

RAG'N'GUNS

Rules version 0.3

OVERVIEW

Rag'n'Guns is a dueling game in a western vibe. Two **GUNSLINGERS** battle and place cards in their game zones to shoot at their opponent, defend themselves and create all kind of effects.

When your opponent take six **BULLETS**, you win.

COMPONENTS

To play **RnG** you need:

- * A card representing your **GUNSLINGER**;
- * A 15-card deck;
- * A playmat. Not mandatory but it helps to visualize the different game zones;
- * Poker chips (about 15 per player) or another form of chips. They represent your **BULLETS**;
- * A 6-sided dice (the **CYLINDER**) to count how many **BULLETS** you reload at the start of the turn.

SETUP

Follow the steps below before you start playing:

- * Set your **GUNSLINGER** in front of you (on the Gunslinger zone if you use a playmat);
- * Shuffle your deck and set it, hidden side, to the right of the **GUNSLINGER**;
- * Set the **CYLINDER** on 1 ;
- * Put your chips within easy reach.

Then you need to decide who goes first. In general, each player roll a die and the highest result decides, but you can decide otherwise (heads or tails, the youngest, the loser of the previous game, etc.)

The first player does not increase his **CYLINDER** during the first **RELOAD** (he starts with **CYLINDER** at 1).

GAMEPLAY

Follow the steps below when it's your turn:

1. **RELOAD**, i.e. you increase the **CYLINDER** by 1 (unless it's the very first turn of the game) and take a number of **BULLETS** equal to the **CYLINDER** score.
2. **DRAW** 3 cards.
3. **DEFUSE** the **TRAPS** placed by your opponent.
4. In any order and as many time as you like:
 - * **PLACE** a card in your **ALLEY** or your **SHELTER**;
 - * **DISCARD** a card, wherever it is;
 - * **PLAY** an **EFFECT**.
5. Whenever you want but only once per turn you can trigger a **GUNFIGHT** ;
6. **HIDE** the cards remaining in your hand at the end of your turn;

7. If you have any **BULLETS** left, put them in your **CARTRIDGE BELT**;
8. Now it's your opponent's turn.

BULLETS, CYLINDER, CARTRIDGE BELT

BULLETS are the game resources: they allow you to place cards, play **EFFECTS** and shoot your opponent. We use poker chips to represent them, and place them on the cards to mark the damage they cause. Depending on the situation, the terme **BULLET** may therefore refer to one of the token you draw at the start of your turn (a *resource*), a token placed on a card (a *wound*) or a token you put in your **CARTRIDGE BELT** at the end of your turn (a *special resource*).

At the start of your turn, the **CYLINDER** tells you how many **BULLETS** you draw from your chip stack. Lay them out visibly, to show your opponent that you've taken the right count (despite the game's atmosphere, cheaters aren't welcome).

Example: I'm the second player and my opponent has just finished his turn. I set the Cylinder to 2 and take two Bullets in my token reserve.

A **BULLET** can be spent to pay the cost of a card or **EFFECT** (in which case you return it to your chip stack) or shot to damage your opponent (in which case you place the chip on the target card). Some **EFFECTS** allow you to shoot a spent **BULLET** (in which case you place the chip on the target card instead of return it to your chip stack).

Example: the Effect of the Whip card needs two Bullet and allows you to shoot one of these Bullets into your opponent's Alley. I therefore place the first Bullet in my stack of chips and the second on the card in the opponent's Alley.

At the end of your turn, all the **BULLETS** you haven't spent or shot are sent to your **CARTRIDGE BELT**. This is your **GUNSLINGER** own supply of **BULLETS**, which you can use to trigger the **EFFECTS** shown on the **GUNSLINGER**'s card (identified by the / symbol). As you put them there at the end of your turn, they can't be used immediatly (you'll have to wait until your next turn).

PLACE, ALLEY, SHELTER

During your turn, you can *place* a card in your **ALLEY** or your **SHELTER**, whenever and as many times as you want, as long as you can pay the cost shown at the top right of the card.

Example: the Machete costs 2. I must therefore discard two Bullets to place it.

Place a card means you put a card face-up in one of the game's two main zones: the **ALLEY** (to the left of the **GUNSLINGER**) or the **SHELTER** (above the **GUNSLINGER**). Only cards with *statistics* (cards with the symbols ♠ and ♥) can be placed, and (unless special **EFFECT**) only one card can be placed per zone.

Example: the Brass Knuckles is in my Alley and I want to put the Machete there. So I have to discard the Brass Knuckles, pay two Bullets for the Machete, and place it face-up to the left of my Gunslinger.

ALLEY can be considered as the *attack zone*: the card placed here gives you **FIREPOWER** (symbolized by the ♠) which measures the maximum number of **BULLETS** you can shoot at your opponent during a **GUNFIGHT**. If you don't have any card in your **ALLEY**, your **GUNSLINGER** has no **FIREPOWER** and therefore can't trigger a **GUNFIGHT**.

Example: the Machete has 2 ♠. If I placed it in my Alley, I can shoot up to two Bullets at my opponent during a Gunfight.

SHELTER can be considered as the *defense zone*: the card placed here takes the **BULLET** shot by your opponent and he must discard it before he can hope to reach you. Your cards are discarded when you decide to, or when they take a number of **BULLETS** equal to their **DURABILITY** (symbolized by ♥).

Example: the Machete has 1 ♥. If I placed it in my Shelter, my opponent must first shoot a Bullet at it (and discard it) before being able to reach me.

EFFECTS

Many cards have an **EFFECT**, i.e. a text box with special rules that you can trigger by paying the cost (indicated by a white number in a black circle, such as ①, ②, ③...). It's easy to *play* an **EFFECT**: pay cost, do what it says and discard the card. Normally, even you can do it.

If you have any doubt about the wording of an Effect, consult the list of cards at the end of this document for an answer (or ask the author, pointing out that his deck isn't very clear and that he could have made an effort, damn it).

*Example: Improvise indicates that by paying ① I can pick a **MELEE** card in my discard zone and hide it. So I pay nothing, do what the card tells me to do, and discard it.*

Sometimes, the cost of an **EFFECT** is next to the ∞ symbol. It means that you don't need to discard the card to play it. Even so, you are limited to one use per turn.

Example: the ∞ Effect of Old Bourbon allows me to heal one Bullet, but I can't play it more than once per turn.

BACKUPS also have two unusual symbols: ↓ means that the **EFFECT** is played when the card is placed (in the zone indicated) and ♦ means that the **EFFECT** is active as long as the card is placed (in the zone indicated). Note that a card which reverses

the **ALLEY** and the **SHELTER** activate a ♦ **EFFECT** but not a ↓ (the card has already been placed).

*Example: Deputy Nelson's ♦ Effect is active as long as the card is placed in my Shelter, whereas his ↓ Effect is activated in the moment I place it in the Alley. If the card goes from the Shelter to the Alley, it doesn't allow me to pick a **SHERIFF** card from my discard zone.*

Apart from **ACTIONS** and **TRAPS**, an Effect can only be played if the card is in play, i.e. face up in one of the game zones (except the discard zone). Look at Card Types for more informations.

*Example: I have the Brass Knuckles in hand and I want to use his Effect to shoot at my opponent, but I can't as the card isn't in game. Sadly, my Shelter and my Alley are not empty, and I don't want to discard the cards placed in these zones. But I also have Improvise in hand - it's an **ACTION** which means I can play it from my hand! So I can discard my Brass Knuckles (it's free) then use Improvise to pick it from the discard zone, hide it and play its Effect!*

The above example may seem incongruous, complex or illogical, but I can guarantee you that this kind of little trick can win you a game! The point is that RnG is full of these little strategic moves: it's a sandbox in which you can test all sorts of combinations and create maneuvers that will give a very personal touch to your way of playing...

Finally, your **GUNSLINGER** also has two **EFFECTS**, but they can only be paid by the **BULLETS** in your **CARTRIDGE BELT**. Of course these **EFFECTS** are ∞ (you don't want to discard your **GUNSLINGER**) and you can use both in the same turn (but only once each). Your **GUNSLINGER**'s **EFFECTS** are part of his personality: they're usually linked to Traits, so make sure you've got the right cards in the right zone at the right time!

*Example: Buffalo Kid's first Effect allows me to increase the ♠ of a **WEAPON** in my Alley, and his second to shoot a Bullet if I have a **MELEE** in my Alley. If I put the Machete there (a **MELEE WEAPON**) I can use both Effects by spending two Bullets from my Cartridge Belt.*

GUNFIGHT

I'm finally going to explain to you how to shoot your opponent! I know you've been waiting for this...

Once per turn you can trigger a **GUNFIGHT**, i.e. you shoot **BULLETS** at your opponent using your **FIREPOWER** (♠). **FIREPOWER** tells you the *maximum* number of **BULLETS** you can use this way. Of course, you need **BULLETS** to shoot; if you've already spent all your **BULLETS** on placing cards or playing **EFFECTS**, you can't trigger a **GUNFIGHT**.

Example: I've got the Sisters in my Alley, which gives me a 3 ♠. I've got three Bullets left, but I want to keep one to put in my Cartridge Belt. I decide to shoot only two Bullets at my opponent.

To shoot your **BULLETS**, take the corresponding amount of chips and put it on your opponent's **SHELTER**. If there's a card in this **SHELTER**, it takes the **BULLETS** until it's discarded (when its **DURABILITY** equal the number of **BULLETS** taken). If any **BULLETS** remain (or if there was no card in the **SHELTER**) your opponent distributes them as he want between his **ALLEY** and his **GUNSLINGER**.

So :

1. You shoot your **BULLETS**;
2. **SHELTER** takes first;
3. The opponent distributes the remaining **BULLETS** between his **ALLEY** and his **GUNSLINGER**.

Example: my opponent has the Iron bar (1 ♥) in his Shelter and the Machete (1 ♥) in his Alley. The Iron bar take the first Bullet and is discarded. One Bullet remains, and my opponent chooses to take it with his Gunslinger and keeps his Machete for later. Too bad...

If a card isn't discarded this way, chips remains to keep track of damage.

Example: the Sisters take one Bullet. Thanks to Jenny's Effect I can spend two Bullets from my Cartridge Belt to heal one Bullet. I spend the Bullet and return the chip on the Sisters in the chip pile.

HIDEOUT

I'm so happy to finally be able to tackle one of the most essential aspects of the game!

When your turn is over, if you have any cards left in your hand, you must place it in your **HIDEOUT** (you *hide* the cards). The **HIDEOUT** is a two-slot game zone and you choose the order and the slot of the cards you hide, placing them face-up.

*Example: I haven't used any of my cards this turn, so I must hide *Improvise*, *Doc Ravenstorm* and *Brass Knuckle*. I choose to put *Doc* in the right slot and the other two in the left one. I hide *Brass Kuckle* above *Improvise*; if I ever discard the *Brass Knuckle* I can pick it from the discarded zone with the *Improvise* below.*

The **HIDEOUT** is a sort of *second hand*: you can continue to play with your hidden cards, but with two major differences:

- ✱ The cards are *face-up* (except for **TRAPS**, we'll talk about them later). It means your opponent can see them and anticipate what you're going to do.
- ✱ The cards are now *in play*. It means you can play their **EFFECTS** (as if they are placed in your **ALLEY** or **SHELTER**).

Only visible cards (those on top of the slots) are accessible, but you can discard cards at any time to access those below.

*Example: I actually need *Improvise* below the *Brass Knuckle*. I can discard *Brass Knuckle* to make *Improvise* visible and play its *Effect*.*

Managing your **HIDEOUT** is a fundamental part of **Rag'n'Guns**. When you hide cards, you put them aside for later use; keep in mind that this is how you prepare the end of your game.

Well, I'll be honest, reading this won't help you understand how much the **HIDEOUT** is part of the game's DNA. You have to discover it by playing: it's when you run out of cards to draw that you'll realize it.

Did I tell you how great a game element the Hideout is? Only the cards on top of the slots are visible by your opponent. It means you can hide two cards on top of each other at once: your opponent can only sees the top card, and the bottom card is literally «hidden». You can consult the cards in your hideout at any time (without changing their order) but you also give your opponent a chance to have a look. There's still one or two things really cool about the Hideout, you'll discover it as you play.

TYPES OF CARDS

There's five **TYPES** of cards in **RnG** at this time, written in white on black in the bottom right corner of a card. Each **TYPE** has a color, an icon and a different layout to quickly recognize them at a glance.

ACTIONS

ACTIONS have no cost or statistic. You only use them for their **EFFECT**, which are often free. They can be played directly from your hand.

WEAPONS

WEAPONS are nothing special. They're pretty much the basic cards of the game, with interesting stats and, sometimes, **EFFECTS**.

ITEMS

ITEMS are cheap and have very low stats, but have two **EFFECTS**. If at least one of these **EFFECTS** is ∞, you can play it then play the second (but only once per turn).

TRAPS

TRAPS are very special and incorporate their own unique mechanics. Let's take a look.

A **TRAP** has a cost of X. It means you choose the cost, with a minimum of one **BULLET**. When you play a **TRAP** you place it horizontally and face-down between you and your opponent, then put the **BULLETS** on it. It's a gamble, and the higher the cost you choose, the more it will annoy your opponent.

*Example: I decide to play *Fall*, I've got quite a few Bullets and I do want my opponent to suffer its *Effect*. Therefore I put three Bullets on the face-down card.*

At the start of your opponent's turn, he draws his cards, reloads his Bullets and must manage the **TRAPS**. There are three possibilities:

- ✱ **HE FOLLOWS**. He spends as many **BULLETS** as there are on the card, the **TRAP** is defused and its owner returns it to his **HIDEOUT** (face-down);

- ✦ **HE RAISES.** He spends one more Bullet than there is on the card, and this time the **TRAP** is discarded (face-up);
- ✦ **HE DOES NOTHING.** The **TRAP** is revealed and its **EFFECT** applies.

Example: my opponent can pay three Bullets for the Fall to return in my Hideout, or four for discards it, but he chooses to do nothing. He flips the card to know what's going on and discards one of his cards in hand as written.

Note that a **TRAP** is only interesting if your opponent doesn't know what he might trigger. Therefore **TRAPS** are the only cards that are hidden face-down. They're revealed when discarded.

The Trap's mechanic are reminiscent of auctions and bluffing, a touch of poker in a western game. They are a mean to draw out the opponent's valuable resources. The Lure is a perfect example for this...

BACKUPS

BACKUPS are often expensive and powerful, but you need to place them to trigger their **EFFECTS**. They often has two **EFFECTS**: one that is triggered when they are placed in the **SHELTER**, and another when they are placed in the **ALLEY**. Two symbols indicate when the **EFFECT** lasts (◊) or is triggered only when the **BACKUP** is placed (↓).

KEYWORDS

TYPES are not the only **KEYWORDS** you'll find on a card. Some are associated with specific rules, but most of the time they are used by **EFFECTS**.

- ✦ **EPIC** indicates that the card is more powerful than others. You can only have three **EPIC** cards in a deck;
- ✦ **BUFFALO KID** and **JENNY JAMES** are assigned to so-called **SIGNATURES** cards. Your **GUNSLINGER** must match to play these cards;
- ✦ **MOUNT**, **ANIMAL**, **GIRL**, **QUICK**, **ALCOHOL**, **HEAL**, **MELEE**, **FIRE**, **MUSIC**, **SHERIFF** are **KEYWORDS** used (or will be) by **EFFECTS**, and have no other impact in normal times.

NO MORE CARDS?

There's only 15 cards in your deck and you draw 3 of them at the start of your turn. It means that on your sixth turn you won't be able to draw any more. But that's not the end of the game!

It's at this point that you'll understand the importance of your **HIDEOUT**, as it's going to be your only source of cards. Just carry on playing as normal, place and play your hidden cards... while they last!

The second thing that happens when you can no longer draw (your sixth turn) is that your **GUNSLINGER** is now *ready*. It means that you can move it into your **ALLEY**, whenever you want and at no cost. In your **ALLEY**, he provides you his **FIREPOWER** and **KEYWORDS**, but beware: there's no turning back and only the **SHELTER** protects you now! It's a risky maneuver but one

that can allow you to return and win a game; it's up to you to get your **GUNSLINGER** out into the **ALLEY** at the right moment.

DECKBUILDING

Building your own deck is one of the most fun aspects of **Rag'n'Guns**. While using the pre-built decks is the best way to learn the game, I strongly advise you to quickly start creating your own decks by modifying them or starting from scratch.

The deckbuilding is relatively free, but there are some things you need to keep in mind:

- ✦ A deck has a **GUNSLINGER** and 15 unique cards. In other words, all cards must have a different name. This includes the **GUNSLINGER**; you can't take Banjo Winter **BACKUP** if you've chosen Banjo Winter as a **GUNSLINGER** (yes, I know, there's no Banjo Winter **GUNSLINGER**. Yet...);
- ✦ You can only have 3 **EPIC** cards;
- ✦ You can only have 1 **SIGNATURE** card and only if your **GUNSLINGER** matches.

And that's all. **RnG** is conceived as a living card game and many new cards will be added over the course of its existence. This means you'll be able to think up new decks, new combinations and so on.