

Games of chance for all Top Secret game series.

Flaskin: Players roll 1d6 to see who "drops" first. The "drop" decides what the bet is and then rolls 3d6 and announces the amount , the other players must roll lower then him to win.

Possession: Same as Flaskin but the dice are either 3d10 or 3d20.

Numero Uno: Players decide on a bet and then they all roll the following; 1d4, 1d6, 1d8, 1d10, 1d12, 1d20. The winner is the one who has the most rolls of 1. If no winner or a tie, then another ante is placed and the rolls begin again.

Toze: Players roll 2d6. A roll of a straight 12 (Double 6's) wins. Anything but a 12, ante again with original bet and roll again.

Spinner: Players are assigned numbers and the Administrator rolls a secret number on a die that is the same as the number of players. Players then bet on who is the winner. Half the pot automatically goes to the player the die roll indicates and the other half is split on the other

Decadent: The Administrator picks a card from a deck of cards and places it facedown in front of him, then he places the deck aside. The other Players bet and roll 2d6 and the one to beat the facedown card by the least wins.

Example. Facedown card is a 5. Player A rolls a 9, player B rolls a 3 and Player C rolls a 7. Player C would win. Ties with the face down card automatically lose.

Card	Value
Ace	11
Face	10

PayBack: This game is played like poker. Highest hand wins. The Administrator places 5 cards into 2 or 3 stacks and rolls 1d6 for each stack and places them on each stack. This is the "winning potential". The Players as a group choose a stack, the others will go to the Administrator (playing for the house) and the NPC's (if any). The cards are flipped over and whoever has the highest hand wins. The amount bet is multiplied by the winning potential (1d6). Joker; There will be 2 jokers present and if any should be in the stack, the player will lose and have to pay the amount of the bet multiplied by the winning potential to the house. If the house gets it then it is treated as a normal win for the players.

Backroom games of Extreme chance.

Russian Roulette: A standard revolver (6 shot) is used. The Administrator rolls 1d6 to determine which chamber the bullet is in. Players roll to see who starts. The Administrator will say if the press of the trigger was a "bang" or a "click". If it is a shot, the player is dead (unless a Luck Point is used, in which case the shot was heard but dosen't kill the player, but everyone will know the player lost). The one left alive wins. If 5 clicks happen and the gun is then passed to the next player, the player and everyone else will know that the bullet is in the last chamber. That player may put the gun down knowing that he lost and leave alive.

The 10 Asps: Ten black bags are on the floor with 1 Asp in each one. 9 are non-poisonous and 1 is poisonous. After the initiative is rolled to see who starts, the players take turns placing their hands inside the bag and letting the snake bite it. After which the player will dump out the snake into a container to see if the snake is poisonous (it will be marked somehow). This goes on until someone gives up or the poisonous Asp bites someone. To determine this the Administrator will roll 1d10 to see which bag has the poisonous asp in it.

Russian Roulette Deluxe: Same primarily as the original Russian Roulette, but the administrator rolled 1d6 and the player who is at the gun also rolls 1d6. If both the rolls match then the gun goes off and kills the player. This is for the game variation where the chamber is spun after each press of the trigger.