

# AIM OF THE GAME

In **SHOWDOWN** outmanoeuvre your opponent by playing the right action cards to reduce their hit points to 0, while blocking their attacks to keep your health intact. The last player standing wins the showdown.



# SETUP

Each player receives a health card. They place it in front of them, showing 7 hit points face up in the top left corner.



Shuffle the remaining 16 action cards and deal 6 to each player face down, forming their hand or 'Six-Shooter'.



Place the remaining 4 cards face down on the side of the table. This is called the 'Reserve'.



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# GAMEPLAY

At the start of each turn, all players select a card from their hand and then simultaneously reveal it. Once so, the outcome is resolved depending on the type of card played and its interaction with other cards. Cards with Skulls (☠) represent Attack Cards, while cards with Shields (🛡) represent Block Cards. Resolve the interaction as follows:



Quick Draw hits (☠) an Aimed Shot.  
Aimed Shot hits (☠) Swift Dodge.  
Swift Dodge blocks (🛡) Quick Draw.



Shotgun Blast hits (☠) Quick Draw, Aimed Shot, and Swift Dodge.  
Bullet Proof blocks (🛡) all attacks (Quick Draw, Aimed Shot and Shotgun Blast).  
The Badge hits (☠) all attacks. (Quick Draw, Aimed Shot and Shotgun Blast).

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# LUCKY COIN

Lucky Coin allows the player to replace this card with a randomly selected one from the reserve. Place the selected reserve card on top of this card. Resolve the interaction after replacing.



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# GAMEPLAY CONTINUED

When a player is hit (☠), they lose 1 life point, adjusting the health card accordingly by turning it or flipping the card over.

If both players play the same attack card, such as Quick Draw, both players are hit (☠).

If both players play a block card (🛡), no hits occur.

Players leave played cards face up in front of them. Proceed to play the next card until the hand is empty. Then, 'reload' by gathering all action cards (including the reserve), shuffle and reloading for a new round.



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# WINNING

The game continues until one player reaches 0 life points (☠), ending the showdown.



The surviving player emerges victorious!

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