



100 POINTS HOLD'EM

A 100 Points Card Game



100 Points Hold'em

100 Points Hold'em is a card game in the 100 Points line of games that use 100 Points cards.

Players are dealt 2 cards face down each. The Dealer then plays 2 cards (one at a time) face-up. Using the 2 cards dealt to them face down and the 2 shared cards dealt face-up on the table, players see who has the best hand. The player closest to 100 points in their hand without going over wins the round. The game ends when only one player has 3 tokens or more.

The game can be played with 2 to 5 players, one of which being the Dealer.

You will need 2 sets of 100 Points cards, and 20 or more betting tokens per player.

Pre-game Setup

Before play, shuffle 2 sets of 100 Points cards together. A full set of cards consists of:

- Seven 10 Point cards
- Four 20 Point cards
- Seven 30 Point cards
- Four 40 Point cards
- Two 50 Point Cards

Shuffle all of the cards together and place them face-down on the table to form the Draw pile.

Give each player at the table 20 (or more, for a longer game) tokens (coins, poker chips, etc.,) to start.

Choose a player to start as the Dealer of the game.

Note: When a player is the Dealer in a round, they cannot win that round; they are only there to deal the cards to the other players.

100 Points Hold'em

- 2 - 5 players
- 20 - 60 minutes to play
- Simple card game of betting and luck

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- DriveThruRPG.com (for Print2Play editions of our games)
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Game Rules

1. The game begins with the Dealer dealing 2 cards face-down to each player, excluding themselves. Players may look at their cards, but should not reveal their hidden cards to any of the other players.
2. Each player then puts in 1 of their tokens into the center of the table (called the Bet pile).
3. The Dealer takes the top card from the Draw pile, and places it face-up on the table. This card is shared with all of the players at the table, and is part of their hand
4. Starting with the player to the left of the Dealer, each player then either adds 1 more token to the Bet pile, or bows out of the game.
5. The Dealer then takes another card from the top of the Draw pile and places it face-up on the table. This card is also shared with all of the players at the table, and is part of their hand.
6. Starting with the player to the left of the Dealer, each player either adds 1 more token to the Bet pile, or bows out of the game.
7. Any player that has not bowed out of the game reveals their hidden cards, and adds their points with the points of the two shared cards at the table to see if they won.
8. Once the round is over, the player to the left of the Dealer gathers all of the cards at the table, shuffles them, and starts as the Dealer for the next round.

Variable Bets

For a little more variety, do not limit the number of tokens players can bet during steps 4 and 6. Instead do a betting round where each player may place in the minimum bet or a higher bet. When it is a player's turn to put their tokens in the Bet pile, they must put in the highest bet entered at the table, or bow out of the game. The betting round continues until all players have put in the same amount of tokens, and no one has raised the bet anymore.

Winning the Round

The player with the highest total points in their hand, without going over 100 points, wins the round. If more than 1 player has the same high score, then each of those players win the round. If all of the players went over 100 points, or bowed out of the game at some point, then no one wins the round.

Dividing the Bet Pile

The player who won the round may take all of the tokens in the Bet pile. If more than one player won the round, then divide the amount of tokens evenly amongst the winners. If there is a remainder of tokens that cannot be divided evenly, then leave those tokens in the Bet pile for the next round. If no one won the round, or all players bowed out before the end of the round, then the unclaimed tokens remain in the Bet pile for the next round.

Game Over

When a player has 2 or less tokens in their personal collection at the end of the round, they are out of the game. The player that can still play when the others can't, wins the game.