



*This town just isn't big
enough for the two of you.*

AT A GLANCE

Quickdraw is a fast-paced, GM-less, 2-player mini game for whenever you and a friend have 10 minutes to spare.

You and a partner play as dueling cowboys, squaring off in a duel in the center of town with a six-shooter and a bad attitude.

WHAT YOU NEED

To play Quickdraw, all you need is a deck of playing cards (including the Joker cards) and a timer.

Cowboy attire is recommended but not required.

HOW TO DUEL

Follow the steps provided to play through a duel.

1. LOAD YOUR GUNS

Draw 6 cards from the shuffled deck. These are your six bullets, for use in the duel. If you are unhappy with your cards, you can decide to reload, discarding your hand back into the center deck and drawing 6 new cards. Each player can only do this once during Step 1.

2. SPIN THE BARREL

To increase your chances of winning, you need to assess the other's cards before deciding to shoot. Take 3 minutes exactly to talk to your opponent and try and gather as much information as possible without giving too much away of your own hand.

3. RELEASE THE SAFETY

Once the time is up, pick your first card and prepare to reveal it. You are attempting to beat the other player's card with your own.

The best card is the Ace and the worst card is the Joker. In order from best to worst, the cards go: Ace, Jack, Queen, King, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, Joker.

4. FIRE

Once both players are ready, count down from 3 and reveal the chosen cards at the same time. Whichever player has the better card wins the round. The winner takes both played cards and keeps them face-up in a stack in front of them.

On a tie, both players take their cards back and place them in their face-up stack. If the tie is specifically with a pair of Joker cards, both players must also immediately reload and return to Step 2.

5. DETERMINE THE WINNER

Continue with Steps 3 and 4 until your hands are empty. Each player should then count up the cards in their face-up pile. Whoever has the most amount of cards in their stack is the winner. If there is a tie, reload your hands and return to Step 2.

RELOADING

As described in Step 1, reloading is when you discard your entire hand and draw 6 new cards, regardless of the number discarded. Generally, once you have reloaded you must go straight to Step 2.

This can be done in Steps 1, 4, and 5, as needed.

Ace > Jack > Queen > King > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 3 > 2 > 1 > Joker