

Shootout!

Object of the Game:

Win the **Shootout** between all the players. The last player standing wins.

The Number of Players and What Is Needed:

This game is for 2 to 5 players and requires one Shootout!!! Deck.

How to Play:

To begin, shuffle the deck. Each player is dealt a hand of 10 cards. Then each player will lay down 4 of those cards, face-down. These are your **Health Cards**. The remainder of the cards become the “Bullets in the Gun.” or **Bullet Cards**. Do not lay the number 13 cards down. They are “Bullet Cards Only” as indicated on the card.

The player to the dealer's left goes first, and play continues clockwise from there. Each player will play a card from their hand, pick a player to shoot at, and place the card in front of that player's card that they are trying to shoot. The targeted player will reveal the face-down card. If the Shooter's card is higher than the Target's card, that player is wounded, and both cards are discarded. If the **Bullet Card** is lower than the Target's Health Card, then that player discards his or her **Bullet Card**. The player's **Health Card** that was shot at is turned back face-down. In case of a tie, a **Shootout!!!** will occur. (See **Shootout!!!**)

When a player runs out of **Bullet Cards**, they may skip a turn (choosing not to shoot in that turn) to draw up to 6 cards, which is called a **Reload**. A player may choose to **Reload** on any of their turns they wish, but they **MUST Reload** when they have no **Bullet Cards** to shoot in that turn. The maximum hand size is 6 for this game. You cannot **Reload** if you have 6 cards, so you must shoot on that turn.

Winning The Game:

When a player runs out of **Health Cards**, they are eliminated from the round. When only one player has **Health Cards** remaining, that player wins the round. The winner of the game is the player that has won 3 rounds total.

At no time, may a player choose to lay down more **Health Cards** during the game unless stated on a **Marksmen Card**.

1 is the lowest value, and an 13 is the highest. A 1 is considered a “Dud,” and will never hit anyone, while a 13 will always, naturally, hit a face-down card.

Shootout!!!

Whenever there is a tie during a shot, both players (the shooter and the target) will shuffle their hand into a small deck of cards. After 5 seconds, they will then lay the deck face down in front of them. They will then draw the top card of the deck and place it on their respected card. Treat the results as you normally would. If there remains a tie, draw again. If either player is without cards, then the player that has a card automatically wins the **Shootout!!!** If both players run out of cards during the **Shootout!!!**, then the player that was the original target wins. The original **Health Card** that was targeted will be laid back, face-down.

If the player that was the target wins the **Shootout!!!**, they may then take the winning shot and place it next to any of the original shooter's **Health Cards**. Treat this shot as normal, except that a tie will not result in another **Shootout!!!** A tie in this manner becomes a loss, just as if the value was lower than the **Health Card**. The original shooter's turn will then end.

Strategies:

One strategy is to shoot at a player's card to reveal it, even if you are certain that the card will not "wound" them. This is called, "exposing one's weakness."

Another strategy could be to keep your higher cards for **Bullet Cards**.

Always play around to see the best way to attack. Who knows when a decently low card might be enough to achieve victory!

Marksman Cards (Tabletopia):

The game can be played with or without the **Marksman Cards**. The **Marksman Cards** are separated and in the corner of the table. One player will shuffle the deck of cards, if you intend to play with these. Each player only receives one card at the beginning of each round. The card is laid face-down near them, but not by the **Health Cards**. When this card is used, that card is returned to the corner of the table and is out of play. After each round, shuffle these cards back into a deck, if they are being used.

At the beginning of your turn before you shoot or reload, you will play the card (Unless the card says otherwise). After this, you may play your turn as usual. Again, the card is removed from play after being used.

Please Enjoy!!!

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