

# ALEWOOD





## COMPONENTS & SETUP

- a. 82 Player Cards
  - 46 Hinders
  - 36 Skills
- b. 14 Outlaw Cards
- c. 12 Upgrade Cards
- d. 6 Character/Grit Cards
- e. 6 Game Pieces
- f. 1 Game Aid
- g. 1 Speed Tracker
- h. 1 Deputy Badge Token
- i. 1 Speed Dice

-  Each player must have a transparent pint glass or cup taller than the height of their Character Card.
-  Each player choose a Character Card and place it next to their glass.
-  Place the Speed Tracker, Speed Dice and Game Pieces onto the center of the table.
-  Shuffle and set the Upgrade & Player Decks onto the Speed Tracker.
-  Deal 3 Upgrade Cards face up onto the Speed Tracker.
-  Shuffle the Outlaw Deck and reveal 1 Outlaw Card to be the gang Leader. Place it face up next to the Speed Tracker.
-  Shuffle and place 8 Outlaw Cards face down & horizontal on top of the gang Leader so you can still see the bottom effect rules of the Leader Card. Place any extra Outlaw Cards back in the box.
-  Deal 3 Player Cards to each player.
-  Choose a starting player and give them the Deputy Badge with the FULL side up.
-  Fill Glasses to full or above the game card height and begin the game.

## DEPUTY VS DRUNKS

At any point during game play one player will be an active player aka the deputy (holding the Deputy Badge) while everyone else play the drunks.

The deputy chooses which action the group will take for the turn, but the deputy cannot drink for the duration of that turn. Power comes with a price!



## GRIT

Every player has a Grit Meter on the reverse side of their Character Card. When held up to your pint glass, your drink line will intersect one of these speed tiers. To change your speed, drink your pint.



*This player has a base speed of 6*

During a shootout, these Grit Meters will determine your base shooting speed. Turn order for shooting always descends from the highest number to the lowest number.

Glasses can only be refilled once the glass has been emptied. When emptied, the player's glass is filled back to the top. A player may check their Grit at any point during the game and does not have to show anyone their meter until there is a Shootout.

Drinking is always a choice. If your glass is empty, you may leave it empty and consider your Grit at the bottom speed tier. Your glass is one of several ways to manipulate your speed, earn upgrades and break ties.

# REPUTATION

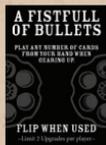
The cards attached to your Character Card are referred to as your Reputation. Descriptors are read from left to right, giving players quirky titles to play into throughout the night!



**Skills** are equipped on the left hand side of your Character Card. These Skills can be played on oneself or others. Skill Cards attached to your Reputation will allow you to move additional spaces on the Speed Tracker during a Shootout, giving you an advantage to capturing outlaws with higher speeds or getting the best placement to capture the Leader.

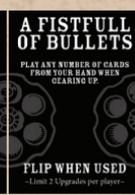


**Hinders** can be either spoken or physical. When a Hinder is attached to your Character, you must follow the card rules at all times. Card effects officially activate after you read the rules aloud to the players. Other players will be watching you and calling you out every time you fail to follow your Hinder rules text. If a player calls you out, you must immediately Discard.



**Upgrades** are equipped on the right hand side of your Character Card and are earned by emptying your Glass or discarding \$200 worth of captured outlaws. Only 3 Upgrades are available at any time. When someone takes an Upgrade, it is immediately replenished with a new one from the deck.

Players are limited to no more than 2 Upgrades attached to their character at any time. Some cards have ongoing effects while others flip when used then regenerate at the start of their next Deputy turn.



"An unstoppable, tone deaf, dirty dealin' prospector with a score to settle and a fist full of bullets!"

## DISCARDING

(Hand->Skill->Hinder)

Whenever you discard as a punishment from Hinders or Outlaws, always discard from your **hand** first. If your hand is empty, you must discard a **Skill** from your Reputation. If there are no Skills in play, you must discard a **Hinder** from your Reputation that is not the card causing you to discard. Otherwise, if you only have one card left, that card will get discarded. Upgrades never get discarded in this manner.

## HAND LIMIT

You can never have more than 3 cards in hand at any time unless you have one of those game changing Upgrades in play! Immediately discard whenever you are over your hand limit.

## TIE BREAKER

The Deputy Token will always dictate the tiebreaker for the turn and is subject to change after each turn. The tie will either go to the player with the fullest glass or the emptiest glass. Simply compare your glasses to see whose drink line is highest or lowest, deciding as a group.

Glass sizes can vary but decide as a group how far you'd want to stretch the size difference as it will make an impact in your tiebreakers. If all else fails, you can always use the Speed Dice to determine tiebreakers.

## SPEED DICE

At the beginning of each turn, the Outlaw's Speed Dice will be rolled to determine the minimum speed required by a player to participate in a Shootout. If a 10 is ever rolled, the Leader's ability immediately resolves before the Deputy takes their turn - unless a player uses their Dead Eye Upgrade ability.

## THE TURN

**Step 1:** Deputy rolls the Speed Dice and places it onto the Speed Tracker

**Step 2:** Deputy chooses 1 Action:

- Gear Up!**
- Shootout!**

**Step 3:** Deputy passes the Deputy Badge to the left and chooses the new tiebreaker for the next turn.

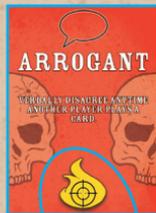
## GEAR UP!

The Deputy may first play 1 card from their hand, face down, on any player (including them self) then draw 1 card from the Player Deck.

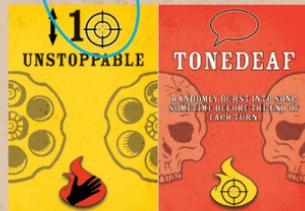
Then, all Drunks may first play 1 card from their hand face down on any player (including themselves) then draw 1 card from the Player Deck.

Drunks may play their turns simultaneously with no need to wait for turn order. After all cards have been played and drawn, any player with face down cards in front of their Reputation must reveal them and adjust their Reputation.

**Adjusting Reputation:** Match the newly revealed card's Burn icon to an active card's Top icon already attached to your Reputation. If the card symbols match, the active card is discarded and the new card takes its place in the Reputation. If there are multiple matches, the Reputation's owner will choose which card to burn from their character. New cards will never burn each other during the turn they are played.



*"Arrogant" was just played.*



*"Arrogant" Burn icon matches "Unstoppable" Top icon. Therefore, "Unstoppable" is discarded and "Arrogant" takes its place in the Reputation.*

## SHOOTOUT!

When a Shootout is initiated by the Deputy, everyone must immediately stop drinking until the Grit Check is complete. Then Drunks may continue drinking if they wish.

### Grit Check!

Each player measures their glass and places their Game Piece onto the Speed Tracker:

### Skills!

Starting with the Deputy and proceeding clockwise, each player must adjust their speed for each Skill Card they have attached to their Reputation. Each Skill Card must move their Game Piece the full amount in 1 direction. Once all Skills have been used, the next player adjusts their speed. It is possible to adjust your speed beyond the tracker or below the outlaw due to these effects.



### Shoot!

Only players with a speed equal to or higher than the outlaw can participate in a Shootout.

Turn order resolves starting with the player who currently has the highest speed, with the remaining order occurring in descending player speed order. If there are multiple players in the same speed tier, the player with the winning tiebreaker of that speed will choose the turn order of everyone within that tier.

On their shooting turn, players must choose how many bullets to unload onto the Outlaw Deck. Each player can shoot 1 Bullet for free but may shoot more Bullets by discarding from their hand. Each discarded card will increase their Bullet count by 1.

After the cards are discarded, use your total Bullet count to gun through each outlaw and start collecting your bounties! Place your Game Piece on the Bullet Meter to help track your ammo.

# OUTLAWS

Each game, there will be a face up Leader at the bottom of a stack of face down outlaws. Your ultimate goal is to gun through these outlaws to reach the Leader and end the game.

Outlaws require a threshold amount of Bullets before they're flipped then another threshold of Bullets before they're captured.

## Stage 1: Facedown



Damage Threshold: 

## Stage 2: Flipped



Damage Threshold:  

## Captured!



Bounty Collected: **\$300**

*Example: A player has 3 cards and discards 2 from their hand; giving them 3 Bullets (1 free + 2 from discarding). The first Bullet flips the unknown outlaw. Kid Cicero is revealed and his Discard 1 ability triggers immediately. The remaining 2 Bullets is enough to Capture Kid Cicero earning the player \$300. The player turn passes with no cards left in hand as a result of Kid Cicero's ability when it flipped.*

Thresholds are indicated by the number of Bullets () on the card face. During a Shootout, outlaws will absorb a player's Bullet count until their threshold is met then either flip to the next stage or become captured. Once they are flipped, the outlaw will immediately resolve their ability icons from left to right.



Immediately trigger the revealed outlaw's Leader ability.



All players involved with the shootout must immediately Discard 1.

## OUTLAWS (CONTINUED)

An outlaw's damage resets from player to player but their stages never go backwards. If a player runs out of bullets before flipping/capturing an outlaw, that outlaw is frozen in that stage for the next player but the that player will need to meet the full bullet threshold of that card face in order to flip the card or capture the outlaw.

Bullets exceeding the capture threshold will go into flipping the next Outlaw. Time your shots well and keep those cards in your hand for big rewards!

*Example: Position yourself to shoot after someone flips an outlaw. They've done half the work for you! If you're lucky, you may have enough Bullets to capture two or more Outlaws in one turn.*

**Outlaw** bounties range from **\$100 - \$400**

**The Leader** (who is already flipped) has a reward equal to their **bounty + \$500!**

Bounty Amount

Threshold

Ability Icon

Leader Ability



10: All players draw 1 card from the Player Deck and immediately attach it to their Reputation.

# END GAME

Game ends when the Leader has been captured.

**Winner:** Player with the highest dollar amount in bounties wins the game (*Bounties discarded to buy Upgrades do not count*). If there is a tie, the player with the highest bounty & the most Reputation Points wins the game. If still a tie, use the Tiebreaker to determine the winner. Otherwise, brawl it out.

**Reputation Points:** Each Skill attached to your Reputation will give you +1 point at the end of the game & each Hinder attached to your Reputation will give you -2 points at the end of the game.

## ADDITIONAL INFO

**2 Second Rule:** For Hinders that activate at the start of a turn or phase - players have an unspoken 2 second window to complete their Hinder. If they seem to have sincerely forget their hinder, call them out quick!

**Inclusion Rule:** This game can be physically demanding. If there is a Hinder that a player cannot complete or is uncomfortable performing, that player may discard a card from their hand to remove that Hinder from the game. Owners of the game can also curate the Player deck if they know who will be playing to make sure their friends' gaming experience is fun and inclusive!

**Free Game Accessories:** If you have access to a 3D printer, there are free six-shooter shaped grit meter print files on our website! Plus - have access to art, updates and video tutorials.

**Drinking & Alcohol Are Optional:** Everything you can gain through drinking in this game can also be achieved with card play. Drinking is a tactical option - not a requirement! Feel free to leave your glass full the entire game and still be a competitive force!

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Special thanks to the brave & hungover play testers who helped refine this game to be safe, silly and competitive specifically E. Robin Magsino, Adrian Anguiano, William L. Cox, Molly Walsh, James Thompson, Jonathan Walker, Steven Hammerschlag, Alia Mir, Danyelle Sawyer, Angela Kuqo, Hiro Takemasa, Tanya Kondratyuk, Christopher McIntyre, Aaron Higgins, Chance Kuykendall, Stephanie Manchien, Wes Shepherd, Derek Mungor, Josiah Murphy, Mike Richko, Brian DeMaio, Holly Stotemyer, Anastasia Tesfaye DeMaio, Collin McCord, Sarah Lavere, Nate Towne, Kerith Poppert, Doug McConnell, Sean Poppert, Dex Bowen, Ro Delrose, Matt Sears, Kristina Obias, John Miller, Cassie Leibham, Jake Leibham, Charlette Miller, Brian Lohman, Hilary Caye Miles, Peej Murray, Mike Callahan, Dianne Ching, Bjorn Ching, Jacquie Tull Willoughby, Christine Konzal, Jonathan Scythe, Rebecca Thornton & William Ehlhardt.

*This product is not a toy and is designed as an adult "drinking game" but may be played without consumption of alcohol. According to the Surgeon General of the United States (1) women should not drink alcoholic beverages during pregnancy because of the risk of birth defects and (2) consumption of alcoholic beverages impairs your ability to operate machinery and may cause health problems. We do not recommend the misuse of alcohol including excessive consumption, binge-drinking, drinking and driving/boating, and/or underage drinking. It is the players' responsibility to monitor and moderate their alcohol consumption.*

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