

STANDOFF

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INTRODUCTION

The scene is set in the Wild West, inside a saloon or in a wilderness hideout. You just wagered your last loot in a hand of poker, and now realize that somebody (probably everybody) is cheating.

You are drunk and diving for cover wherever you can while waving your six-shooters at each other. You are willing to do anything to get what is yours!

Give each player six tokens and choose a player to start the narration.

THE GAME

On your turn, you have to tell the other gunslingers why the loot is rightfully yours by describing how you

were essential to the heist (or its preparation) and how the others were useless or counterproductive.

You should use few short sentences to do so; the arguments can be incoherent and disjointed.

Everything you say is true, unless somebody wants to oppose it.

To end your turn, choose a single target and shoot them or ask them a question.

If the target survives (or if you just asked a question) it is now their turn. You should try to not choose a target who played the turn before yours.

OPPOSITION

If you want to reject what has been said during the turn of another player shout, "Lies!" and shoot the player.

What the player was saying is false and you can explain why using a single sentence.

SHOOTING

To shoot spend one of your tokens and roll a die. If the number is equal to or greater than the target's current number of tokens you can decide to kill or disarm them. You hit with a 5 or 6 even if the target has 6 tokens and you always miss on a 1.

The player who was killed or disarmed gets to pick who plays the next turn.

RUNNING OUT OF TOKENS

If you run out of tokens or get disarmed, you have to describe how the story ends for you. Do you get away? Get captured by a posse? Were you killed? Obviously, you cannot get the loot in this way.

ENDING

The last character alive and/or with any token narrates the end of the story and the fate of the loot.



Playtime	Less than 30 minutes
N. of Players	2+
Difficulty	Average / Difficult
Materials	1 die and 6 tokens per player