GUNFIGHTER

There's a score to settle... two gunfighters face each other, ever watchful of the other's slightest movements. As the setting sun casts its glow upon these tragic contenders, a blossoming flash of gunfire signals the beginning of the end.

Two Players

15 – 30 MIN

OVERVIEW

You are caught in an armed confrontation. A lifetime of gunfighting has equipped you with a unique set of skills that are represented by cards. These cards can be used to ensure that your gun's cylinders remain loaded while your aim stays true.
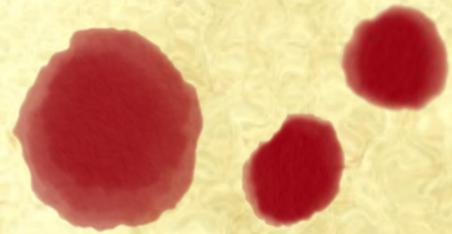
OBJECTIVE

Throughout the game, the player's goal is to defeat their opponent by reducing their opponent's health points (HP) to zero. When a player is shot, they lose a health point. When a player has zero health points, they are dead. In order to consistently land shots on the enemy, players must focus on maintaining high accuracy (chance to hit) and also ensure that their weapon is loaded at all times.

GAME COMPONENTS

Action cards (50):

Staredown cards (2):

Stat Cards (2):

Slider Clips (6):
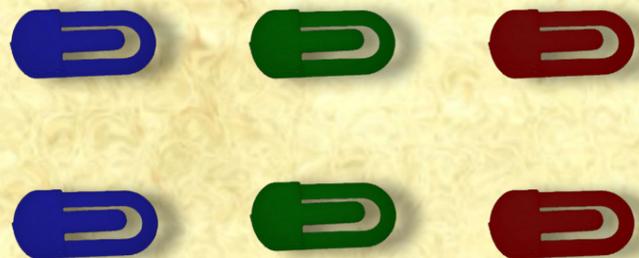
Accuracy
Clips

Ammo
Clips

Health (HP)
Clips

CARD LAYOUT

Card Name

Card Action

When using a card, perform the card's instructions in the *specific order* that they are written.

Die Roll Value

When drawing a card to simulate a die roll, the die roll result is shown here.

DEFENSIVE STANCE

Aim

Gain 1 accuracy.

You may spend 2 bullets to prevent all damage to you on this turn.

Artwork by Findara McAvinchey
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Card Category

(unique color associated with each card category)

*AIM - Increase the likelihood of landing shots.

*DODGE - Avoid shots that are directed at you.

*GUN BELT - Utilize various tricks and items.

*INTIMIDATE - Disrupt the enemy.

*SHOOT - Fire your weapon at the enemy.

SETUP

1. Separate the **2** Stat cards and the **2** Staredown cards from the Action cards. These Action cards will be referred to as the deck.
2. Shuffle the deck.
3. Each player draws **8** cards from the deck. Drawn cards are placed directly into the player's hand and are not shown to their enemy. If a player does not draw *at least* one "Shoot" and *at least* one "Dodge" card, they must show their hand to the enemy, shuffle their drawn cards into the deck, and re-draw **8** additional cards.
4. After drawing the cards, each player must discard **2** cards of their choice from their hand. To discard a card, place it face-up into a discard pile that is separate from the deck. Should the deck ever run out of cards to draw, shuffle the discard pile and use it as the new deck.
5. Place a **Staredown Card** in each player's hand.
6. Place a **Stat Card** in front of each player.
7. Each player places slider clips on their Stat Card, as shown below:

Setup: Place an accuracy clip at **2** accuracy.

Tip: Higher accuracy increases the player's chance of hitting their opponent with a shot.
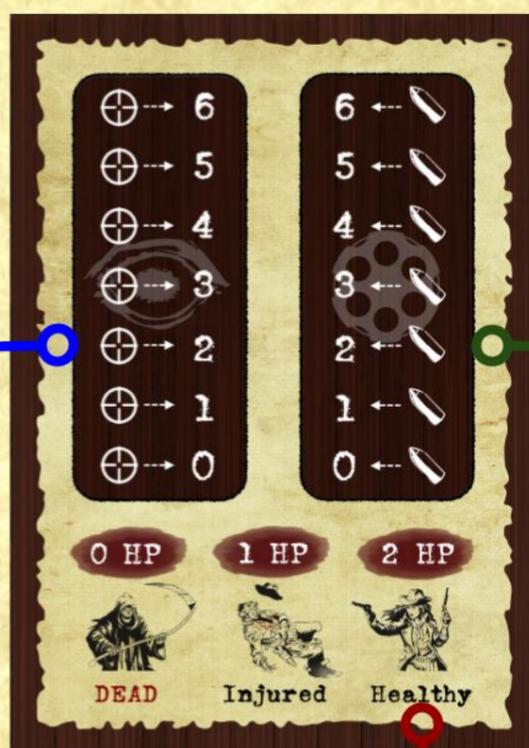
**Setup:** Place an ammo clip at **2** bullets.

Tip: The player with the most bullets resolves their card's instructions first.

6 5 4 3 2 1 0

6 5 4 3 2 1 0

0 HP   1 HP   2 HP

DEAD   Injured   Healthy

Setup: Place a health clip at **2** health points (HP).

Tip: When a player reaches zero HP, they have lost the game. Each time a player is shot, they lose one HP.
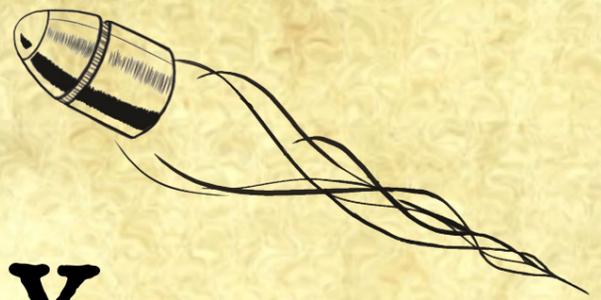
GAMEPLAY

1. At the beginning of every turn, each player selects **1** card from their hand and places it face-down in front of them. This card can be an **Action card** or the player's **Staredown card**.
    - **TIP:** The Staredown card lets you discard unhelpful cards from your hand in order to draw new cards from the deck.
    - The Staredown card cannot be taken by your opponent or discarded for any reason.
2. Both players turn their selected card face-up simultaneously.
3. Each player must perform their face-up card's instructions **in the specific order that the card's instructions are written**.
4. The Stat Cards are used to track each player's combat statistics.
5. Whenever a player uses a card that instructs them to shoot at their enemy, that player must roll a six-sided die.
    - If the die roll value is **LESS THAN or EQUAL TO** that player's current accuracy, their shot will successfully strike their enemy.
    - *Optional: If rolling a die is inconvenient, you may discard a card from the top of the deck and use its die roll value instead.*
6. When a player is shot, they lose a health point (HP). When a player has zero health points, they are dead. A player wins the game when their opponent is dead.
7. The turn ends once *both* players finish using their selected card.
8. **At the end of the turn, all cards that were played are returned to their owners' hands** (unless otherwise specified on the card).
    - At the end of each turn, a player's hand size should never exceed **7** cards.

CARDS

- The player with the **most bullets** at the start of a turn typically resolves all of the instructions on their card first. *However...*
  - **'Dodge'** cards will always resolve before **'Shoot'** cards.
  - If both players have the same amount of bullets, they must each discard a card from the top of the deck. The player that discards a card with the highest die roll value resolves their card action first. Repeat as necessary if the die roll values are the same.
- **Cost:** Some card actions require a *cost* before they can be used. Required costs are marked with bullet symbols:
  - If you do not complete the required cost for a card action, then you cannot use that card and must end your turn without playing any cards.
  - If you attempt to play a card but are unable to fulfill the cost requirement of that card due to your opponent's action, you must end your turn without playing any cards.
- When a card instructs players to **Lose** or **Gain** Accuracy / Bullet stats, the stat cannot go beyond the maximum (6) or minimum (o) values.
  - *EXAMPLE: if your current accuracy is at one and you play a 'SHOOT' card that instructs you to Lose 4 accuracy, your accuracy would drop to zero (rather than drop to negative three). Note that you can still play this card even if you have only one accuracy.*

CREDITS

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Thank you to Gunfighter's **Playtesters:**

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