

SHOOT & DIE!

RULEBOOK

Ah, the American West, with its desert plains, peanut-cowboys, and gunfights. You'll need nerves of steel to anticipate your opponent's moves, choose the right special bullets, and come up with the best strategy.

Who will be the fastest draw?

GOAL OF THE GAME

Roll the dice successfully to reduce your opponent's health points to zero.

GAME COMPONENTS

- | | |
|-----------------------|------------------------|
| 2 dice-cups | 12 standard cartridges |
| 2 six-sided dice | 12 special cartridges |
| 2 player boards | 1 Sheriff's Star |
| 6 health-point tokens | 1 rulebook |

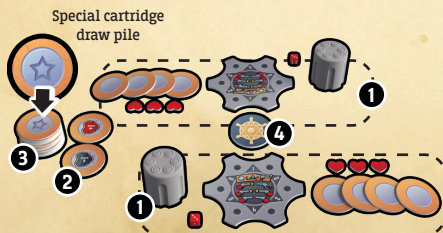
BEFORE PLAYING

The player boards and health-point tokens are located under the plastic tray in your game box.



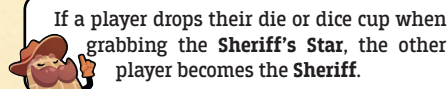
SETUP

- 1 Give each player 1 dice cup, 1 die, 1 player board, 4 standard cartridges, and 3 health-point tokens with the red ♥ side facing up. Set the remaining standard cartridges aside.
- 2 Set the Red Heart ♥ and Black Heart ♠ special cartridges aside.
- 3 Shuffle the remaining special cartridges and place them in a face-down draw pile within reach of the players.
- 4 Place the Sheriff's Star in the center of the table.



Who will be the Sheriff?

Each player places their board in front of them, with their dice cup on the left and their die on the right (or vice versa), all spaced evenly apart. With your hands on the table, count to 3 together. On 3, place your die in the center of the board as quickly as possible, then place your dice cup over the die. Then grab the Sheriff's Star to become the Sheriff!



GAMEPLAY

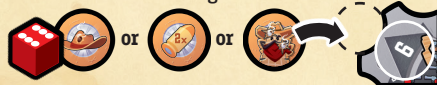
Each of the 3 rounds consists of 2 phases: the Loading phase followed by the Shootout phase.

Loading phase

Each player board can only hold 2 special cartridges. The special cartridges have effects that can help you win the shootout (more details on the back). The Sheriff decides who starts the Loading phase.

Round 1

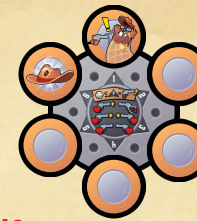
The designated player reveals 3 special cartridges and rolls the die. They choose one of the 3 visible special cartridges. They place it on the space on their player board corresponding to the result of the die. A new special cartridge is then revealed so that there are 3 visible again.



If the die indicates a space on which a special cartridge is already present, the player rolls the die again.



Players repeat this step in turn until each player has 2 special cartridges on their board. Fill the remaining space on each board with 4 standard cartridges.



Round 2

Reform a draw pile with the Red Heart ♥ special cartridge and the special cartridges not selected in the previous round, then shuffle.

The player who chose second in the previous round begins the Loading phase. This phase is the same as in round 1, but only 2 special cartridges are revealed at each step.

Round 3

Reform a draw pile with the Black Heart ♠ special cartridge and the special cartridges not selected in the previous round, then shuffle.

The player designated in round 1 begins the Loading phase. During this round, players may only reveal one special cartridge per turn, which must be placed on the player's board. Players may refuse to reveal a new special cartridge to avoid getting the Black Heart ♠ special cartridge, but this ends their Loading phase.

This Loading phase ends either when a player refuses to draw or when there are 2 special cartridges on the player board(s). Fill out the boards with standard cartridges.

Shootout phase

- 1 Place your die in your dice cup.
- 2 Count to 3 together.
- 3 Shake your dice cup and turn it over with your die on the cartridge of your choice.

If the result of the die is less than or equal to the value of the cartridge, your shot is successful.



Apply any special cartridge rules (see other side of the rules).

Rules for successful shots during the shootout

If both players succeed in their shots: no one loses any health points.



If both players fail: no one loses any health points.



If one player fails and the other succeeds: the player who failed loses 1 health point.



Once used (whether the shot is successful or not), a standard cartridge is discarded and cannot be played again in that round. The rules for special cartridges are described on the back of the rules.

End of round

The round ends when both players have no cartridges left on their player boards.

If one player still has at least one cartridge available while their opponent has none left, they may take one last shot without their opponent being able to counter (their shot is considered as failed).

If neither player has lost all their health points at the end of round 1, set up for the next round. Players discard their special cartridges, which will no longer be used in this game. Players begin a new Loading phase, following the specific rules for rounds 2 and 3.

End of the game

The game ends when one player loses all their health points; their opponent is then declared the winner.

If neither player has lost all their health points at the end of round 3, the sudden-death phase begins, in which players now have only one health point each to decide the winner!

Each player places their board face down, rotates it randomly, and passes it to their opponent, still face down. Each player places 4 standard cartridges on their board without looking at the numbers written on them, then carefully turns their board face up.

Repeat the sudden death phase in case of another tie.

★ SPECIAL CARTRIDGES ★

6th sense



Look at the result of the shot and move your die to another more advantageous cartridge if necessary.

This **special cartridge** is turned over after the power has been used and then behaves like a **standard cartridge**. However, the target cartridge is consumed and discarded if applicable.

7th Round



You can shoot a second time from the location of this **special cartridge** during the **Shootout phase**. Place the cartridge face up when loading.

After the first shot, turn this cartridge over. Your turn is then over. After the second shot in a subsequent turn, discard this **special cartridge**.

The Last Word



This cartridge allows you to know which cartridge your opponent will play without knowing the result of their die roll.

Once during the round, you may shoot after your opponent without being challenged. Keep your cup in your hand. Your opponent must not reveal the result of their die roll at this point! Turn this **special cartridge** over, it will behave like a **standard cartridge** for the rest of the round. Then take your shot as normal. You can use another cartridge or this one. Once you rolled your die, both players reveal their dice at the same time.

Double shot



If the roll is **successful**, the player shoots their opponent twice. If the shot misses, the player still shoots their opponent once.

The rules for success are as follows:

- The opponent also succeeds in their shot: the first shot is canceled, but the second one hits!
- The opponent misses their shot: they lose 2 health points!

Discard this **special cartridge** after using the power.

Dodge



This cartridge allows its carrier to dodge a successful shot from the opponent.

Normal case: The carrier does not take damage from a successful shot and inflicts 1 damage if they hit their target.

If the opponent's shot with the **Double shot special cartridge** is **successful**: the first bullet is dodged by the **Dodge special cartridge's** power.

If the shot by the player with the **Dodge special cartridge** misses, they lose 1 health point corresponding to the opponent's second bullet. If their shot is successful, they do not lose any health points.

Discard this **special cartridge** after triggering the effect.

Fusion



When this cartridge is added to your player board, you must choose another free slot on your board to perform the **Fusion**. The sum of the 2 cartridges then becomes the new target number for shots from that slot!

For example, if the **Fusion special cartridge** is on 1, you can choose to fuse it with slot 4, and the new target number will be 5. To remember this, align the triangle on the **Fusion special cartridge** with the one on the board.



The slot chosen for the **Fusion** must remain free for that round. It cannot be chosen for another **special cartridge** (roll the die again if it indicates that slot) or filled with a standard cartridge at the end of the **Loading phase**.

It is not possible to fuse with a **special cartridge** that is already present. Discard this **special cartridge** after firing it.

Loser takes all



If the player misses their shot, it hits instead! However, if the shot is successful... it misses! Discard this **special cartridge** after triggering the effect.

Reload



Whether the shot is successful or not, reload one slot on the board with a **standard cartridge**. Discard this **special cartridge** after triggering the effect.

Reroll



Reroll the die once if you failed to hit with this cartridge. After the second roll, discard this **special cartridge**.

The following 3 special cartridges work differently:

Red Heart



Gain 1 health point.

Applies when the player draws it during the 2nd or 3rd **Loading phase** and counts as one of the two **special cartridges** on the player board. You cannot have more than 3 health points at the start of a round. This cartridge functions as a **standard cartridge** for the rest of the round.

Black Heart



Lose 1 health point.

Applies when the player draws it during the 3rd **Loading phase**.

This **special cartridge** counts as one of the two **special cartridges** on the player's board and functions as a **standard cartridge** for the rest of the round.

Jammed



This cartridge is added to the opponent's game board during the **Loading phase**. The **Jammed special cartridge** cannot be fired during this round.

For advanced players

Make sure to be in sync with your opponent!

If a player shoots too late (which would give them the advantage of seeing which cartridge their opponent has played), if the die falls outside the cup, or if the cup is placed inaccurately in relation to the target cartridge, their opponent is entitled to request the shot to be canceled.

In this case, and if the challenging player's shot is successful, the opponent loses one health point.



VARIANT RULE FOR 3 OR 4 PLAYERS

You can combine two boxes for epic showdowns!

Choose the **Sheriff**. The **Loading phase** is the same as in the first round and continues clockwise until all players have 2 **special cartridges**.

The shooting rules are similar, but players must point at the player at whom they are aiming after rolling the dice.

Unlike in a 2-player game, the player who successfully shoots another player takes one of their health-point tokens. Players can continue to shoot even if they have lost all their health-point tokens, and it is also possible to shoot a player who has no more cartridges.

The game is played in one round, which ends when no one has any cartridges left to shoot. The winner is the player with the most health tokens in front of them..

DONT PANIC GAMES : 38 rue Notre-Dame de Nazareth,
75003 Paris, France - www.dontpanicgames.com

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