



Welcome Gunslingers to the Showdown. This is a three-round shootout, with the player with the most points at the end being the winner. Each round you can score 1 point for hitting your opponent and score 1 bonus point if you had drawn second. Fail to draw or hit your opponent, you don't score points for the round.

HOW TO PLAY

Each player chooses a character and takes the appropriate deck of cards and dice. A round is split into four phases.

1) **LOAD BULLETS**

Each player selects 6 of their cards and places them face down in front of themselves, in any order as long as both players can reach them. Once a player is happy with the cards they have placed, they declare to their opponent that they are ready.

2) **STARE DOWN**

When both players are ready, they take turns to reveal one of their face down cards. They do this by choosing a single card by touching it and then turning it face up.

Which player goes first? **“Whoever goes first, goes first”.**

I.e. The player who chooses one of their cards first.

Once a player touches one of their cards to choose it, they cannot change their mind. As soon as it is turned over and revealed, their turn ends and it becomes their opponents turn.

A player cannot touch any of their cards until it is their turn.

3) **DRAW**

When a player reveals a red *Draw* card, this signals their intent to shoot at their opponent and this will be the last card that they choose and reveal this round. What happens next is like a game of Snap (or would **BANG!** be a more appropriate sound?).

The player who revealed the *Draw* card (now known as the attacker) gets to try and touch any of their opponent's (now known as the defender) remaining face down cards before the defender can choose their next card (by touching it). If the attacker is able to touch one of the defender's cards first, the attacker takes an “Instant shot”.

However, if the defender is *fast enough* to choose their next card before the attacker touches one of their face down cards, then the defender gets to reveal this card. If this card is a *Draw* card, then both players take “Simultaneous shots”. If it is any other card, the attacker takes an “Instant shot”.

If it is unclear which player was fastest to the defender's cards, then the defender is considered to have been *fast enough*.

If a player makes a move towards their opponent's cards without revealing a draw card, they are considered to have signalled their intention to shoot, and so their last card will be the last card they revealed for the round.

4) **SHOOT**

Players resolve whether any shots taken hit their opponent in this phase (this is why we called it the shoot phase) and start by working out the total value of the Speed and Accuracy modifiers on revealed cards that affect them. Players apply a -1 accuracy modifier to their shot if their total Speed is 0, and apply a -2 accuracy modifier if their total Speed is negative. As soon as a player is hit by a shot, the round ends immediately. If both players take a shot and both miss, the round also ends.

INSTANT SHOT

The attacker rolls the dice and add this value to the Accuracy modifiers that affect them. If this total value is 6 or higher, or

they rolled a hit (,), then their shot has hit their opponent and the round ends. If the modified value is less than 6, or a (



) then their shot misses.

If the attacker misses their opponent, the defender can still reveal cards and may shoot back at the attacker. A defender may reveal up to a maximum of two cards after the attacker has revealed their *Draw* card.

SIMULTANEOUS SHOTS

Both players compare their total speed value, with the attacker getting an additional +1 speed modifier. The player with the highest speed result resolves their shot first as if it was an Instant shot. If they miss their opponent, then their opponent gets to resolve their shot as if it was an Instant shot.

If both players have the same speed result, then they shoot at each other at exactly the same time, resolving whether the shots hit following the procedure described in an Instant shot. It is possible for both players to be hit this way.

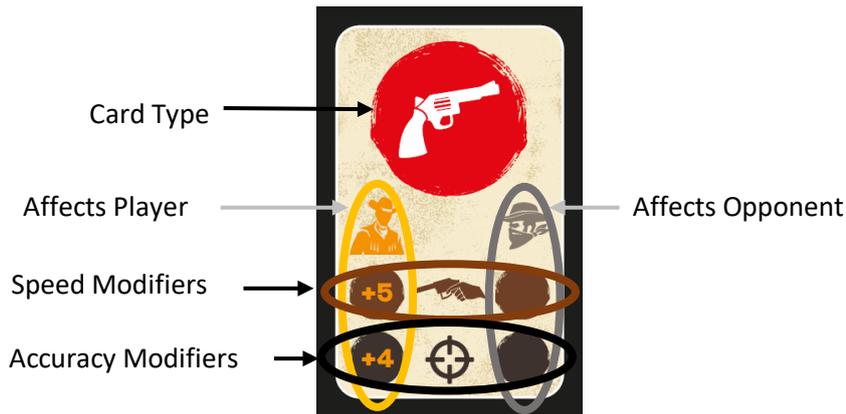
END OF ROUND

A player who hit their opponent with a shot scores one point. If a player revealed their *Draw* card second and hit their opponent, then they get a second point as a bonus for drawing second. Revealed cards are discarded, any remaining cards are returned to their deck ready to be selected in the next round.

END OF GAME

The game ends after three rounds, and the player with the highest score wins. If the score is tied, then play an additional round. If the score is STILL tied, it is a draw. Go to the Saloon for a glass of Firewater/Beer/Milk.....

CARD DESCRIPTIONS



Modifiers on cards are relative to the Player who revealed the card.



DRAW: Indicates a Player's intention to shoot and triggers the Draw Phase



FOCUS: Improves a Player's Accuracy



REACH: Improves a Player's Speed



DISTRACT: Reduces an Opponent's Speed and/or Accuracy, and might affect the Player's Speed or Accuracy



FLINCH: Improves Player's Speed and Accuracy, but is discarded if Opponent's next card is not a Draw card.



BLUFF: At the start of the shoot phase, choose a player and modify their Speed or Accuracy either by +2 or -2. Resolve each BLUFF separately.



DOUBLE BLUFF: Counts as two separate BLUFF cards.



RESOLVE: At the start of the shoot phase, after BLUFF cards, choose a BLUFF or DISTRACT card. All the modifiers from the chosen card are ignored for the round.



RE-ROLL: Player who revealed this card can choose to re-roll (once) the affected players dice.

DUELLING ETIQUETTE

A Showdown is not a common street fight - there are expected codes of conduct of participants.

ONE GUN DRAW: When a player reveals a draw card, they are expected to use the same hand to touch their opponent's cards as they used to reveal their *Draw* card.

Players may agree before the game starts to be able to use an alternative hand to touch their opponent's cards than they used to reveal their *Draw* card.

HANDS WHERE THEY CAN BE SEEN: Players are expected to keep their hands in a resting position, but not in a position that is protecting their cards (i.e. hovering a small distance above or in front of their cards or in any other manner to impede their opponent from touching their cards).