**Session Gameshow.**

**Game info:**

**Role the D100.**

Rules of the game are simple. The DM use a number generator. If you role the same or above your number you earn gold and every round you win you earn extra gold. But if you lose a round you will lose instantly the gold you earned.

I have made a pull for witch ruleset they will get but they don’t know what this pull meant other then it is for game 1 and that it is a ruleset

Ruleset 1:

* Starts at 0 gold
* Between 1-9 = 5 gold
* Between 10-19 = 10 gold
* Between 20-29 = 15 gold
* Between 30-39 = 20 gold
* Between 40-49 = 25 gold
* Between 50-59 = 35 gold
* Between 60-69 = 45 gold
* Between 70-79 = 55 gold
* Between 80-89 = 65 gold
* Between 90-100 = 80 gold

Ruleset 2:

* Starts at 0 gold
* Between 1-100 = 5 gold
* Between 10-100 = 10 gold
* Between 20-100 = 15 gold
* Between 30-100 = 20 gold
* Between 40-100 = 25 gold
* Between 50-100 = 35 gold
* Between 60-100 = 45 gold
* Between 70-100 = 55 gold
* Between 80-100 = 65 gold
* Between 90-100 = 80 gold

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**Room or Owlbear.**

The rules of this game are simple. There are two normal rooms:

* Room
* Owlbear

If you go into room you will earn 30 gold.

If you go into Bear you will fight a owlbear and if you beat it you will get 15 gold

But there is also the offer room and this room is guaranteed too happen once in the 2 times we will play this. This offer is an group choice of the people that are in this room. You can get 20 gold and nothing else will happen. OR this room is the value of every room that is currently in play but all the other rooms will get a value of 0 gold.  
The outcome will not be revealed to the people in other rooms.

**3 in a Room**

**Steal or Deal**