

## Bar Room Games

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### Poker Variations

#### Dead Men Down

Cards are dealt as in Draw Poker. Before betting occurs players have the option of placing one or more of their Jacks or Kings in their "Dead Pile". Betting then occurs and players may discard and draw cards in the normal fashion, although no cards may be drawn to replace cards in the "Dead Pile". The final round of betting occurs and players show their cards in the normal fashion. After determining the traditional winner players then show their "Dead Pile"s. Whomever's "Dead Pile" forms the highest "Dead Man's Hand" wins half the pot (Disregard the ranking of suites when making this determination). If two Dead Man's Hands tie, play starts over with the pot remaining in the middle. Anybody who folded at any time during the game may NOT resume playing if the game restarts.

#### Marksman

Played like draw poker, at the end of the game if the winner discarded any cards during the draw stage of the game he or she must toss them in the air and shoot holes through each of them (Firearms target of 12). If the winner fails to put a hole in each of his cards he is no longer considered the winner, must match the pot, and the game restarts with the doubled pot in the middle. As usual, if anybody folded during the game they are out until the deal passes.

#### Corporate Takeover

A variation of Stud Poker, after the cards are dealt three "company cards" are placed in the middle of the table, face up. A round of betting then takes place. Then, for the first of the company cards, there is a session of "silent bidding" during which players may place, face down, the cards they are willing to "pay" for the corporate card in question. After all bids are placed the players show their "bids". The player who had the highest ranking bid gets the corporate card. All bids then go in a discard pile. Another round of betting then takes place followed by another round of bidding until all corporate cards are taken. There is

a final round of betting after which players show their hands. The player with the highest hand takes the pot. Note that players do not have to bid on cards. Also, if NOBODY bids on a card it goes into the discard pile.

## **Pool Variations**

### **Rumble**

Played like 8 ball, only both players attempt to sink the appropriate balls simultaneously thus forcing them to physically fight for an opportunity to hit the cue ball. No weapons other than the pool cue may be used.

## **Darts Variations**

### **Hammer**

Hammer is scored like traditional darts only, instead of darts, a low caliber pistol is used to shoot at the board.

### **Plug**

Plug actually has nothing to with traditional darts in any way. It was a game invented by Trolls in which you see how far THROUGH the dart board you can get the dart to go. Scoring is determined by how far through the board the dart actually went:

Tip Only: 1pt

Tip Up To Shaft: 2pts

Shaft Up To Feathers: 3pts

Completely Through: 4pts

Dart Passed Through Board And Entered Adjacent Room: 5pts

### **Smart Darts**

Smart Darts is a variation of traditional darts which may be played by anybody equipped with an internal smartgun link cybersystem (no goggles). The darts themselves are heavier versions of traditional darts and each is equipped with a micro smartgun adapter allowing properly equipped individuals to target the darts as they would a firearm, although throwing skill is still used. Smartgun I and II technology do not differ in any way while playing this game. Anybody attempting to play Smart Darts without a smartgun like suffer an automatic +4 modifier to all throws. In addition, anyone not equipped with at least mag1 vision enhancement receives another +2 to all throws. The traditional standing distance from the board is ten meters.

The dart board itself is nearly two meters in diameter and consists of the traditional 20 zones broken into 40 separate rings. Half of the rings receive the traditional face value if their zone while half receive increased value depending on their proximity to the Bull's Eye. The rings alternate in the traditional way, i.e. x2, face value, x3, face value, but continue up to x18 face value. The outer ring of the bull's eye, which is a mere 1cm wide, is worth 250 points, while the bull's eye, which is almost invisible to the naked eye, is worth 500. Score is traditionally kept by a non-player, presumably the guy with the math co-processor.

I have no set “rules” for how to play because, when my group plays Smart Darts, we use a real dart board sitting in the living room and simply fudge with the numbers. I suggest using an open ended (see Shadowbeat) Throwing Skill test with a target of the “x” value of the ring, counting the outer bull’s eye as 19 and the inner as 20. To make things easier simply assume everybody’s shooting for the 20pt zone. If they miss, give them their base 20 points.