

DRAW, STRANGER!

Two gunslingers duel it out in the Old West.

Who shoots first?

Who hits?

Who brought a knife to a gunfight?

2 players. 5 minutes.

Overview

Draw stranger plays over two phases: The Buildup and the Shootout.

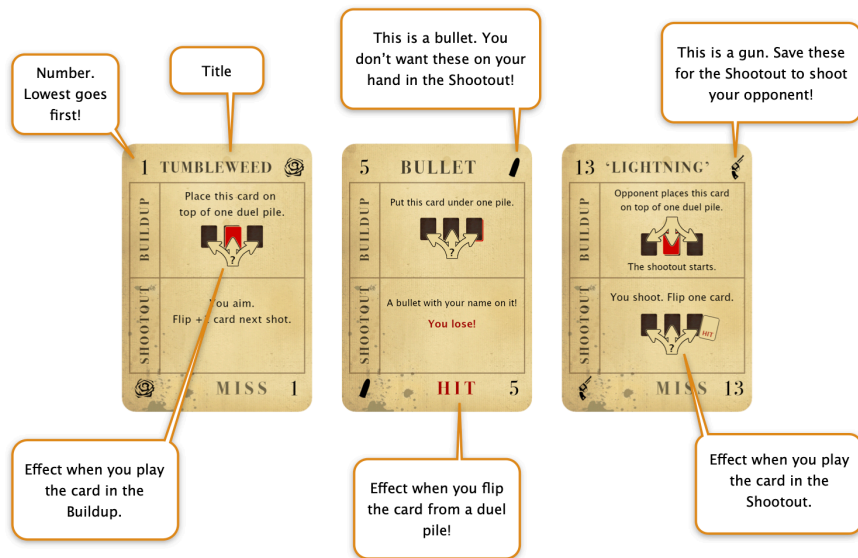
In the **Buildup**, you play and draw cards to have the best hand for the shootout. You want lots of guns. You don't want bullets. As you play, you add cards to three face down duel piles. You want to know where the bullets are.

In the **Shootout**, you shoot your guns. You and your opponent each place three cards face down on the table, then you reveal and resolve one at a time. If you reveal a gun, you shoot and flip over one or more cards from the duel piles. If you find a bullet you hit. You win if you hit your opponent before they hit you!

But be careful! Someone may have brought a knife to a gunfight.

Cards

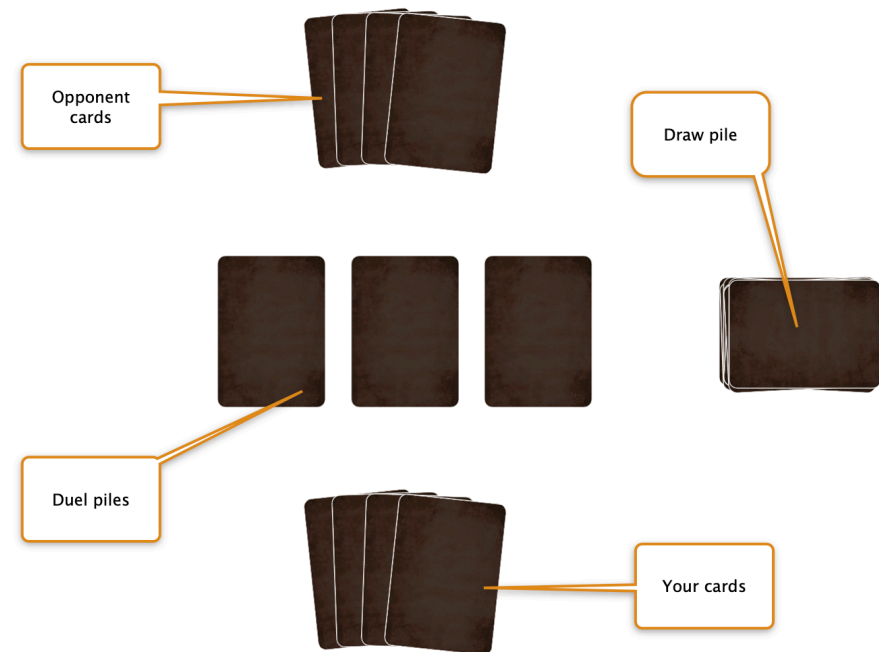
There are 17 cards. Five guns, three bullets, and 9 other cards.



Each card has a number, a title, and an icon on top. Cards with the lower number are resolved first. Cards also have an effect when played during the Buildup, an effect when played during the Shootout and an effect when flipped over from a duel pile in the Shootout.

Set up

Shuffle the cards and deal four to each. Place three cards face down between you. These form the three **duel piles**. Place the remaining cards in a face down draw pile within reach.



Buildup

Choose one card to play. It will have the effect stated in the top half of the card. Place the card face down in front of you. When both players have chosen a card, reveal the cards.

Resolve the cards one at a time. The card with the lowest number goes first.

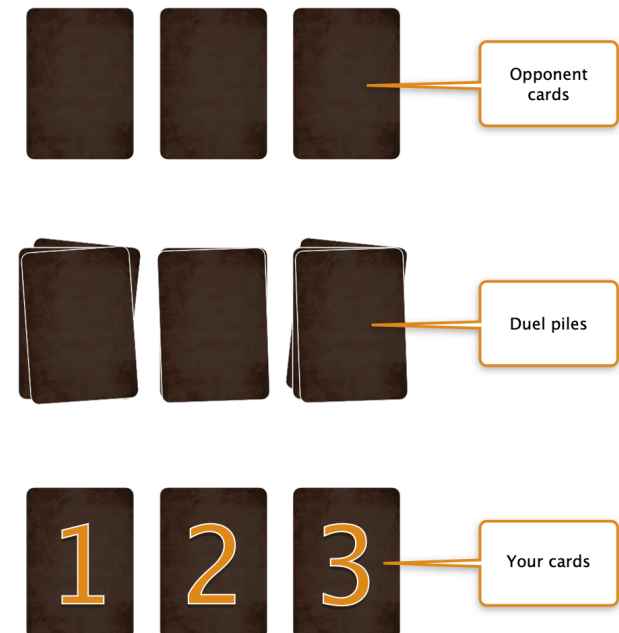


If nobody played a gun and if there are more cards in the draw pile, draw another card and play as above. Otherwise the shootout starts.

Shootout

The shootout starts when one player reveals a gun or when the draw pile runs out.

Decide on the order you want to play the three cards you have kept for the shootout. Place the cards face down on the table in the order you want to play them. Cards now have the effect stated in the bottom half of the card.



When both players have placed their cards on the table, **reveal and resolve** one card each at a time. Lowest number goes first.

Shooting

If you reveal a gun, you shoot. **Flip over one or more cards** from the three duel piles. You **score a hit for each bullet** that comes up. If no bullets come up you miss. Remove the cards flipped over and continue. If you hit your opponent first you win!

Draw

If both gunfighters remain standing after resolving the third card, keep one card of the three you used in the Shootout and play again. Very embarrassing!

