

THE ERLEWOLT WEST

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WEREWOLF

THE WILD WEST

A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all.

Werewolf: The Wild West, available in June, 1997, takes you to the time when humans struggled to put their mark on the West, and werewolves feuded alongside them. Rage into the War Between the States or tread softly among your native kin. Discover tales of buried evil and learn just why Garou of the 20th century refuse to speak of the Old West.

When the fury is unleashed, the desert dust will be soaked with blood.

Werewolf: The Wild West is developed by Ethan Skemp and Justin Achilli.

WEREWOLF THE WILD WEST POKER DECK

Poker Hands

This is the almighty list of winning hands. One hand will beat any hand of lower rank. If hands are tied, that with the highest card wins. If high cards are tied, the hand with the highest suit wins.

Face Cards and Suits

The higher the number on a card, the higher the card's value. Face cards ascend in value in the following order: Jack, Queen, King, Ace.

In the case of a high-card tie, the relative suits of the high cards settle the matter. The probability of a high-card tie is remote, but possible. Suits ascend in value in the following order: Diamonds, Clubs, Hearts, Spades.

Hand Rankings

High Card: 2 is lowest, Ace is highest.

One Pair: Two cards of the same rank.

Two Pair: Two cards of one rank and two cards of another rank.

Three of a Kind: Three cards of the same rank.

Straight: Five cards in sequence. Aces can usually be high (10-J-Q-K-A) or low (A-2-3-4-5).

Flush: Five cards of the same suit, regardless of rank.

Full House: A pair and a three of a kind.

Four of a Kind: Four cards of the same rank.

Straight Flush: Five cards in sequence which are also of the same suit.

Royal Flush: 10-J-Q-K-A of the same suit.

Five of a Kind: Five cards of the same rank. This is only possible with wild cards.

Poker Terms

Betting Round: If any cards in players' hands are face-up, betting usually begins with whomever shows the highest hand. Some people play high/low games (see below); the first round of betting starts with the player with the lowest-showing hand and all later rounds start with the highest-showing player. If no cards are showing, betting should start with a different player each round, beginning with the player to the left of the dealer and proceeding clockwise around the table. A round consists of a series of bets that is completed when everyone has called or folded.

Declare: This involves announcing whether you're trying for the high hand, low hand or both. Typically, this is done secretly by putting no chips in your hand if you're going low, one chip if you're going high or two chips if you're going for both. Everyone then opens their hands simultaneously.

Down: Cards are face-down; their value isn't showing.

Exchange: Discarding from your hand and replacing the cards with different ones, usually dealt from the top of the deck.

High/Low: The highest hand and the lowest hand split the pot. In many high/low games, it is possible to win the entire pot by having the highest *and* the lowest hand (accomplished with wild cards or by using different sets of five cards), but only if you declare that you're trying for

both. If you try for both but don't win both (that is, someone else has the highest and someone else has the lowest hand), you win neither. When playing high/low, hands are compared against all other players', not just the hands that go the same way. Thus, if someone going high has a better low hand than all of the players going low, nobody going low wins (the player who wins the high hand gets the whole pot). If someone goes for both and fails, say by winning high but losing low, the high half of the pot goes to the player who wins the low hand — half of the pot *doesn't* go to the player with the second-best high hand.

Natural: A game played without wild cards.

Perfect low: A perfect low is usually A-2-3-4-6. However, it can also be A-2-3-4-5 if you play a game in which straights don't count when you go low. A perfect low can also be 2-3-4-5-7 if you rule that Aces are always high, or 2-3-4-5-6 if you use both rules (that straights don't count and Aces are always high).

Rank: The value of a card. There are 13 ranks in a deck of cards.

Roll: Flipping a face-down card up.

Rolling Showdown: A game in which cards in a hand are stacked face-down and revealed one at a time with a round of betting after each card is revealed.

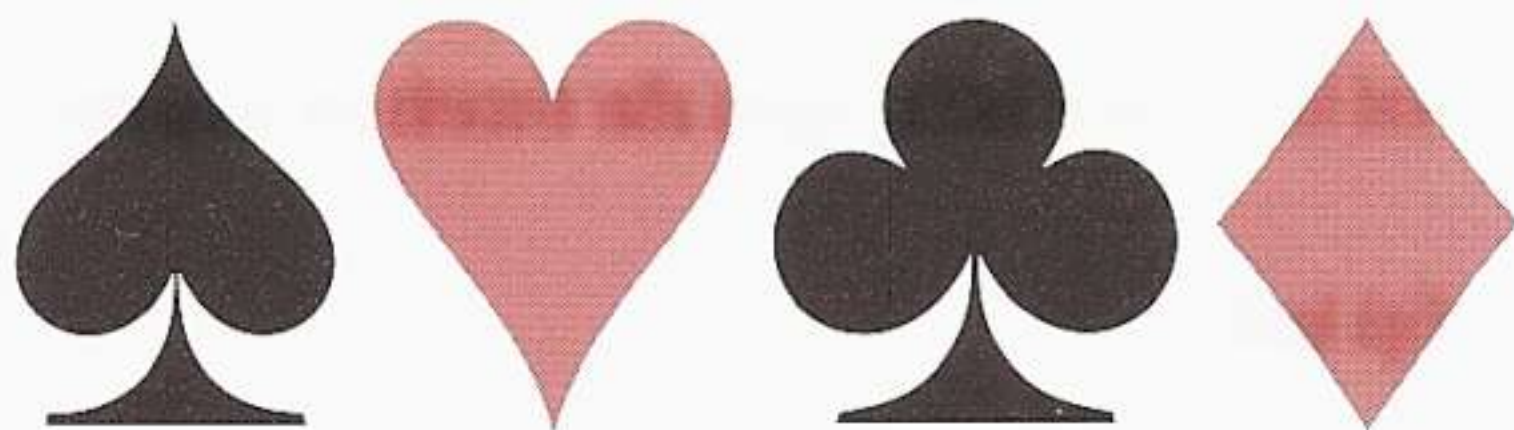
Rotating Bet: Each round of betting starts with the next player, moving clockwise around the table. Typically, the player to the left of the dealer starts the first betting round. The second round would thus be started by the player to his left.

Showdown: The act of revealing hands and determining the winner.

Table Hand: Cards that are dealt in a hand and placed on the table, not to any one player.

Up: Cards are placed face-up so that the value of the cards shows.

Wild Card: A card that the dealer or game specifies as wild. A player can choose to change a wild card in her hand into a card of any other rank or suit.



The Many Faces of Poker

Straight Poker

Players: 2+

Initial Deal: Five cards face-down to each player.

Play: Play begins with a round of betting, usually opened by either the player to the left of the dealer or, when moving clockwise around the table from the dealer, the first player who has a pair of Jacks or higher (the dealer decides which option is used). Once the first round of betting is concluded, players may each discard up to three cards for three new cards from the deck. If a player holds an Ace, he may discard up to four cards. Players discard clockwise, beginning with the player to the dealer's left.

A second and final round of betting begins after discards are completed.

Winner: High hand.

Tombstone

Players: 3-9

Initial Deal: Five cards face-down to each player. Five cards face-down on the table.

Play: One of the cards on the table is flipped up, followed by a round of betting (players look at their own hands). Repeat until all five cards on the table have been flipped. A showdown follows the last round of betting, with each player making the best hand possible using his own cards and the five on the table.

Winner: High hand.

Standard Variation of Tombstone

High/Low: Whoever has the highest card in his hand of the same suit as a specified table card (usually the third or fifth that's turned over) gets half the pot. If you use the third card, expect someone with a potentially good hand to raise the stakes over the last three rounds of betting.

Texas Hold 'Em

Players: 3-20

Initial Deal: Two cards face-down to each player. Five cards face-down on the table.

Play: A round of betting is held after the deal, then three of the table cards are turned up. Another round of betting follows. One more table card is flipped, followed by another round of betting. After the last table card is flipped, a final round of betting ensues, followed by a showdown in which players make their best hands using their two cards and the table's five.

Winner: High hand.

Standard Variations of Texas Hold 'Em

Wyatt Earp: Three cards face-down to each player instead of two. No more than two cards can be used from your hand.

Doc Holiday: Three cards face-down to each player instead of two. Each player must discard one card before the first three table cards are flipped over.

Crazy Holiday: Same as Doc Holiday, but each player discards *after* the first three table cards are flipped over.

Showdown: Three cards face-down to each player instead of two, all of which may be used normally.

Omaha

Players: 3-11

Initial Deal: Four cards face-down to each player. Five cards face-down on the table.

Play: Identical to Texas Hold 'Em except that each player's final hand includes exactly two of the player's four cards and exactly three of the five table cards.

Winner: High and low hands split the pot, but the low hand must be 8-high or lower, or the high hand gets it all.

Standard Variation of Omaha

The Kid: Players use all four of their cards, splitting them into two groups to form a high hand and a low hand.

Silver Bullets

Players: 3-20

Initial Deal: Three cards face-down to each player. Five cards face-down on the table.

Play: A round of betting is held after the deal, and then one of the table cards is turned up. It is wild, along with all cards of the same rank. Another round of betting follows. Repeat until all four table cards are up. When a table card is flipped and it is the lowest-showing table card, it (and all cards of the same rank) become wild, replacing any previous wild card.

Winner: High hand.

Led

Players: 3-9

Initial Deal: Five cards face-down to each player. Four cards face-down on the table, arranged in a "Z" shape.

Play: The game begins with a betting round. In each subsequent betting round, the lead rotates. After each betting round, flip one of the table cards in the order indicated above (card 1 in the first round, card 2 in the second, and so on). After the last card is flipped there is one more round of betting. Players then form a hand from three of their own cards and any two adjacent table cards in any one of the following combinations: 1&2, 2&3 or 3&4. (Hence the “Z” shape of the game.) Hands are revealed in the showdown.

Winner: High and low hands split the pot, but the low hand must be 8-high or lower or the high hand gets the whole pot.

Alpha

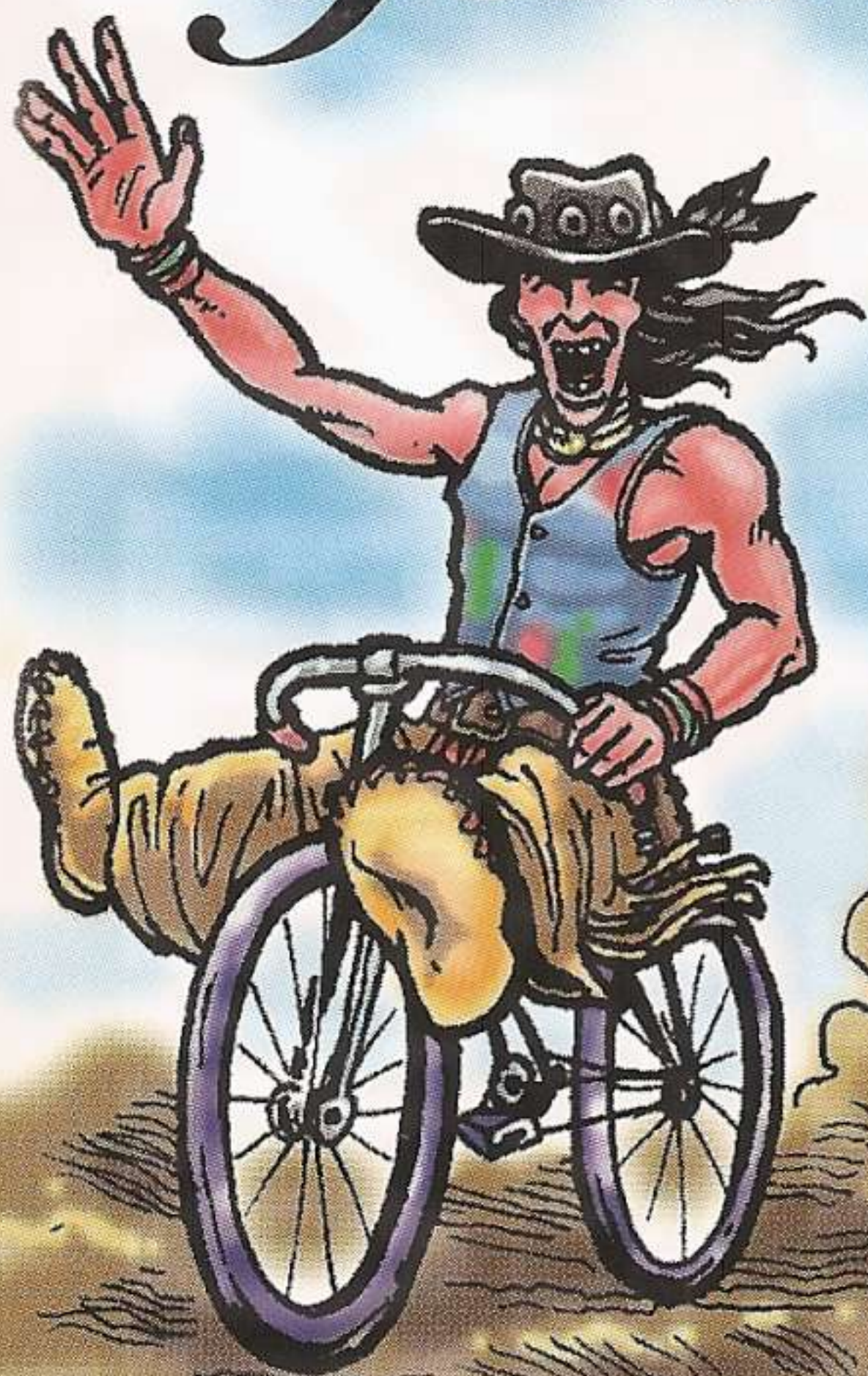
Players: 4-10 (the more the merrier)

Initial Deal: Two cards face-down to each player.

Play: Everyone secretly puts a chip in their hand if they are staying in, otherwise they leave their hand empty. Players hold their closed hands in front of them and open them simultaneously. Players who hold chips (and thus stay in) reveal their cards. The winner takes the pot and each loser has to match what the pot was (if it was \$10, each player throws in \$10 to make a new, larger pot). New hands are then dealt to *all* players, not just those who stayed in the previous round. The game continues until only one player stays in, and the pot is therefore empty.

Winner: High hand. No straights or flushes are allowed.

Joker



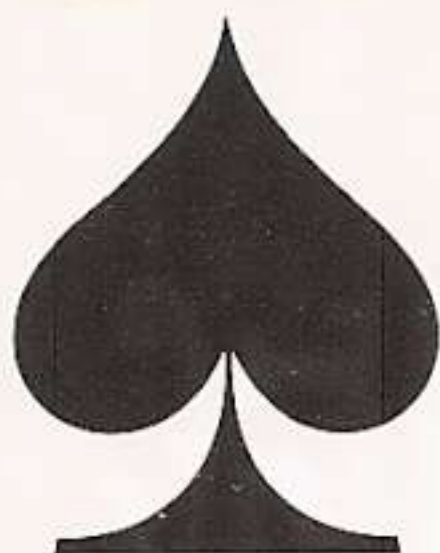
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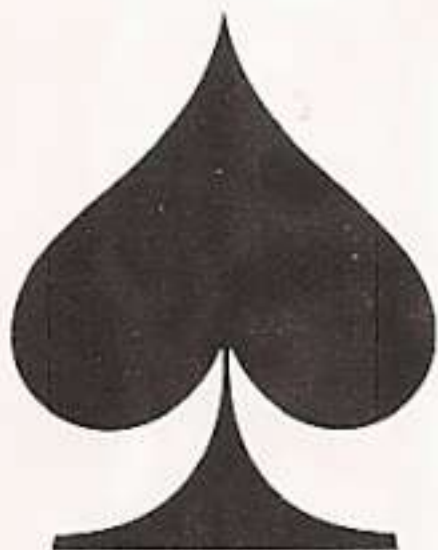
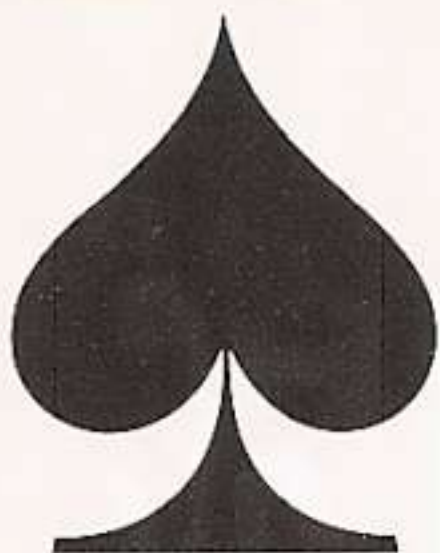


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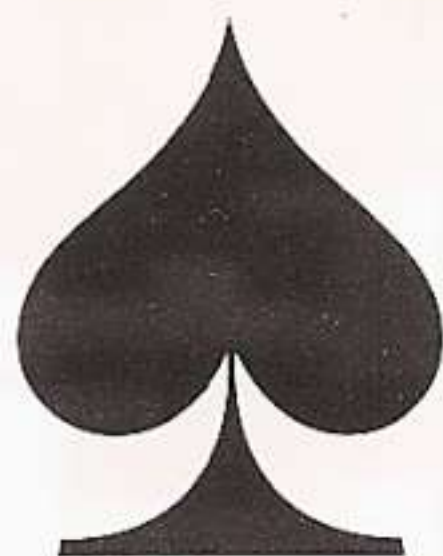
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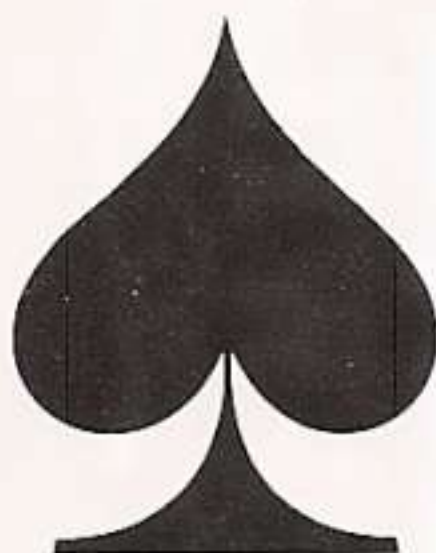
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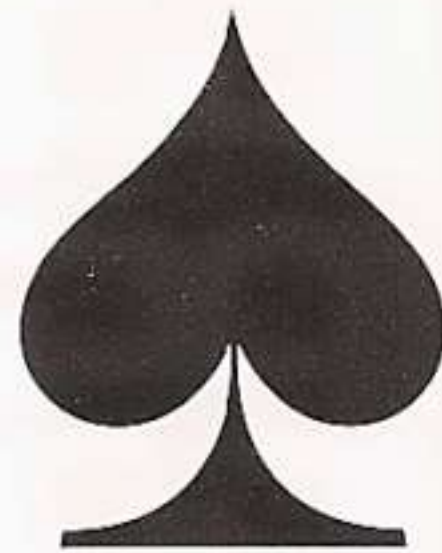
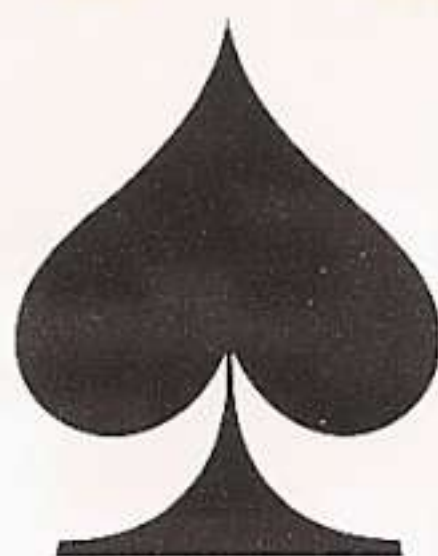
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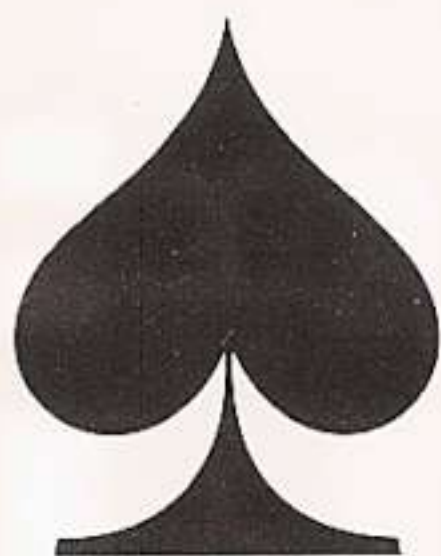
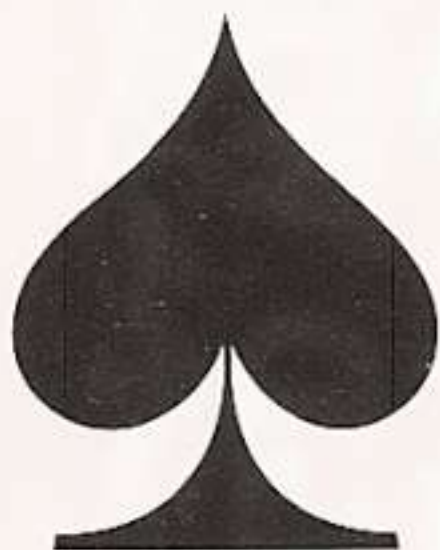
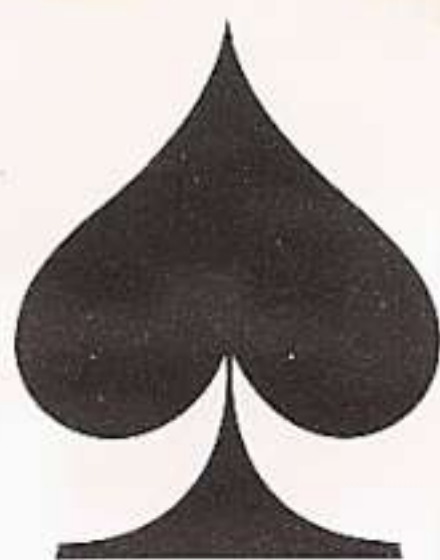
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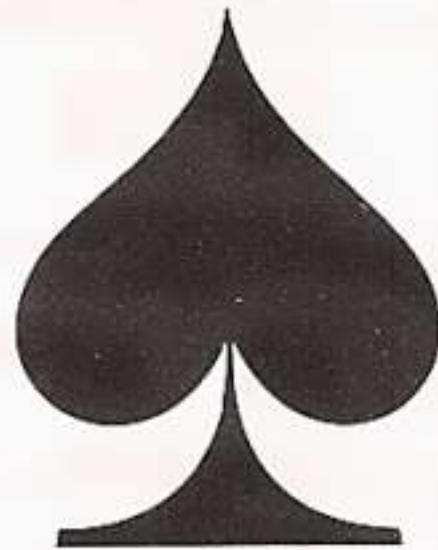
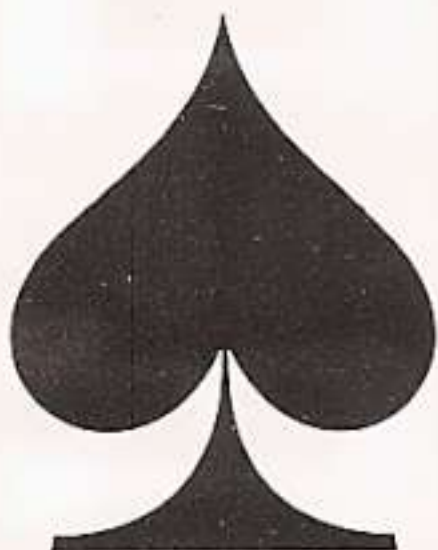
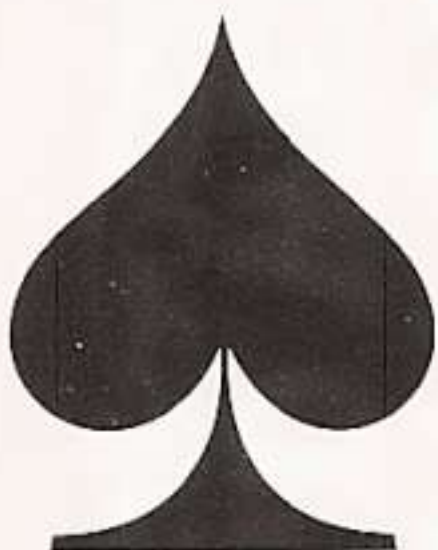
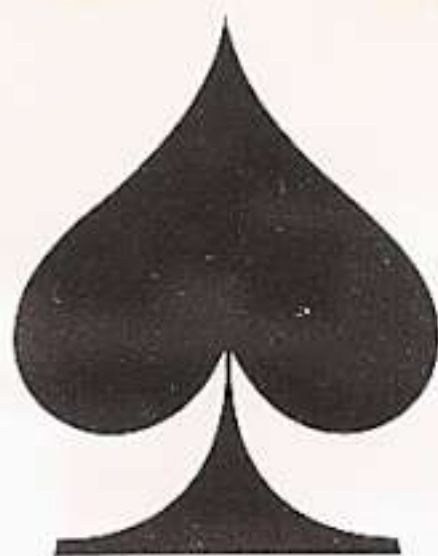


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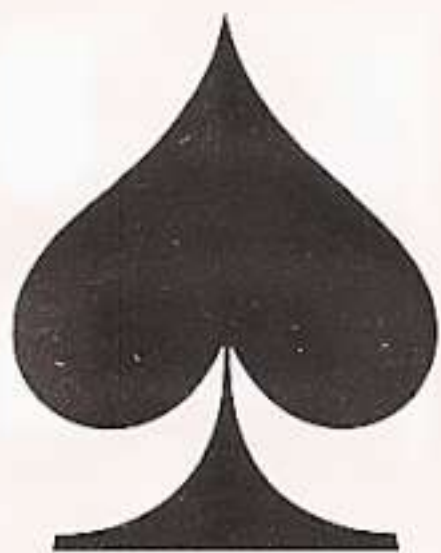
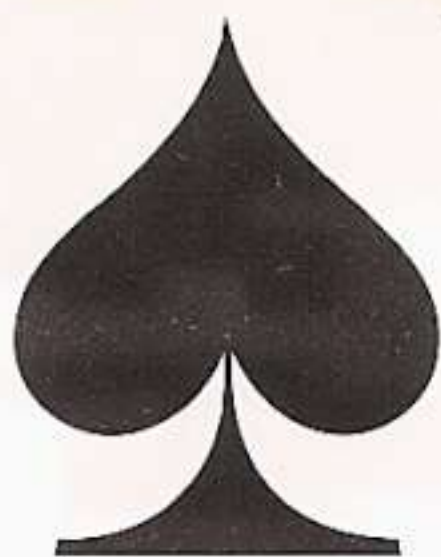


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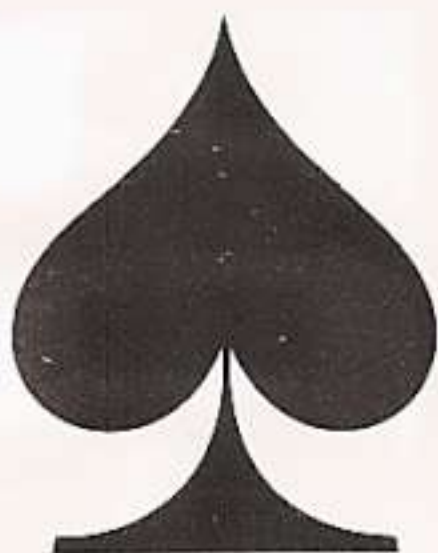
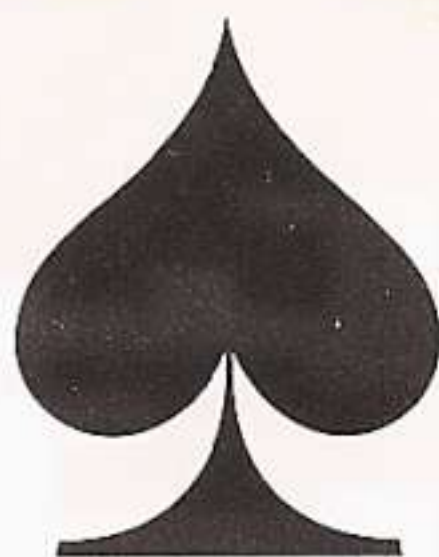
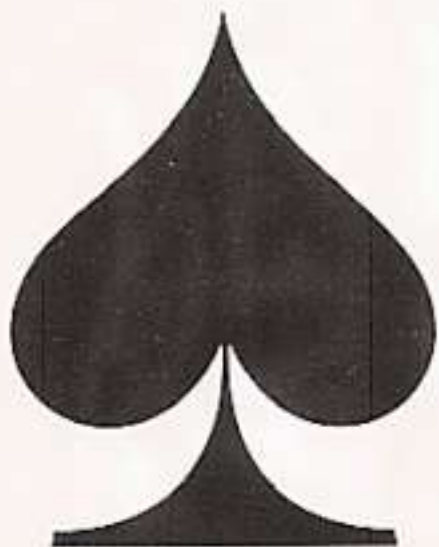


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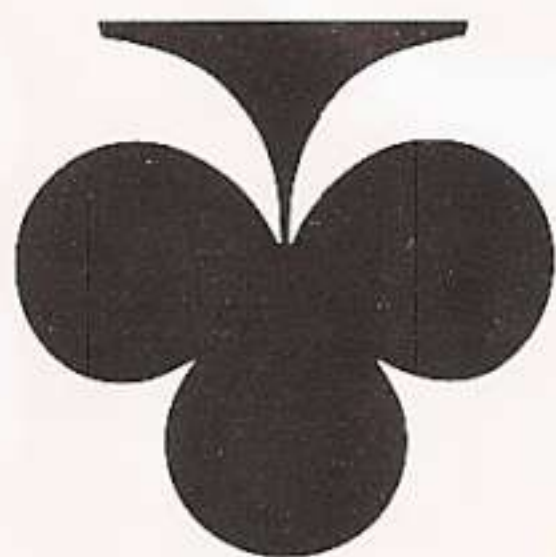
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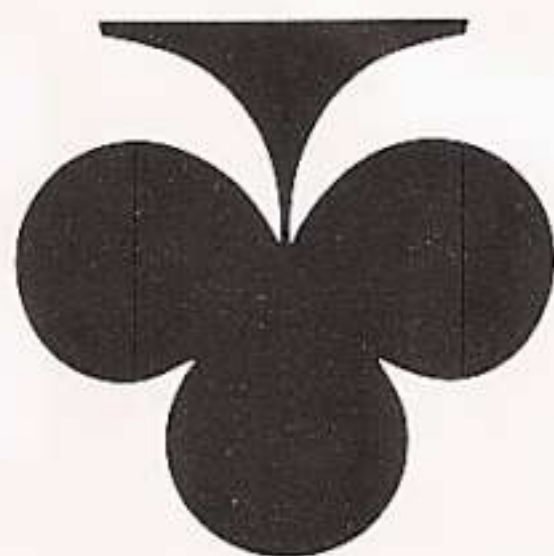
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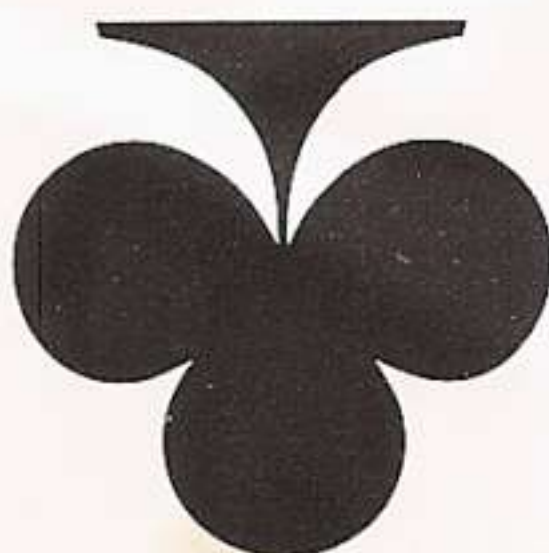


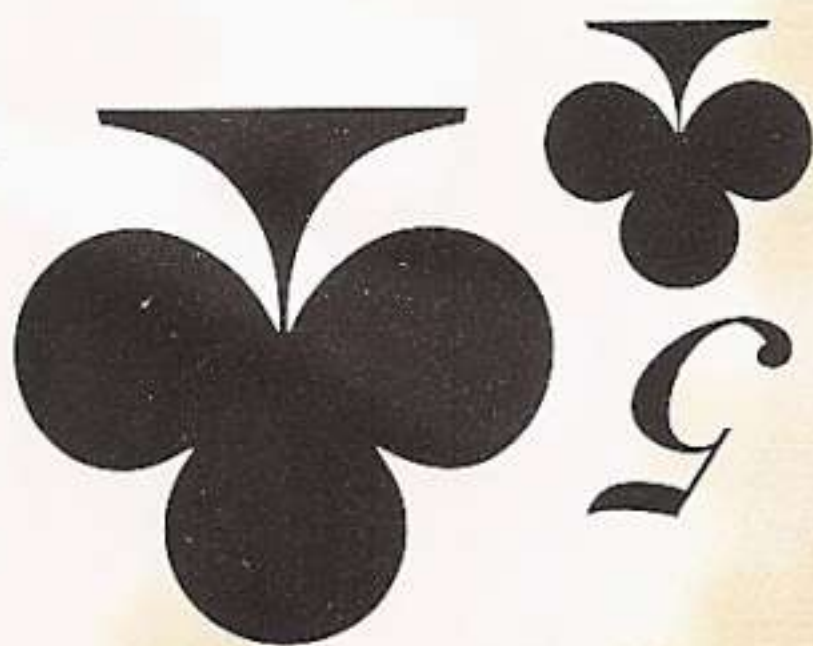
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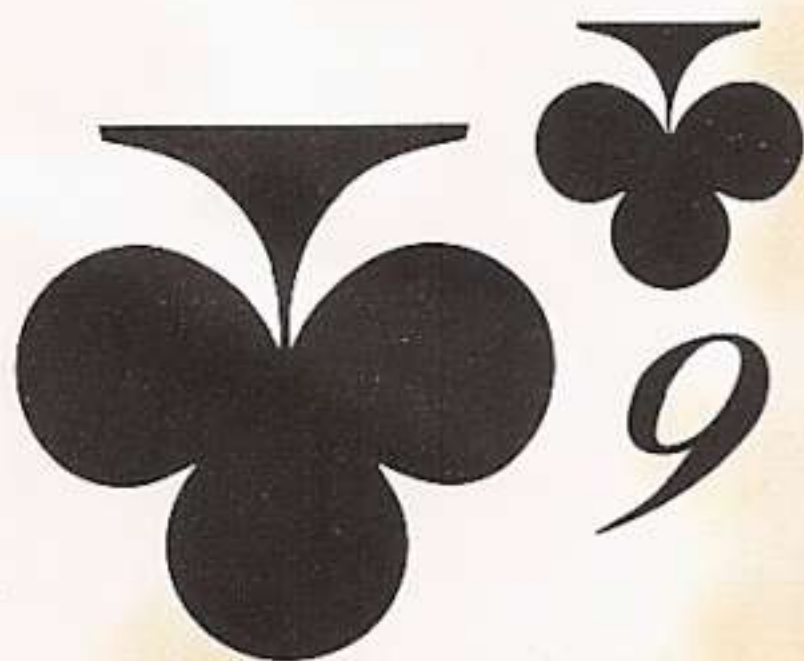
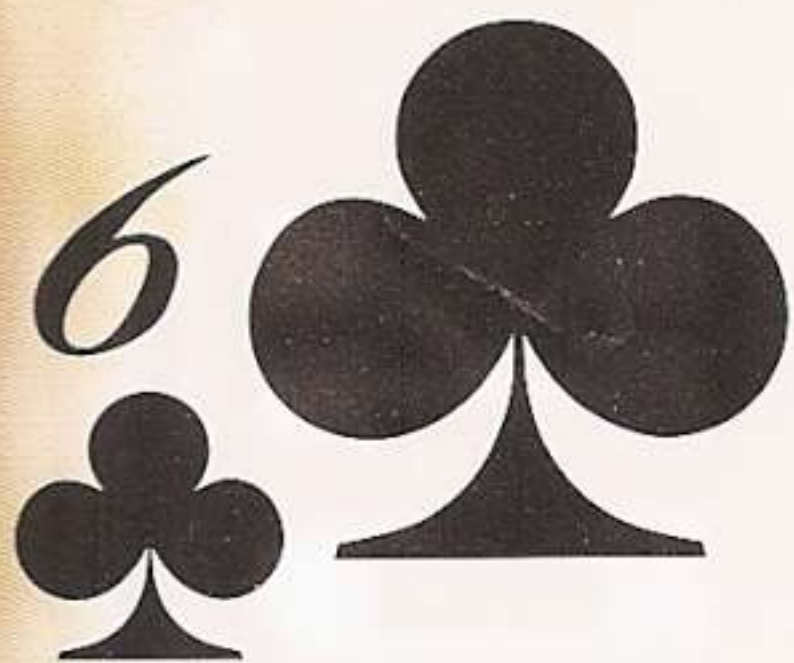
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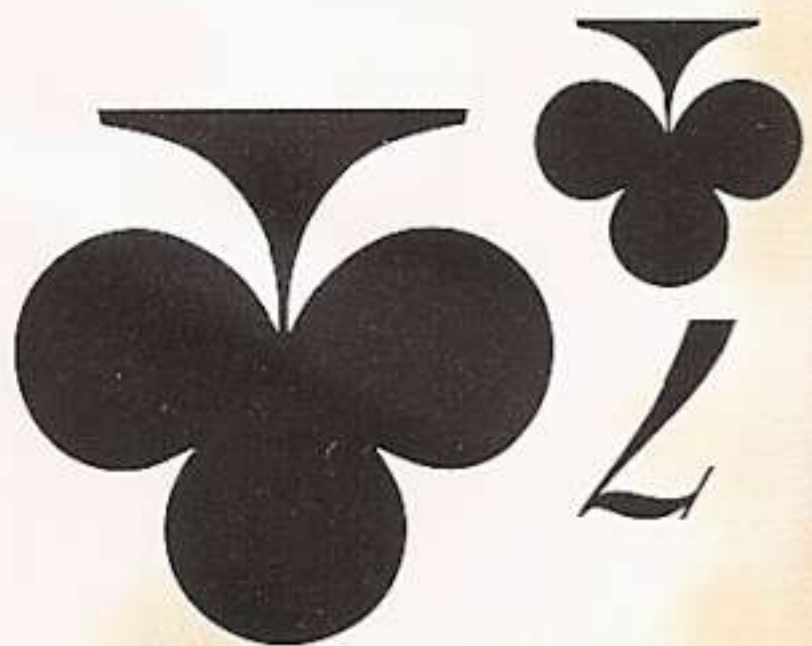
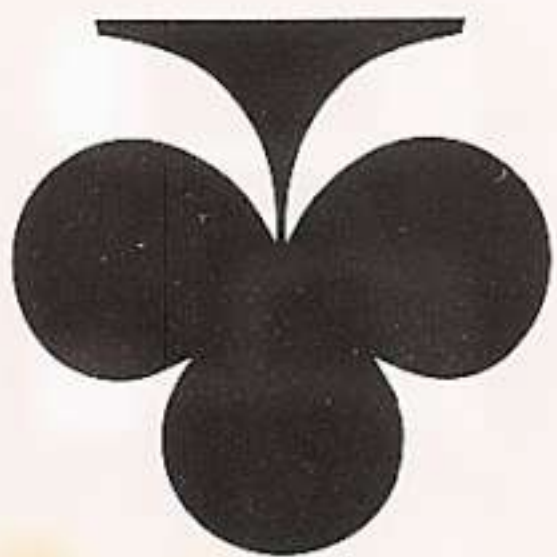
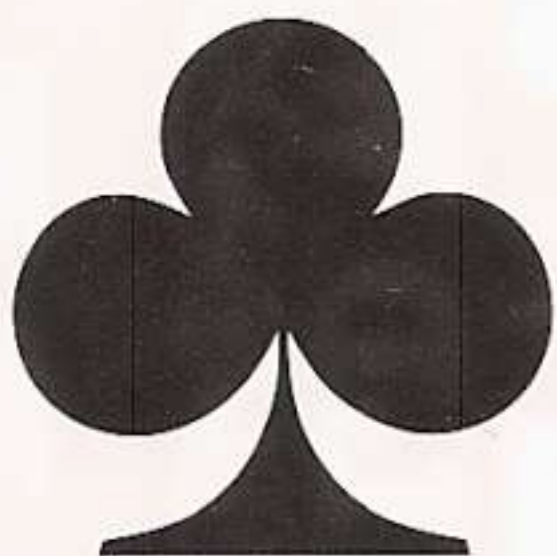


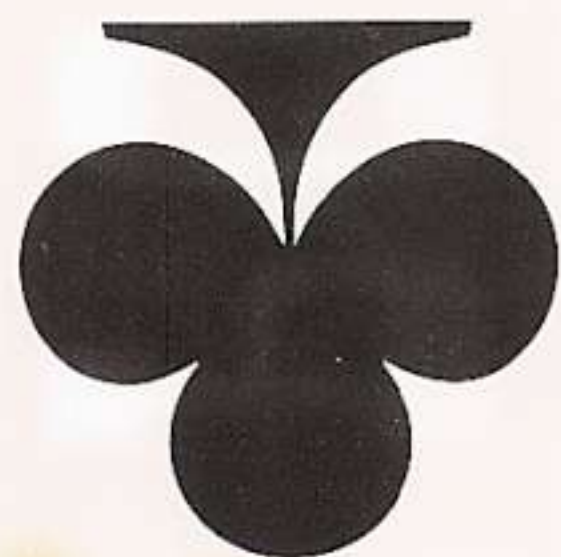
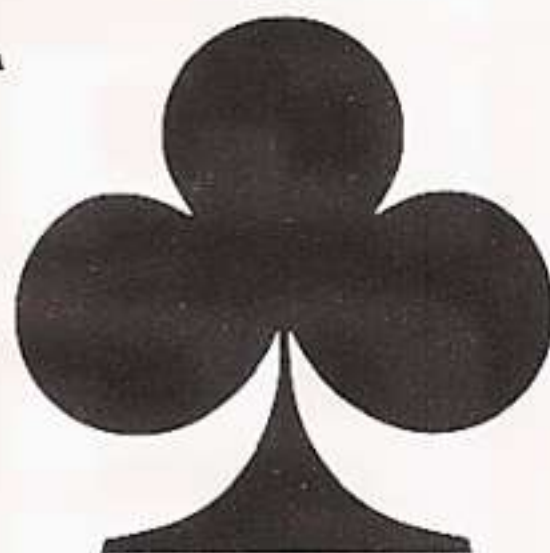
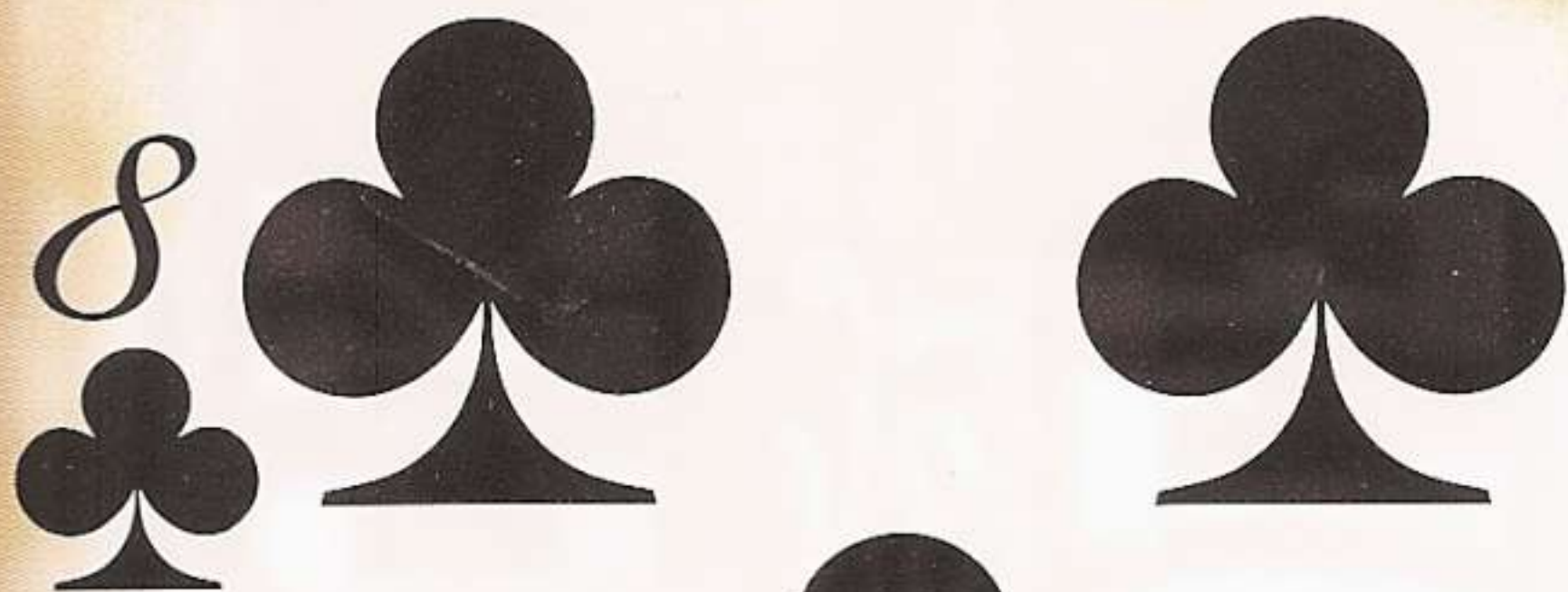
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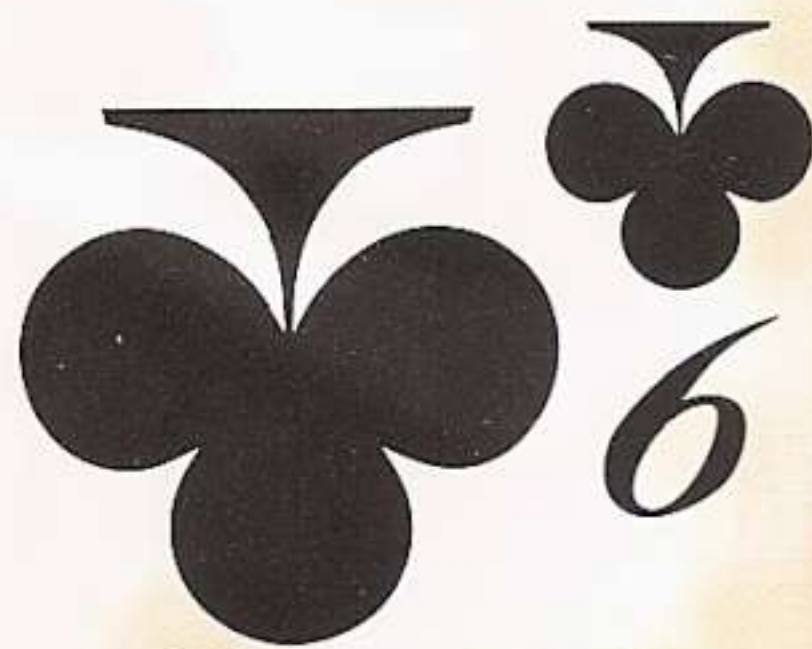
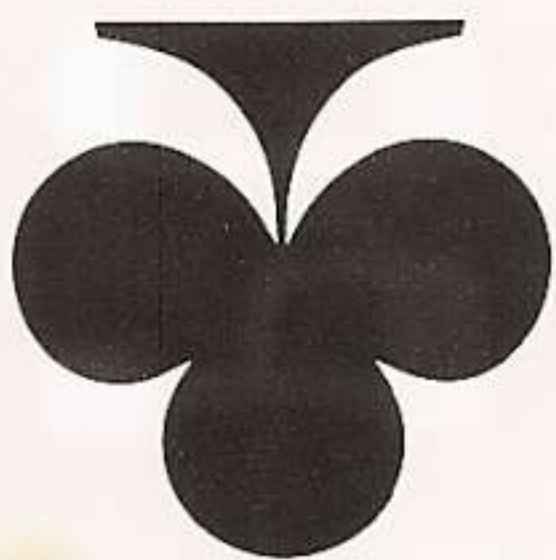
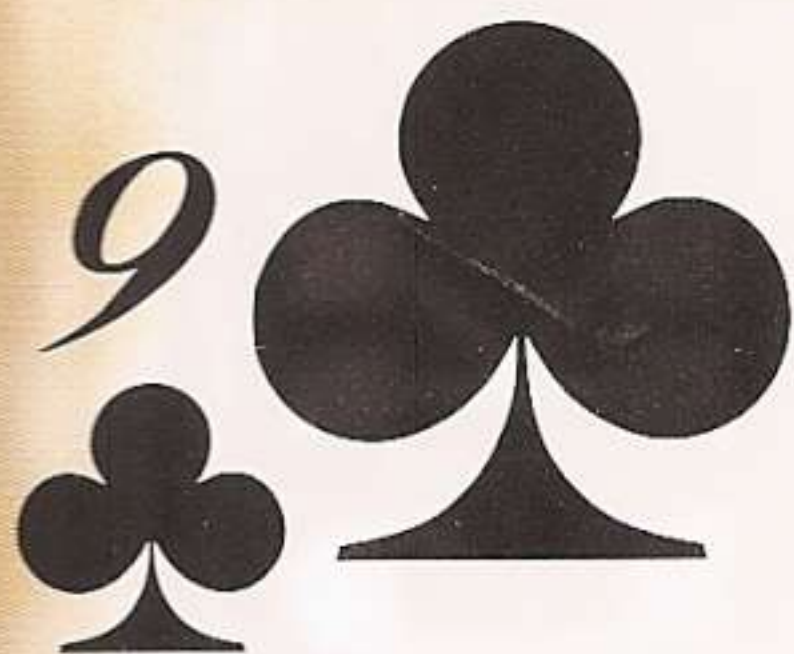




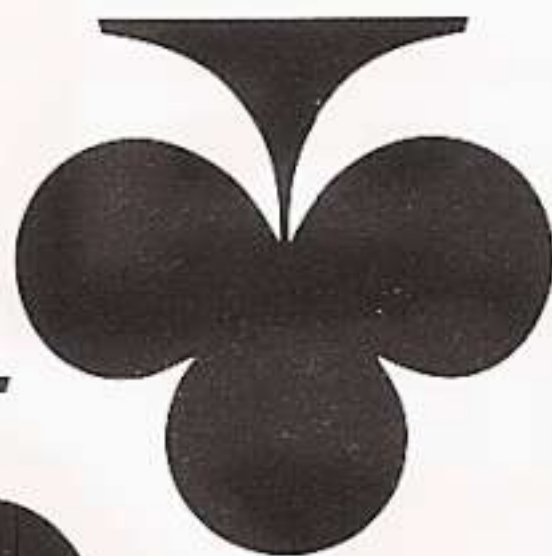
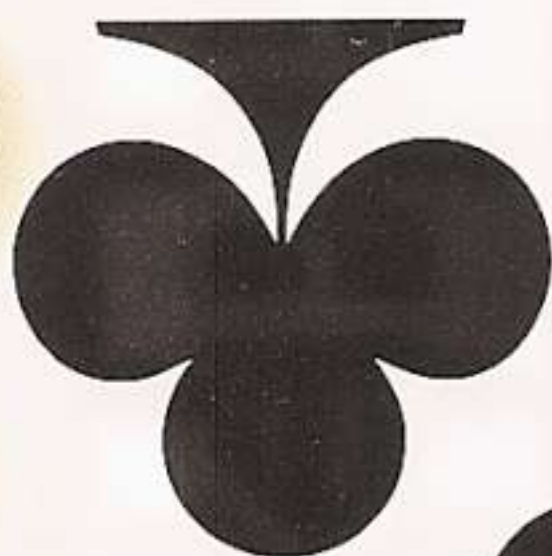
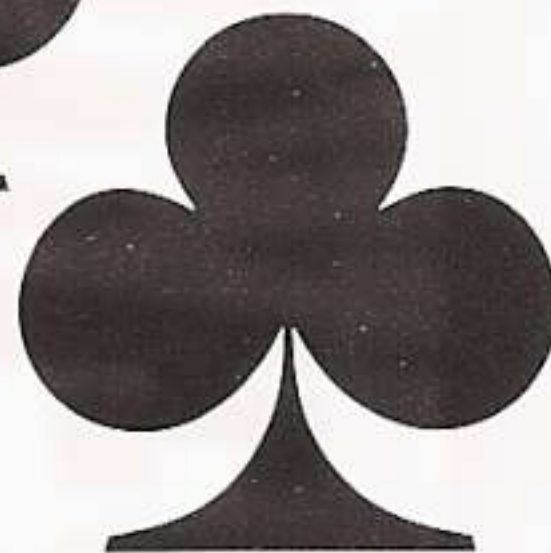








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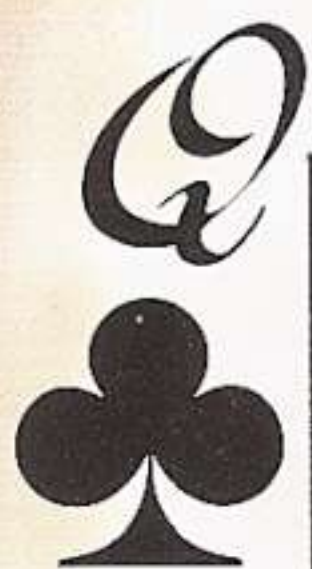


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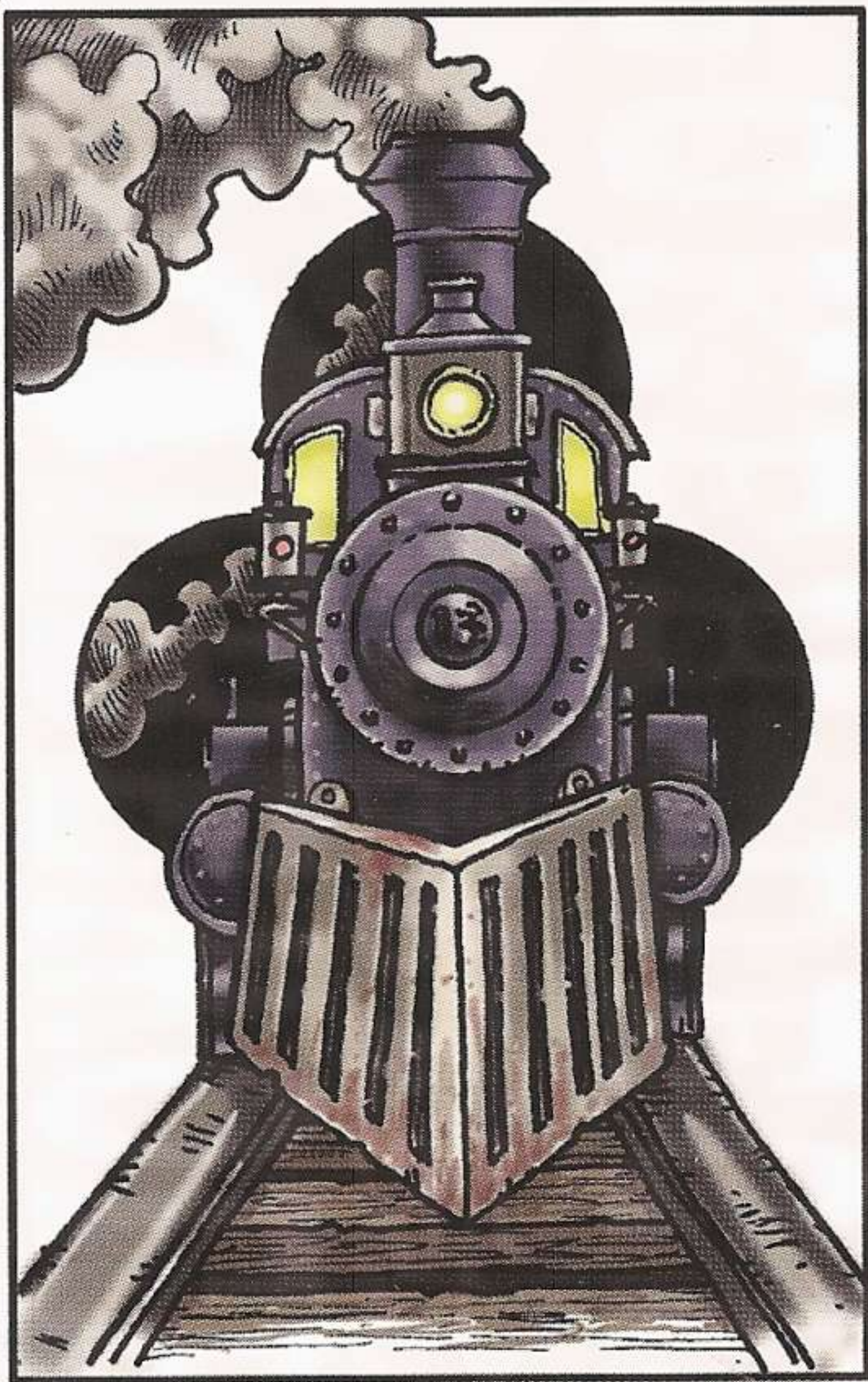
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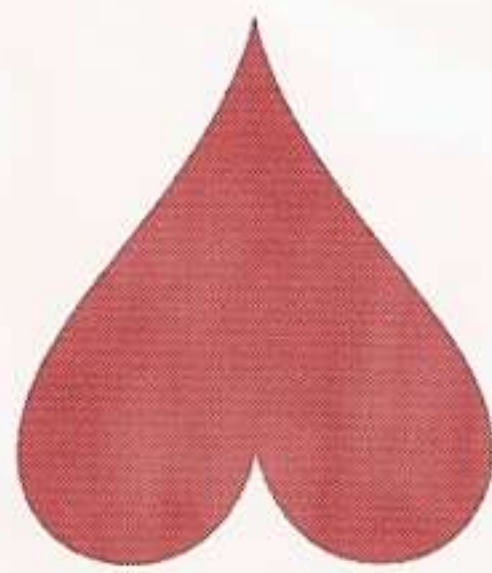


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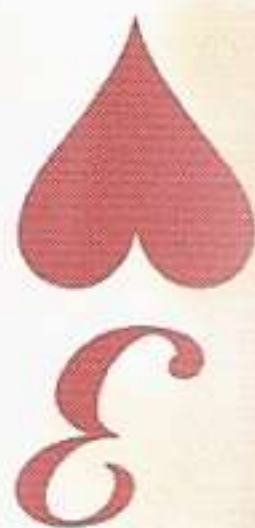


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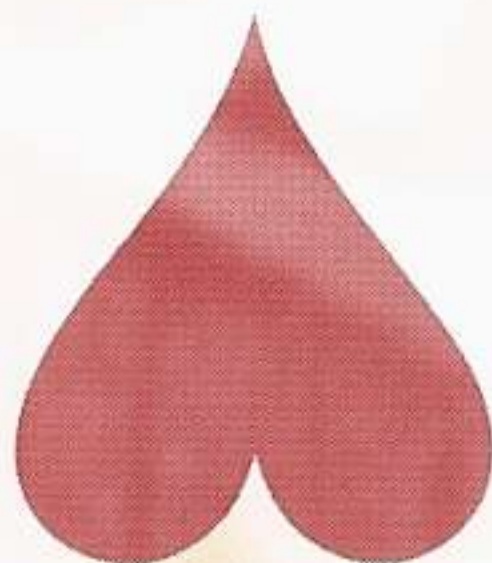
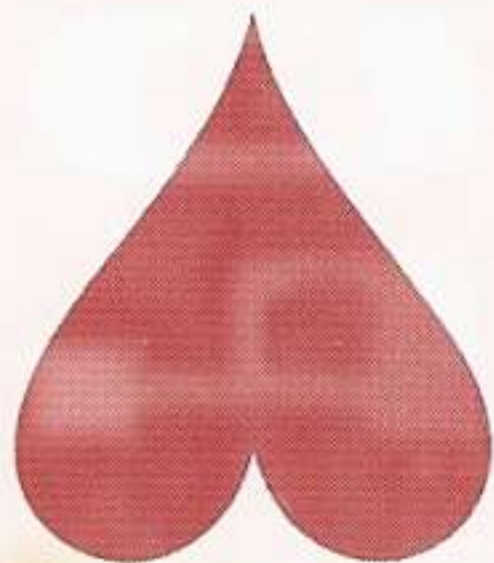


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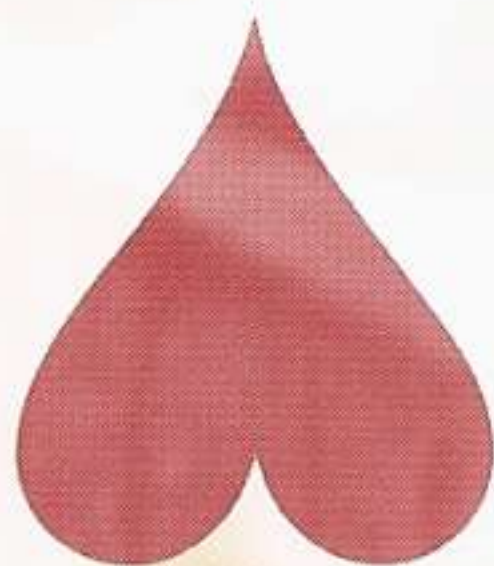
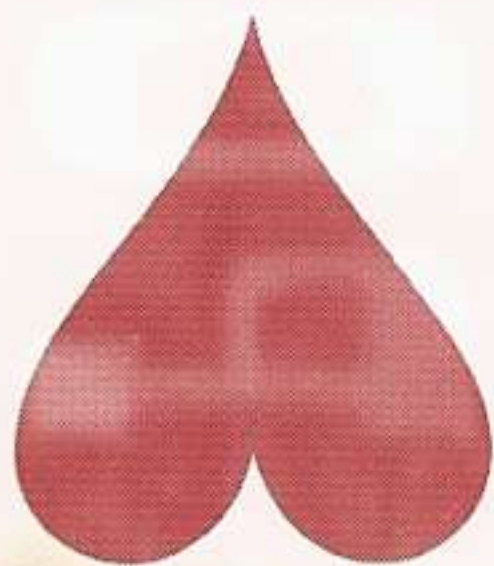


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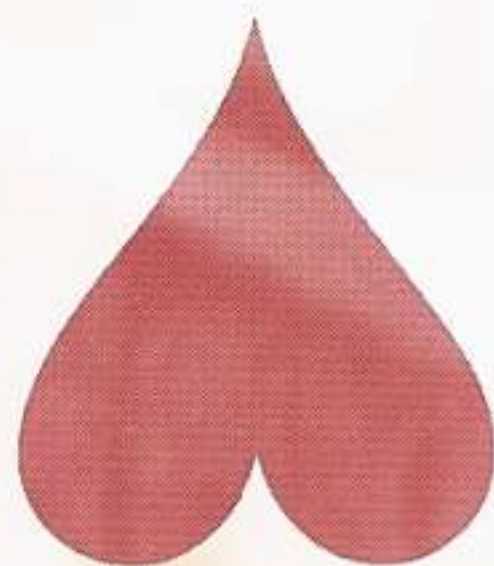
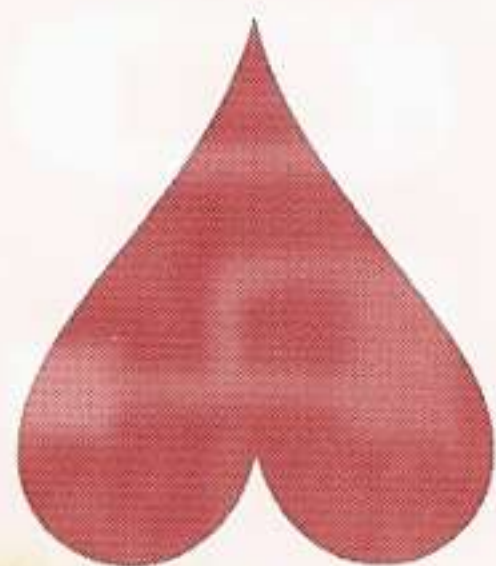


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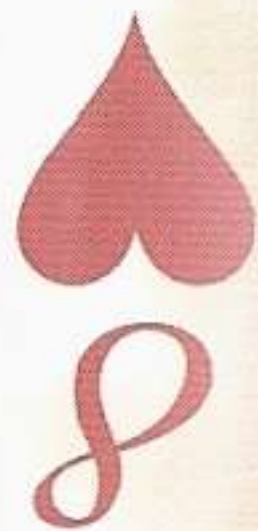
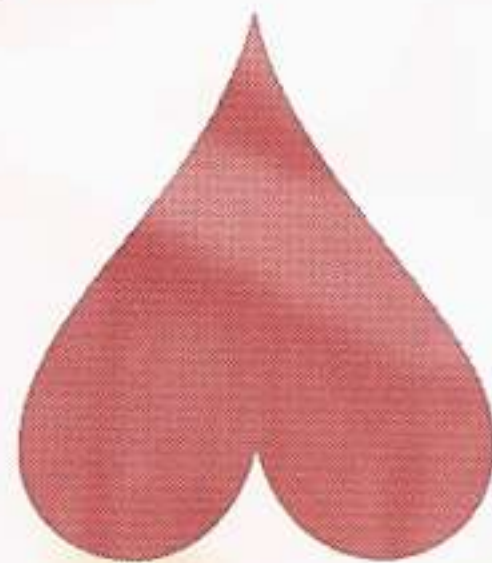
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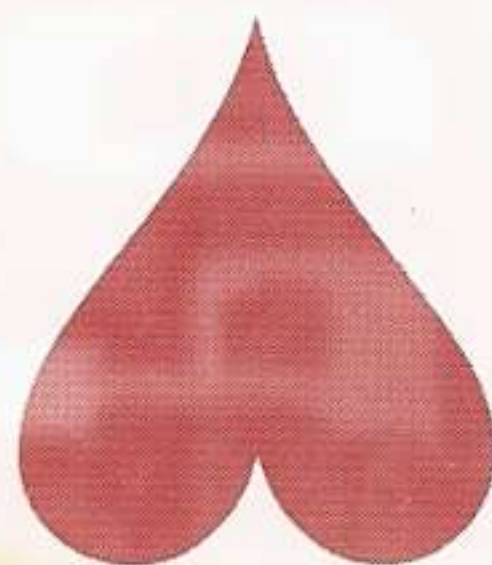
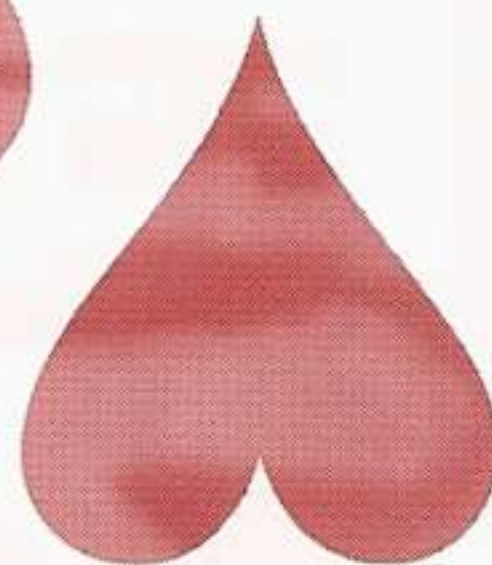
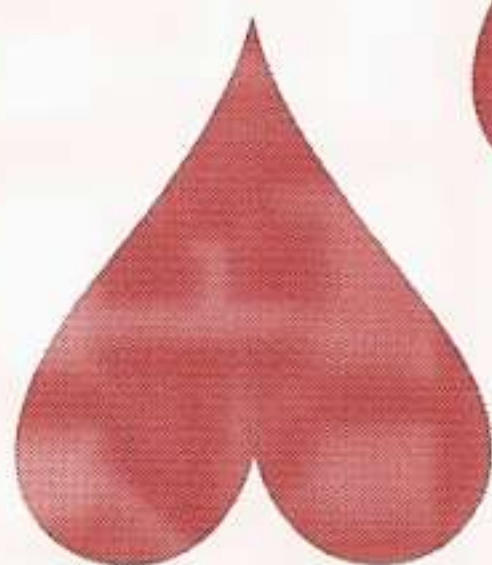
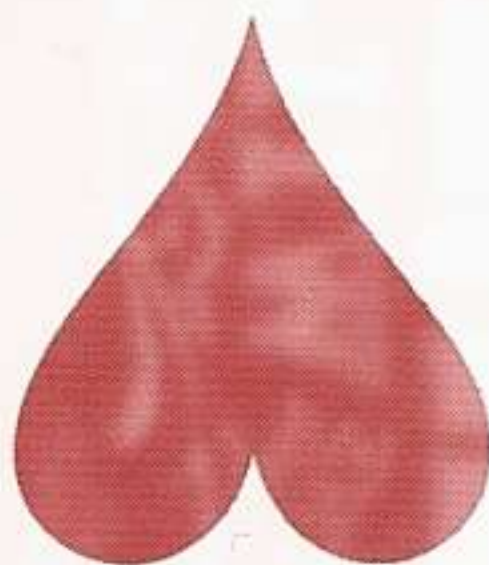
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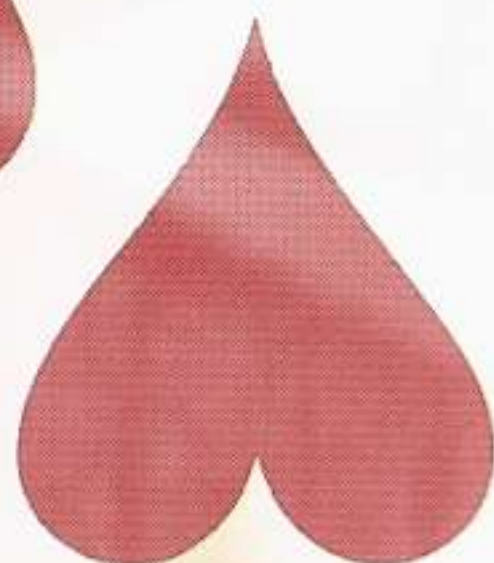
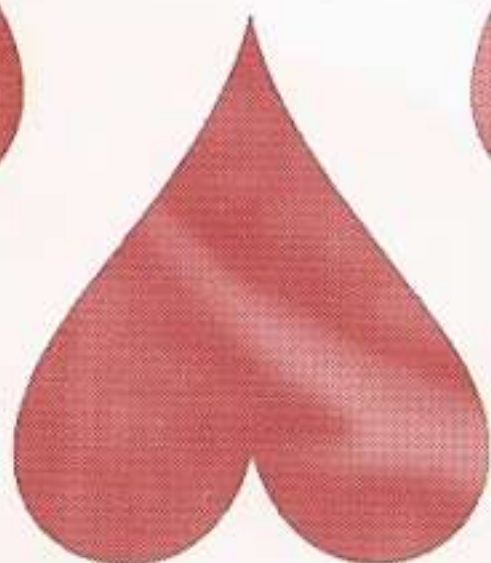
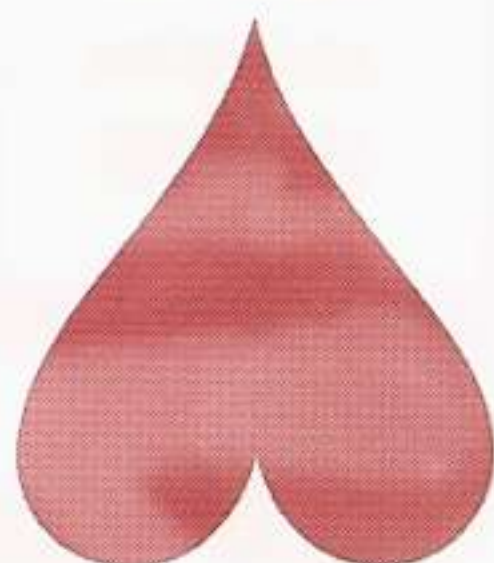
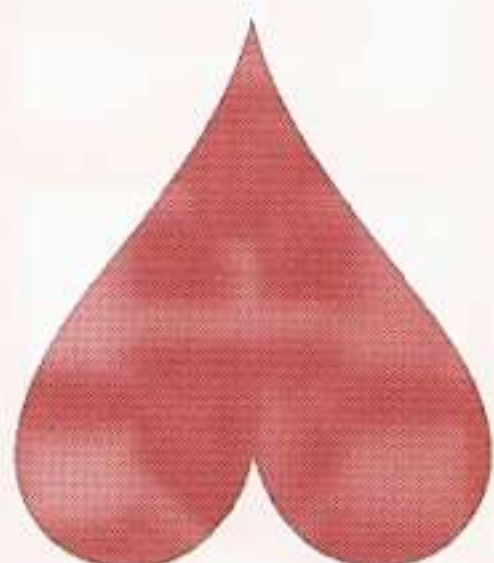


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