



TRIGGER WARNING

A dark silhouette of a person wearing a wide-brimmed hat, viewed from behind. They are looking towards a group of people in a dimly lit room, possibly a saloon or a meeting. The background is rendered in a sketchy, painterly style with muted colors.

RULEBOOK

OVERVIEW

No dealer. No rules. Bluff if you can, cheat if you dare, but when the gun is in your hand, there's no escaping the truth. You spin the cylinder, and pull the trigger.

CONTENTS



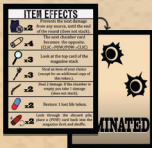
13 CHAMBER CARDS
(7 POW!, 6 CLIC)



18 LIFE TOKENS
(9 RED, 9 BLUE)



18 ITEM TOKENS



**6 REFERENCE/ELIMINATED
CARDS**



1ST PLAYER TOKEN



CLOTH BAG



VIDEO OF THE RULES

SETUP

1. Place all the *ITEM* tokens in the bag.
2. Each player receives 1 *REFERENCE* card, 3 *LIFE* tokens, and draws 2 *ITEM* tokens from the bag. One player, chosen at random, receives the 1ST *PLAYER* token.
3. The 1ST *PLAYER* shuffles all the *CHAMBER* cards and reveals 8 of them.
4. The 8 revealed cards are shuffled and then placed in a face-down stack referred to as *MAGAZINE*.


The first card of the *MAGAZINE* represents the revolver's *CHAMBER*.

Each player can have a maximum of 3 life tokens and 3 items at the same time.



PLAYING CLASSIC MODE

1. The active player may start the round by using as many items in their inventory.
2. They then designate a target (another player or themselves) before revealing the top chamber card. If the chamber is:
 - **Loaded(POW!)**, it deals 1 damage and the target flips a life token.
 - **Empty (CLICK)**, it deals 0 damage, and the target draws an item from the bag.

The chamber card is discarded face up. The rest of the discard pile **CANNOT BE SEARCHED** (unless by using the reload item ).

The active player's turn ends then the game continues clockwise.



PLAYING CLASSIC MODE

The round ends when the magazine is depleted. Item tokens are returned to the bag except for one of their choosing.

Then, they draw as many items as lost life.

The player **TO THE LEFT OF THE LAST SHOOTER** becomes the first player. They perform steps 3 and 4 of the setup phase.

The game ends when only one player has any life token remaining.

When a player eliminates another, they take one item of their choice from them (if applicable). The other items are returned to the bag.






ALTERNATIVE MODES

The setup and rules remain the same as in classic mode. You can mix and match different game modes.

EXPERT MODE

The items remain hidden (you can look at your own). Their order of use must be planned and announced at the beginning of your turn. The entire discard pile remains face down.

SCORING MODE

In the setup phase, give players  with same symbol. When a player eliminates another, they take all their . The last player standing also adds their  remaining to their score.



The first to reach 10 points over multiple games wins.

TEAM MODE

Form teams of 3 (❤️ vs ♠️). The turn order alternates between teams. At the start of the game, each team chooses the order in which their players will take turns.

In addition of what they can do a player may use an item on a teammate or give them one

The shot can target a teammate.

The last team with a player left standing wins

7 PLAYERS AND UP MODE

(ADDITIONAL COPY OF THE GAME REQUIRED)

Divide players as evenly as possible between the two copies. They each use the copy they are assigned to but can shot anyone. Core rules remain the same.



DRINKING MODE

Take a shot everytime you receive damage. If the active player targets someone else and the chamber is empty, they take the shot.

(Please drink responsibly)

CREDITS

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Thank you, without your help, the game wouldn't
be what it is now.



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