

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.

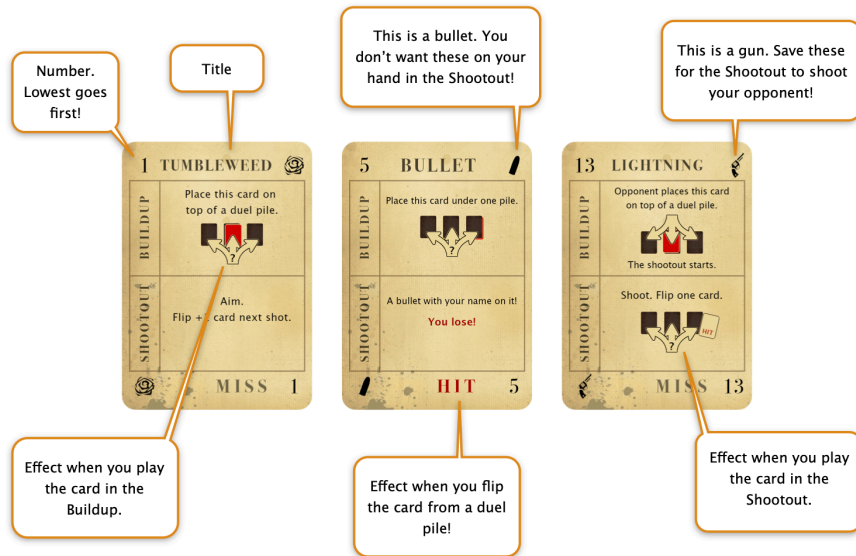
In the **Buildup**, you play and draw cards to have the best hand for the shootout. You want lots of guns. You don't want bullets. As you play, you add cards to three face down duel piles. You want to keep track of where the bullets go.

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 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

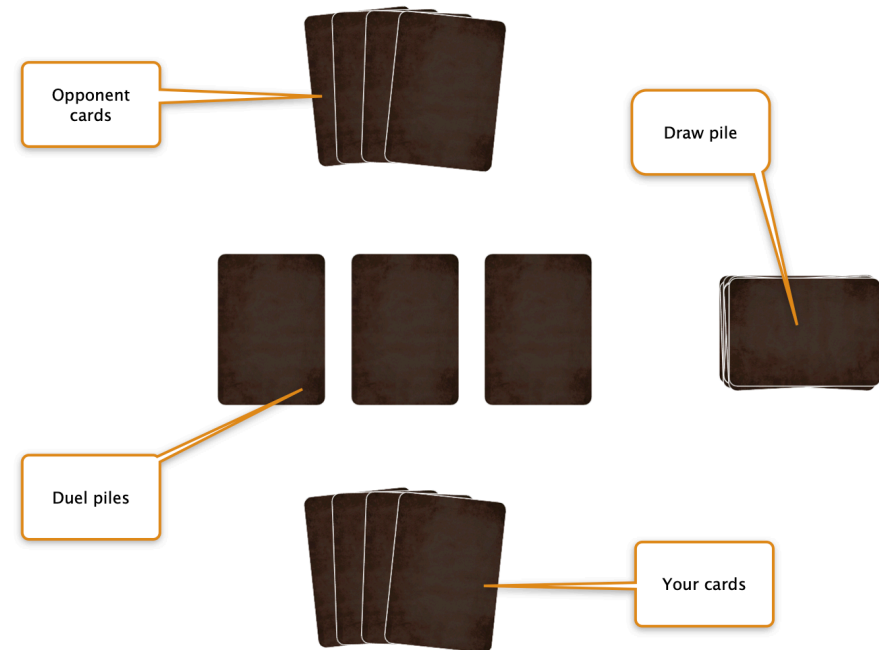
There are 17 cards. Five guns, three bullets, and 9 other cards.



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

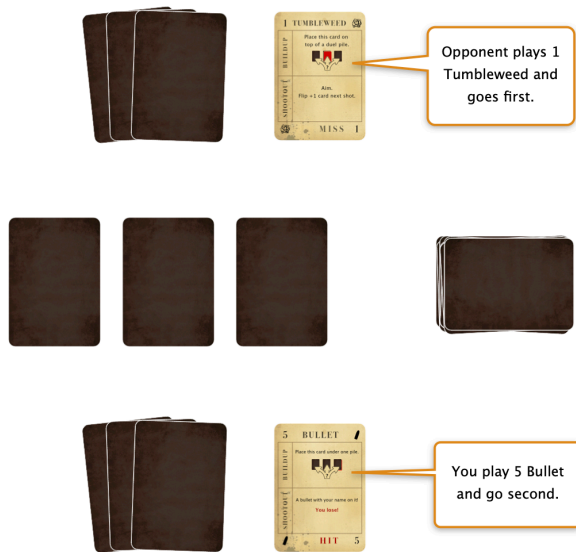
Shuffle the cards and deal four to each. Place three cards face down between you without looking at them. These form the three **duel piles**. Place the remaining cards in a face down draw pile within reach.



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.

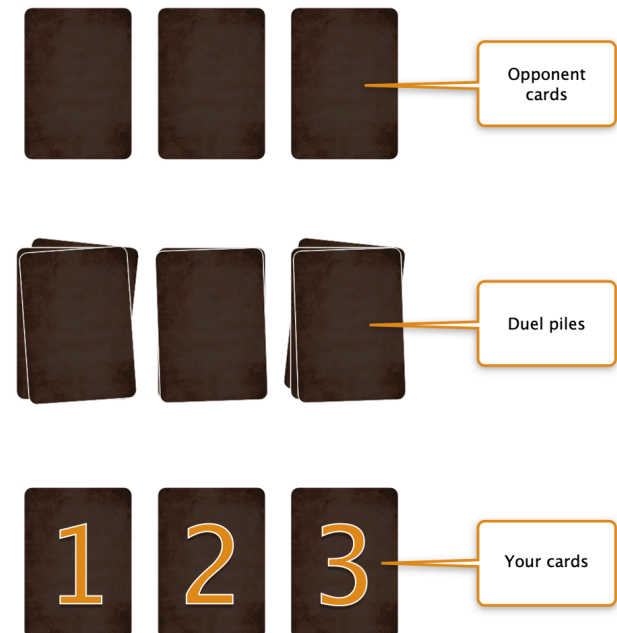


If nobody played a gun and if there are more cards in the draw pile, draw another card and play as above. Otherwise the shootout starts.

Shootout

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

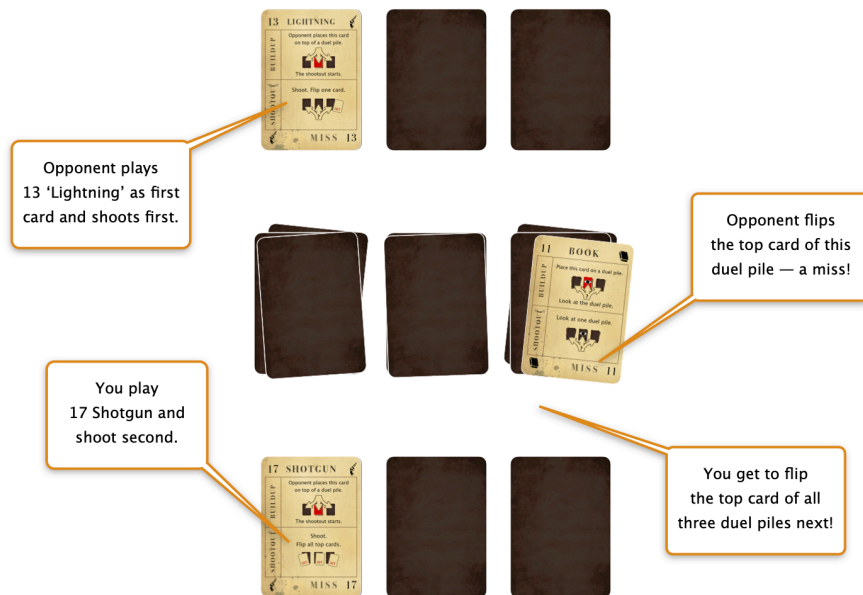
Decide on the order you want to play the three cards you have kept for the shootout. Place the cards face down on the table in the order you want to play them. Cards now have the effect stated in the bottom half of the card.



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!

Credits

Game design by Frederik Jensen.

Gunslinger on cover by Junior Libby (cropped), CC0 Public Domain.

Revolver icon, Bowie knife icon by Skoll (rotated), CC BY 3.0.

Tumbleweed icon, Horseshoe icon, Western hat by Delapoute, CC BY 3.0.

White book icon by Willdabeast, CC BY 3.0.

Law star icon by Lorc (modified), CC BY 3.0.

List of cards

1-4 Tumbleweed

Buildup. Place the Tumbleweed card face down on top of one of the duel piles.

Shootout. Aim. Flip one more card next time you shoot. The card must be from a pile where you have already flipped cards.

5-7 Bullet

Buildup. Put the Bullet card face down under one of the duel piles.

Shootout. It was a bullet with your name on it. You lose!

8 Marshal

Buildup. Put the Marshal card aside as one of your three cards for the Shootout. Choose a card from your hand and place it face down on top of a duel pile of your choosing.

Shootout. Stop one hit from your opponent (this card only).

9 Knife

Buildup. Put the Knife card aside as one of your three cards for the Shootout. Choose a card from your hand and place it face down on top of a duel pile of your choosing.

Shootout. If your opponent reveals a gun you lose. Otherwise you win!

Draw, Stranger! 2026-06-01

10 Black Hat

Buildup. Put the Black Hat card aside as one of your three cards for the Shootout. Choose a card from your hand and place it face down on top of a duel pile of your choosing.

Shootout. If your opponent reveals a card that says choose one duel pile, you choose for your opponent (cards 11-16).

11 Book

Buildup. Choose one duel pile. Place the Book face down on top then pick up the duel pile and look at the cards without changing the order. Put it back.

Shootout. Choose one duel pile. Pick it up and look at the cards without changing the order. Put it back.

12 Horseshoe

Buildup. Choose one duel pile. Place this card on top. Pick up the duel pile. Shuffle the cards without looking at them. Return the duel pile to the table.

Shootout. Choose one duel pile. Pick up the duel pile. Shuffle the cards without looking at them. Return the duel pile to the table.

13 Lightning

Buildup. Your opponent places the gun card face down on top of one duel pile. You do not fire a shot but you trigger that the shootout starts even if there are cards remaining in the draw pile.

Shootout. Shoot. Choose one duel pile. Flip over the top card. If it is a bullet, you score one hit.

14 Schofield

Buildup. Your opponent places the gun card face down on top of one duel pile. You do not fire a shot but you trigger that the shootout starts even if there are cards remaining in the draw pile.

Shootout. Shoot. Choose one duel pile. Flip over the top card. If it is a bullet, you score one hit.

15 Peacemaker

Buildup. Your opponent places the gun card face down on top of one duel pile. You do not fire a shot but you trigger that the shootout starts even if there are cards remaining in the draw pile.

Shootout. Shoot. Choose one duel pile. Flip over the top two cards. Score one hit for each bullet found.

16 Remington

Buildup. Your opponent places the gun card face down on top of one duel pile. You do not fire a shot but you trigger that the shootout starts even if there are cards remaining in the draw pile.

Shootout. Shoot. Choose one duel pile. Flip over the top two cards. Score one hit for each bullet found.

17 Shotgun

Buildup. Your opponent places the Shotgun card face down on top of one duel pile. You do not fire a shot but you trigger that the shootout starts even if there are cards remaining in the draw pile.

Shootout. Shoot. Flip over the top card of all three duel piles. Score one hit for each bullet found.