

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.



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



SIS SIS SHOWDOWN

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

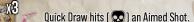


called the 'Reserve'.



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:





Aimed Shot hits ( ) Swift Dodge.





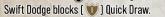














Shotgun Blast hits ( ) Quick Draw, Aimed Shot, and Swift Dodge.

Bullet Proof blocks ( ) all attacks

[Quick Draw, Aimed Shot and Shotgun Blast]. The Badge hits ( ) all attacks.

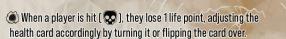
[Quick Draw, Aimed Shot and Shotgun Blast].

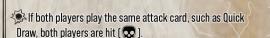


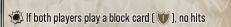
Lucky Coin allows the player to replace this card with a randomly selected one from the reserve. Place the selected reserve card on top of this card. Resolve the interaction after replacing.











occur.

