

THE GUNFIGHTER

Rule Sheet
Version 6.0

Background: It's high noon in a scorching Old West frontier town, vultures are circling in the sky and tumbleweeds are blowing down the deserted main street in this parched mining town. There's several gunfighters about, and this town ain't big enough for all of 'em. They all know what's coming as they gather for the showdown. Tensions rise as eyes dart out at one another beneath wide brimmed hats. Thoughts race through their minds as their twitching hands hover above the iron six-shooters holstered in leather at their sides. And then, all at once, some poor fool draws and the bullets start flying...

Rules

Objective: To be the last gunfighter standing.

Core Mechanic: Pick a character to play as and duel your friends (or enemies). During the showdown phase all players will duel and play as many cards as you can within 5 seconds to deal damage to opponents while protecting yourself.

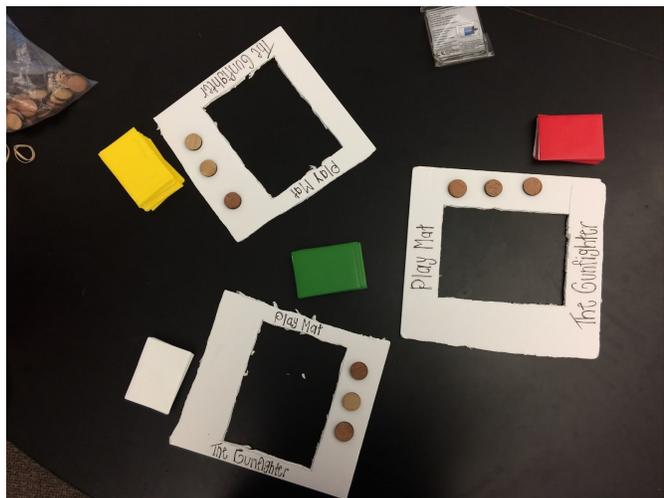
- Each player will have their own discard pile for their showdown cards. There will be one discard pile that all players share for the covert cards.

Components:

- **Wooden chips(Life counters)**
- **6 Character Decks of 30 showdown cards**
- **42 Covert cards**
- **1 timer app**
- **6 playmats**

Setup:

- Each player gets a mat which cards are played in. This mat is to be placed in front of the player which it is given to. Players should sit across from each other if possible
- Players must agree that everyone's play mats are within easy reach of all players
- Each player gets to choose which character they will play as. This character is represented by a deck of **showdown** cards. The characters are:



- Gunslinger - Black
- Outlaw - Orange
- Veteran - Red
- Drunk - Yellow
- Lawman - Blue
- Reverend - White
- Players are assigned Gunfighters one of two ways:
 1. Take a card from each character deck and shuffle the 6 cards into a hand. Fan out the hand and have players draw a random card from the hand, the player holding the hand will then shuffle it again and take the top card. That card represents the Gunfighter you will play as for the entire game.
 2. Players may choose which Gunfighter they get to play as if all players agree to that.
- Place any remaining character decks off to the side if not in use
- Each player is dealt a hand of **5 covert (GREEN)** cards.
- Covert cards make up your hand. You may look at your hand but do not show other players.
- A timer is also required. For this version of the game we use a third party app called Timer+ for ios, but any timer with the capability to count down from 10 seconds should suffice.
- Each player takes three wooden chips to represent their health. Players are eliminated when they have none remaining.

The Showdown:

Overview

Where gunfighters duel it out using cards from their hand and their character's deck to be the last gunfighter standing.

- **A showdown** is a 10 second period of time in which the first 5 seconds are a countdown and the remaining 5 seconds are when cards from the duelists' bandoliers (keep reading to find out what a bandolier is) may be played.

Leading up to a Showdown

- Prior to a showdown, gunfighters will take the following actions:
 - Each gunfighter will draw **6** cards off of the top of their character's showdown card deck.
 - Gunfighters are free to look at these cards, but should not show anyone else.
 - Once gunfighters are done reading their 6 cards, they should now arrange their **Bandoliers. Bandoliers are comprised of the 6 showdown cards you just drew. Bandoliers are arranged by following these steps:**
 - i. Take the 6 showdown cards and arrange them **face down** in any order at the bottom of your play mat.

- ii. **Memorize that order as you will not be allowed to look at and rearrange your bandolier until the showdown is over.**
 - iii. Cards in your bandolier can be slightly overlapping, however, they cannot be stacked. If more than half of a card is covered by one or more cards it is considered stacking. Refer to the figure to the right for an example bandolier layout.
 - iv. Once all gunfighter's bandoliers are set they may not look at them until the showdown is over
- Once each gunfighter's bandolier is laid out, each gunfighter is now free to play **one** covert card. During this time you may also play any showdown cards that say "play this before a showdown begins". These cards will only be in effect for **one** showdown and are discarded when the showdown is over.
 - If any gunfighter is unable to draw 6 showdown cards before a showdown, then reshuffle your discard pile **and** your pocket back into a showdown deck.

A Showdown

1. During the first 5 seconds, gunfighters will wait for the timer to count down to 5. When 5 seconds have passed, gunfighters are free to play cards from their bandoliers.
2. **How to play cards from your bandolier:**



- The goal of the showdown is to play damage dealing cards such as bullets in opponents' mats while protecting yourself from damage targeted at you by using cards like "take cover" and "dodge".
- For example: ***For each showdown in the duel, cards such as "Bullet" are intended to be played in the hole of the mat of players that you are shooting at. Cards like "Dodge" are intended to be played in your own mat.***
- Cards are played by tossing, placing or throwing cards into a playmat. **Note: The Card will only count if it is fully within the hole in the playmat.**
- **During a showdown, cards are played in REAL TIME, you may play as many cards from your bandolier as you like or are able to.**
- You may use only **one** hand to play cards, and you may only hold **one** card in your hand at a time.
- Cards are to be placed **face up**.

- When playing a card in the hole of a play mat, **stack** it on top of the previous card played, this will be used for determining what happens to that particular gunfighter once the showdown ends.
- **Tip:** you only have 5 seconds to play, so go quickly! But also be accurate with your cards (they only count if they are within the hole on the playmat) and be able to react to what your opponent throws at you!

Golden Rule: Any card that lands within the hole in your mat affects you. The card must be completely within the hole in the mat to affect the owner of that mat.

2. After the timer has hit zero, players will examine what happened during the showdown

Do not touch cards on your mat yet!

3. The order in which cards are played within the hole of the play mat matters! Starting with the player who has most recently seen a western movie take turns examining what happened to that gunfighter by reviewing the cards within their play mat. **Remember**, only cards **completely within the hole in the play mat count as having any effect**. The top card in the stack is the most recent action to happen to the gunfighter in question.
4. Starting from the top, work your way down, examining each card and determining which cards are negated based off of previously played cards, or recently played cards. **Cards that negate other cards (such as dodge and take cover) will tell you whether they negate the card above or below it on the card itself. If you are ever confused, simply read the card directions!**
5. Once the showdown is over and each player has reviewed what has happened to their gunfighter, 3 things can occur:
 - If a gunfighter was killed in this showdown (has no health remaining) then the showdown is considered over. That player is **eliminated** from the game
 - The player who killed (dealt the last point of damage) to the now-dead gunfighter is allowed to claim all of that gunfighter's remaining covert cards.
 - If all gunfighters survived the showdown and all gunfighters are able to draw 6 more cards from their showdown card deck, a new showdown will begin immediately. If any player is unable to draw 6 cards, all players will shuffle any cards from their bandolier, pocket, and discard pile together to create a new deck
6. After the showdown cards **that have been played** are examined, they are then discarded
7. **If a player has showdown cards remaining in their bandolier at the end of a showdown they are allowed to "pocket" the remaining cards, pocketing cards works as follows:**

- Pocketed cards are set off to the opposite side of your showdown card deck, you may look at these cards.
 - Pocketed cards are retained throughout the entire showdown, you may have up to **6 cards** in your pocket.
 - If a player already has 6 cards in their pocket and they end the showdown with cards left in their bandolier the cards from their bandolier are discarded instead of being pocketed.
 - At the start of the next showdown, players are allowed to exchange any cards in their pockets with cards they just drew.
 - When a player is unable to draw 6 showdown cards, all player's pockets are shuffled back into the showdown card deck along with the rest of their cards.
8. Damage sustained in a showdown is retained throughout the entire game

