i>RESULT</i>
Mover, Shaker or Exotic	Quit the game and never play with the cheater again.
Ordinary Joe	Quit the game and never play with the cheater again. Confront the cheater after the game and get their Cash back.
Criminal	Quit the game and never play with the cheater again.

CRIMINAL ELEMENT

<i>CHEATER IS</i>	<i>RESULT</i>
Mover, Shaker or Exotic	Quit the game and never play with the cheater again.
Ordinary Joe or Criminal	If not employed by the cheater, immediately Confront the cheater and get their Cash back. Otherwise quit the game and never play with the cheater again.

Example – Axl the Hishen Ganger has caught Samoln. He immediately Confronts him (Urban Renewal page 86). They take a People related Opposed Challenge. Samoln scores fewer successes than Axl.

Axl goes for his gun and both take an In Sight Test. Samoln goes first and fires killing Axl.

The Xeog decides to keep playing.