**Chip Colors and Values:**

* White – 1 gold
* Red – 5 gold
* Green – 10 gold
* Blue – 25 gold
* Grey – 50 gold
* Yellow – 100 gold
* Orange – 250 gold
* Black – 500 gold
* Pink – 1000 gold

**Game: Plus 1, Minus 1**

* All players will put in their bets before playing a round. The minimum bet to play a round of this game is 25 gold, which equals one (1) blue chip, five (5) red chips, or 25 white chips. Bets must be placed using casino chips only.
* In this game, each player and the house will roll a d20 die. All dice are rolled so that the entire table can see each other’s rolls.
* Each player then gets the option of doing a +1 or a -1 to their initial roll, and the new number is what they stick with. A player can choose not to +1 or -1, sticking with their initial roll. The house must stick with its initial roll; the house does not get a +1 or -1.
* Once all numbers are finalized, the players have the option of increasing their bets. If they choose to increase their bet, they must increase the initial bet by a minimum of 50% (ex. If the initial bet was 100 gold, or one (1) yellow chip, the player choosing to increase their bet must do so with a minimum of 50 gold, or 1 grey chip, for a total of 150 gold). They may not decrease their initial bet.
* Once bets and rolls are finalized, the house rolls a second d20 die. This is the community roll. The goal of the players is to either match the number on the community roll die perfectly or within 1 number. If neither the house nor the player is within 1 number or exactly matching the community roll, the winner is whoever is closest to the roll without going over. If the result is a tie or if both the player and the house are over the community roll, that round is declared a “push” or a “draw”. This means that the player keeps their initial bet, and the house pays them nothing.
* If the player matches the game roll exactly without using their +1 or -1 to their initial roll and wins, their bet is matched 1.5:1. If the player matches the game roll exactly AFTER a +1 or -1 and wins, their bet is matched 2:1. All other wins are 1:1. Matching a number exactly trumps being within 1 number of the community die roll. If the player decides to +1 or -1 their roll to match the house’s roll and both the player and the house match the number on the community roll die exactly, the player wins, and their bet is matched 2:1. No individual exceptions to this rule will be made.

**Game: Tymora’s Spinner**

* All players will put in their bets before playing a round. The minimum bet to play a round of this game is 10 gold, which equals one (1) green chip, five (5) red chips, or ten (10) white chips. Bets must be placed using casino chips only.
* In this game, the house will roll a d20 die as the community roll. The goal of the players is to either guess if the number rolled will be even or odd, or to guess the exact number it will land on.
* On a correct even/odd call, bets are matched 1:1. If a player calls a specific number and they are one (1) number over or under, bets are matched 2:1. If a player calls a number exactly, bets are matched 3:1. The player can choose to either go all-in on one bet option or to go 50-50 on even or odd and one number of the opposite cardinality (half on any odd number and half on a single even number, or vice versa). No individual exceptions will be made to this rule.

**Game: GYP**

* All players will put in their bets before playing a round. The minimum bet to play a round of this game is 5 gold, which equals one (1) red chip or five (5) white chips. Bets must be placed using casino chips only.
* In this game, each player will roll 2d6 dice. Their goal is to roll their dice to sum to either 2, 7, or 12. This means that a winning pair is 1-1, 4-3, 5-2, 6-1, or 6-6. All other sums/pairs lose, and the house takes the player’s bet. A winning pair of 1-1 or 6-6 pays out 2:1. All other winning pairs pay out 1:1.

**Game: Doubles or Nothing**

* All players will put in their bets before playing a round. The minimum bet to play a round of this game is 100 gold in chips. Bets must be placed using casino chips only.
* In this game, each player will roll 2d6. Their goal is to roll any set of doubles. The payout amount is determined by the nature of the doubles rolled (ex. Double 1s pays 1:1, double 2s pays 2:1, double 3s pays 3:1…double 6s pays 6:1). Any other pair loses.