

Stetsons & Sixguns



A Wild West shootout where you actually point guns at one another!
This is an eight-round game where you gain notoriety points for taking others down and outwitting your opponents to become the most infamous Gunslinger in the Wild West.

by Mike Ibeji

HIGH NOON - Setting up the game

Nominate 1 player to Call the Shots. This should be the most experienced player - or the player with the loudest voice.

Place the **Round Tracker** in the centre of the table, with 1 **Notoriety Point** on the '1' space of the Round Tracker - this will act as a turn marker.



Shuffle the 18 Cover Cards and place them in a **Cover Deck** at one end of the Round Tracker. Lay the top card face up beside the deck.

Separate the **Action Cards** into those which include **+NOTORIETY** and those that do not. Deal each player 4 non-Notoriety cards face down, then shuffle the **+NOTORIETY** cards into the rest of the Action Deck and place it face down on the table.



Place the 90 bullets into a **Bullet Pile** in the centre of the table, bullet side up. If you have 4 players or less, remove 10 MISSES from the pile



Each player:

Chooses a **Character**, takes its card and **Turn Order Marker**, and places the card in front of them for all to see.

Takes a toy **sixgun**, along with a **Sixgun Card** and places 6 **Bullets** sight-unseen on top of the Sixgun Card, with the bullet side up.

Takes 6 **Notoriety Points** from the pile.



THE LOWDOWN - Basic Mechanics



You each have a sixgun containing 6 bullets randomly shuffled together. Each round, you choose an Action, then take your sixgun and point it at an opponent. Everyone decides whether to run for cover or fire their gun. If you fire your gun, you flip a bullet to find out whether you hit your target and carry out the instructions on your Action Card. If you get hit, you lose your Action Card and are knocked out of the round. If you are still standing at the end of each round, you get to **Take Stock**, and pick up a new Action Card.



Players score **Notoriety Points** for not being yeller bellies and shooting other 'slingers.

At the end of the game, all players total up their Notoriety Points and the player with the highest score wins.

THE SHOWDOWN - Starting a Round

At the beginning of each round, move the Round Marker 1 step along the **Turn Tracker**, then deal a number of **Action Cards** face up onto the table, equal to the number of players still in the game. If the Action Deck ever runs out, reshuffle the discard pile and create a new Action Deck.



Each player now chooses an Action Card from their hand to play face down in front of them. This will be the action you take during this turn.

The player who Calls the Shots says '**Draw!**' and you point your toy gun at another player.

The player who Calls the Shots says '**Shoot!**' and you must decide whether to **Run for Cover** or **Take the Shot**.

The Stupidity Bonus: If you were wounded in previous rounds but choose not to hide behind cover, you gain 1 Notoriety to acknowledge your sheer brass balls.

If you **RUN FOR COVER:**

You duck behind a **Cover Card** (see p.?). This costs you -1 Notoriety Point for being a cowardly yeller-belly. You must have a Notoriety Point to spend, otherwise you cannot Run for Cover.

You still get to play the Action on your card, but if you place a new **Cover Card** you *do not* fire your gun. If the Action requires you to flip a Bullet, you ignore the Action (except for **INJUNS!**, which requires everyone to flip a Bullet).

If you're still standing once all the *real* 'slingers have taken their shots, you get to **Take Stock** with the rest of them.



THE SHOOTOUT

All players reveal their Action Card simultaneously. Every Action Card has a **Speed Number** on the top of the card. Compare the Speed of the Action Cards played. The card with the **LOWEST** number (indicating the fastest speed) goes first and so on.



Place your **Character Marker** on the **Player Order Track** to show the order of play for this round.

In order of Speed, you each get to fire your gun and carry out any additional action on the card *before* any other Action Cards are activated.

NB: The Actions on earlier Action Cards trump Actions on later cards. (eg. 'Hit the Dirt' beats 'Sharpshooter' and 'Ace of Spades' beats 'The Ghost').

FASTEST CARD

You can opt to ignore the Action and play it simply for its Speed, but you must *always* play an Action Card.



SLOWEST CARD

Taking the Shot

First decide which gun you are going to fire. You can always opt to fire your Sixgun but you may be able to use another weapon, depending on which Action you played (see **Guns** p.?).

If you fire a **Rifle** or a **Shotgun**, flip one or 2 Bullets simultaneously, depending on what the weapon card says.

If you fire a **Sixgun**, you can flip as many Bullets as you like, one at a time, until you get a STOP:

If the Bullet says **MISS**, your shot goes wide and the target is unharmed. You can opt to fire your Sixgun again (but only a Sixgun).

If the Bullet says **Click!** your gun misfires, you miss and must STOP firing this gun.

If the Bullet says **JAM**, your gun is jammed. You must STOP firing and cannot fire this gun again until you take a **Reload** Action (see p.4).

If the Bullet says **HIT**, your shot is on target. You must STOP firing this gun.

If the Bullet says **Hit them!**, your shot is on target and can also hit a target who is **Firing From Cover** (see p.4). You must STOP firing this gun.

If the target is behind **COVER**, the first HITS against them are absorbed by the cover until all of its hits have been blown away, unless they are Firing from Cover (see p.4). All other HITS go through.

Place all the Bullets you flipped into a face-up in a discard pile, unless they hit Cover, when they are placed on the Cover instead. If Bullets ever run out, reshuffle the discards

Hits & Wounds

If the HIT goes through, it wounds the target: they are knocked out of the round and must lose the Action Card they played:

You can only ever be HIT by one person in a round. However, the person who hit you may be able to hit you more than once (they may be able to fire more than one bullet per shot). If you are HIT again, you must choose another card to discard from your hand.

It is sometimes possible that your original Action Card was stolen previously in the round by someone else's action. This lost card still counts as your first wound. Any additional wound(s) must come from your hand as above.



A wounded character is knocked out of the round and cannot **Take Stock**, nor can they be HIT by later shots in the round - later shots fly over their head and are discarded sight unseen as they lie sprawled on the ground.

Any player forced to discard the last Action Card from their hand is killed and is out of the game.

Any player whose HIT causes a wound gains 1 Notoriety Point for every wound they inflict.

NB: There are 21 HITS, 11 HIT FC's, 30 MISSES, 20 STOPS and 8 JAMS in the Bullet Pile.



Better bind those wounds, pardner!"

If you are wounded, you can **bind your wounds** when you Run for Cover. This costs 1 Notoriety Point for every wound you bind, and you replenish 1 lost Action Card by drawing a new one from the deck. If you don't have any Notoriety Points to spend, you cannot bind your wounds.



"Reload!"

Any player who Runs for Cover can take a **Reload** Action. You cannot fire your gun but you can add bullets from the Bullet Pile to your gun(s), until they are back to their maximum ammo (which in the case of a Sixgun is - pretty obviously - six bullets). This action also clears any JAM on your weapon(s).

In the (very rare) case that you have no Notoriety left, you can still Reload, even though you cannot Run for Cover.



"Darn gun's Jammed!"

If your Bullet says JAM, place it on the gun you just fired - this gun is jammed and cannot be fired again until you do a **Reload** Action.

NB: A JAM overrides any other Action or Ability (eg. the auto hit of 'Sharpshooter' is cancelled out by a JAM).

"Take Cover!"



Whenever your character **Runs for Cover**, they duck behind a Cover Card to shelter from the hail of bullets coming their way. This costs -1 Notoriety. Players draw Cover Cards in order of Speed.

When drawing a Cover Card from the **Cover Deck**, you can choose EITHER to take the face-up card next to the deck, OR to draw one from the deck and place it face up in front of your character — if this card is *different* to the face-up card, you duck behind it: if it is *the same* as the face-up card, it is too far away and you do not reach Cover this round, though you still lose -1 Notoriety and fail to Take the Shot.

If you opt to take the face-up card, replace it with one from the deck.



If you are already behind Cover, you can opt to stay there or to replace your current card as above. Either way, this still costs -1 Notoriety.

Cover Cards remain in front of you until they are either blown away by opponents' fire or you play another Card with the word **NOTORIETY** or **COVER** on it; at which point you have broken from your current Cover and must discard the card.

SOFT COVER blocks 2 HITS from **HAND WEAPONS** and is then blown away.

PARTIAL COVER blocks 3 HITS from **HAND WEAPONS** and **RIFLES** and is then blown away.

HARD COVER blocks 4 HITS from **HAND WEAPONS** and **RIFLES** and is then blown away.

All **COVER** blocks hits from **POCKET WEAPONS** and does not lose a HIT to them.

If the weapon can **PENETRATE** the Cover, the Cover Card is ignored, but still takes a HIT.

To mark the HITS Cover has taken, place the Bullet that scored the hit onto the Cover Card.

"Pesky varmint's takin' pot shots at us from that rock!" - Firing From Cover Rule

If you start the round behind Cover, you can hide behind it and still **Take the Shot**. However, this costs -1 Notoriety and makes you slightly more vulnerable to gunfire.

Look at the Bullet(s) everyone else fires at you:

If the Bullet says **HAND SHOT** you have been HIT as you fire from cover.

If the Bullet simply says **HIT**, it hits your cover in the normal way.

This *only* applies to 'slingers who are Taking the Shot from behind Cover.



"Guns. We need more guns!"



Some Action Cards give you an extra weapon, such as a **RIFLE** or **SHOTGUN**.

When you play this card, place it face up in front of you. From now on, it can be used *instead* of your Sixgun to fire, *so long as* you play an Action Card with the required Speed or higher.

If the weapon card says '*Deal # bullets onto this gun*', deal the number of bullets specified face down onto the card from the Bullet Pile. When the gun is fired, use these bullets instead of your Sixgun's bullets.

Each player can only carry 1 Rifle and must discard any other rifle they have if they want to place another one in front of them. They can carry any number of Hand and Pocket Weapons, but may only *fire* a maximum of 1 Rifle or 2 Hand/Pocket Weapons each turn.

"How did you do that?" - Character Abilities

Each character has a special ability unique to them, which is described on the back of their card. Some may be able to use these once per turn, others only once per game.

These abilities *can* be overridden by Action cards unless they say otherwise. So, eg. '**Sharpshooter**' converts the automatic **MISS** of Wild Bill Hiccup's first shot into a hit, and '**Lynch Mob**' overrides Gina Raquel's ability to force men to switch targets.

A character can trigger their ability at any time during the round



GINA RAQUEL WRAPPED AROUND YOUR FINGER

Once per game you can 'persuade' all male characters who have targeted you this round to switch targets. They choose who to switch to.

WHEN THE SMOKE CLEARS - Taking Stock



Any player still standing at the end of the shootout now gets to **Take Stock**.

Starting with the fastest character and following the order shown on the **Player Order Track**, each player picks up one Action Card from the centre of the table.

You can only pick up one Action card (unless you played the **10 Gallon Hat**). Any remaining cards are discarded.

NB: All **NOTORIETY** listed on Action Cards only counts if the card is in your hand at the *end* of the game. You do NOT score the **NOTORIETY** when you play these cards.



"Let's Make Things Interesting!" - Stacking Round 8

In the 8th Round, the three Action Cards with the fastest speed are awarded final **NOTORIETY** Points.

The card with the fastest Speed gains a new total of **+3 NOTORIETY**.

The second fastest card gains a total of **+2 NOTORIETY**.

The third fastest card gains **+1 NOTORIETY**.

Before the round is played, add Notoriety Points to these cards until they have the right amount of Notoriety on them - if the card already has a **NOTORIETY** bonus, only add enough additional Notoriety to bring it up to the total shown above.

If the second or third fastest cards show **+3 NOTORIETY** or **+2 NOTORIETY** they keep these totals, as do any later cards with **+1 NOTORIETY**.



RIDING INTO THE SUNSET - Ending the game



The game ends either:

at the end of the 8th round

or when all of your opponents have been killed

or if the reshuffled Action Deck cannot deal out enough cards to cover the surviving players in the game.

At the end of the 8th Round all surviving characters count up their Notoriety Points. You add 1 for every Action Card you still have in your hand, plus the **NOTORIETY** bonus listed on any of these Action Cards.


The player with the highest score wins the game.

In the case of a tie, the player(s) with the most Notoriety Tokens win(s) the tie.



"Lets Mix Things Up!" - Game Variants

FOR A SHORTER GAME: Simply reduce the number of Rounds you play. A 4-Round game will last c.30 minutes.

FOR A BLOODIER GAME: If you want to increase the chances of people being knocked out, each  can inflict 2 HITS. This will significantly increase the number of kills in the game. Because of this, it is best combined with a shorter game of 4 or 5 Rounds.



DESIGN NOTE:

The key mechanic of this game involves players pointing toy guns at one another. So as this is a P'nP copy where guns are not included, you can either: a) Raid your kiddies' toyboxes for their toy guns or b) Point your fingers into the shape of a gun and use them instead. Whichever way you choose, have fun pointing guns at one another - that's what this game is all about!

(Note from our lawyers: do not try this at home with real guns!)



