



100 POINTS POKER

A 100 Points Card Game



100 Points Poker

100 Points Poker is a card game in the 100 Points line of games that use 100 Points cards.

Overview

Each player is dealt 4 cards by the Dealer and places 1 token in the Bet pile to start the round. Then, if the players wish, they may trade in as many cards from their hand for new cards from the Dealer. Players then put 2 tokens into the Bet pile (or more if they are using the variable bets rules) or “fold” their hand. All of the players still in the game show their cards. The best hand wins the tokens in the Bet pile.

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, for a longer game) betting tokens per player. Each player should also have access to a 100 Points Combination chart.

Pre-game Setup

Before play, shuffle 2 sets of 100 Points cards together, and place them face-down on the table to form the Draw pile. 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

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

Choose a player to start as the Dealer.

100 Points Poker

- 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 4 cards to each player, including themselves, from the Draw pile. 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. Starting with the player to the left of the Dealer and going clockwise, each player may hand the Dealer any number of cards from their hand. The Dealer then replaces those cards with new cards from the Draw pile.
4. Starting with the player to the left of the Dealer, each player then either adds 2 more tokens to the Bet pile, or bows out of the game.
5. Any player that has not bowed out of the game reveals their hidden cards. The player with the best four-card combination according to the 100 Points Combinations chart wins the round.
6. 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.

Winning the Round

The player with the best possible combination according to the 100 Points Combination chart wins the round. If more than 1 player has the same best combination, 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.

Variable Bets

For a little more variety, do not limit the number of tokens players can bet during step 4. 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.

100 Points Combinations

The following lists the possible hands, from the best to the worst, that a player can have in the game.

- 50, 20, 20, 10
- 50, 30, 10, 10
- 40, 20, 20, 20
- 40, 40, 10, 10
- 30, 30, 20, 20
- 40, 30, 20, 10
- 30, 30, 30, 10
- 4 cards = less than 100 points.
- 4 cards = more than 100 points.