

CARD ABILITIES:

1 WALLOP:



You may play 2 WALLOP cards simultaneously.



2 DETERMINATION:



You may immediately play another card.



3 BULLETPROOF:



BULLETPROOF may only be covered by a card of the same color. SADDLE UP and STICK 'EM UP abilities may ignore this rule. CHEAT can be used to move BULLETPROOF.



4 SADDLE UP:



Move SADDLE UP and the stack below to another location. It can be on top of BULLETPROOF.



5 STICK 'EM UP:



Move any other card to the top of another stack. It can be on top of BULLETPROOF.



6 CHEAT:



You may swap the position of any 2 cards (including CHEAT).



7 LIVING LEGEND:



If placed at a non-empty location, win the current location.



REPUTATION:



In the event of a tie at the end of the game, the player with the REPUTATION card wins the game.



END OF THE GAME:

The game ends when both players are out of cards.

The player with the highest valued card at each location wins that location, even if the location's win condition wasn't met. Ties are won by the highest card placed on top.

The player with the most cards won at locations, wins the game. Ties (9-9) are won by the player holding the REPUTATION card.

CONTENTS:

18 player cards (identical decks with different colors & Red/Black backs), 1 REPUTATION card and 7 location cards.



FR
DONNEZ
OU
RECYCLEZ



ASSOCIATION



MAGASIN



DÉCHÈTERIE

Adresses sur quefairedemesdechets.fr

Designer: Erwann Ricord

Artist: Roland MacDonald

Graphic Designer: Laura Arrescurrenaga



WESTERN LEGENDS Showdown



2 PLAYERS | + 10 years | 20 MINUTES

GOAL OF THE GAME:

Players win by acquiring the most cards from locations.

Variants: Determine the winner as best two out of three (or more) rounds. In this variant, the player who lost the previous game goes first. In the first game, choose a starting player at random.

SET-UP:

Choose a starting player and give them the REPUTATION card (1).

Shuffle the location deck (2) then draw and place 3 location (3) between the players.

Give each player a deck of either the red (4) or black cards (5). Each player's deck has 9 cards.

Players shuffle their decks and draw 3 cards to form their hand (6).

Players may discard up to 3 cards from their hand and draw new cards, then reshuffle their draw pile. Players may only do this once.

You're ready to begin.



TURN OVERVIEW:

Place 1 card below one of the 3 locations. This is the start of a "stack" that will be checked against the location's win condition.

When a card is placed, if its number is greater than the previous card in the stack, you may activate its ability. Cards placed at an empty location will also activate their ability.

Cards may be placed at locations even if their abilities won't activate.

If a location's win condition is met, the player who triggered that location's condition takes all of the cards in the stack and puts them face down to the side to be counted at the end of the game. The location remains in play. After checking for location win conditions, draw back up to 3 cards.

If a player holds the REPUTATION card and does not want to play on their turn, they may skip their turn by passing the REPUTATION card to the other player who may use it on a future turn, except the next one.

Players alternate turns in this way until all cards are played which signals the end game. If a player runs out of cards the other continues playing their remaining cards.

LOCATION WIN CONDITIONS:

SALOON *Let the brawl begin:*

Win this location if there are 3 or more WALLOP cards below of any color.



SHERIFF'S OFFICE *Where the good and the bad mix:*

Win this location if there are at least 2 Red and 2 Black cards below in any order.



DOCTOR'S OFFICE *Saving lives:*

Win this location if there are at least 4 cards below with different numbers of any color and in any order.



MINE *Toil for blood and gold:*

Win this location if at least 3 consecutive cards of the same color are below.



RANCH *Fattening the cows:*

Win this location if the sum of all cards below is greater than 11.



CABARET *Enjoy the comforts of the west:*

Win this location if at least 1 of each these 3 cards are below: WALLOP, STICK 'EM UP, and CHEAT.



BANDIT HIDEOUT *Quiet!:*

Win this location if the sum of all cards below is less than 11 and there are at least 4 cards below, of any color.

