

LOOT·SHOOT·WHISKY



A typical Sunday afternoon in the saloon suddenly turns to chaos when a Greenhorn accidentally drops his pouch of gold nuggets! There's just enough time to knock back your glass of whiskey and draw your pistol before everyone starts scrambling to collect the loot!

GOAL OF THE GAME

LOOT, SHOOT, WHISKY is a card duel that's played over several rounds. You win by collecting **9 gold nuggets** (looting), by landing **4 shots with your revolver** (shooting), or by **downing the whisky bottle in 3 big gulps**.

COMPONENTS

36 cards: 6 blue action cards, 6 grey action cards, 13 saloon cards, 7 bullet cards, 1 whiskey bottle card, 2 player aids, 1 turn overview card.

SETUP (→ also see the turn overview card)

- 1 Give each player a player aid and the **6 action cards of their color**.
- 2 **Shuffle the saloon cards** and place them in a **face-down deck** in the middle of the table.


3 **Draw 4 saloon cards** and place them **face up in a row** near the deck.



Place the **bullet cards** 4 and the **whisky bottle** 5 nearby.

HOW TO PLAY

The game is played over several rounds.

A round consists of **2 action phases**, in which you play 4 of your 6 action cards to try and outsmart your opponent in a scramble for the available saloon cards.

The **LOOT** action card (Hand, ) allows you to gain the adjacent saloon card.

The **SHOOT** action card (Revolver, ) is used to fire at your opponent, and **WHISKY** (Glass, ) allows you to dodge a shot.

Action phase 1:

Simultaneously and **secretly** choose the action cards you want to play next to the first two saloon cards in the display.

Do this by placing 1 of your action cards face down next to each of the 2 saloon cards that are closest to the deck.

Next, resolve the cards (→ see back of the player aid).



Action phase 2: after the first two saloon cards are resolved, choose 2 of your 4 remaining action cards and place them next to the other saloon cards. **Again, place 1 of your action cards face down next to each of the unresolved saloon cards in the display.** Next, resolve the cards (→ see back of the player aid).



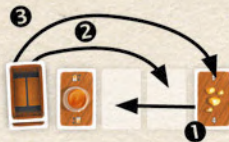
Important: select your action cards carefully. Cards you've played in action phase 1 are **unavailable to you** in action phase 2.

After resolving the second action phase, prepare for the next round:

Take the **action cards you played back into your hand**. **Refill the display** in the middle of the table to **4 cards**, by first sliding the remaining saloon cards towards the deck 1 and then refilling the row with new cards from the deck 2

- 1
- 2
- 3

If you're unable to refill the display, the game ends immediately.



Resolving the action cards:

Always start by resolving the saloon card closest to the deck.

Flip over both action cards that were played **next to this saloon card**, and check to see who won and who lost.

- If you both played **the same action card**, then both of you are out of luck! Remove the saloon card from the display and put it in the **discard pile**.
- **In all other cases, one of you wins the action and receives a reward.**
The loser gets nothing.



A) WHISKEY wins against SHOOT

Bullets are flying around your head. You duck behind the bar and take a sip of whiskey. There's always time for that!

If you took the WHISKEY action, take the whiskey bottle card with its full side up (either from the middle of the table or from your opponent) and place it in front of you. If you already have the full bottle, flip it to its almost empty side. If your bottle is already almost empty, **you empty it and immediately win the game!**

The saloon cards stays where it was.

B) SHOOT wins against LOOT

You pull the trigger. It pays off.

If you took the SHOOT action, **take a bullet card.**

If this is your 4th bullet card, you immediately win the game!

The saloon cards stays where it was.

C) LOOT wins against WHISKEY

While the others are getting wasted, you grab what you can!

If you took the LOOT action, you **get to take the saloon card.**

There are 3 types of saloon cards:



Gold nuggets: place the saloon card in front of you. If you now have **9 or more nuggets, you immediately win the game!**



Extra sip: take the whiskey bottle or flip it over (→ see A). Put the saloon card in the discard pile.



Extra shot: take a bullet card (→ see B). Put the saloon card in the discard pile.



END OF THE GAME

The game ends immediately when one of the players achieves one of the victory conditions (→ see GOAL OF THE GAME).

The game can also end when the display can't be refilled to 4 cards. In that case, the player holding the whiskey bottle is the winner.

You can also play a **best of 3**. In that case, you win the game if you win 2 out of 3 duels.

Many thanks to everyone who playtested **LOOT, SHOOT, WHISKEY!**

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