

HABA

Rulebook • Spielanleitung



SHOWDOWN

With the nimble-pawed bandits

TL A180155





SHOWDOWN

With the nimble-pawed bandits

A wild and wily collecting game for 2 - 4 people aged 10 and older

Author: Jakob and Benjamin Schwer • Illustrator: Jacqui Davis

Game Developer: Robin Eckert • Length of the game: approximately 30 minutes

The sun beats down relentlessly on Slingshot Canyon.

Excellent! Because in the scorching midday heat no one notices the nimble bandits on their quiet prairie dog paws. So grab your slingshot and head off on the prowl! Neither passing horse-drawn wagons nor the vaults at the bank are safe from you. But be careful: the beady-eyed sheriff is making his rounds – and if he finds you, you'll have to pay! But why get caught at all? If you're wearing the right disguise, he'll just say a friendly hello and move on.

But if the other bandits have collected a lot of money, you'd better try to take it back quickly. It's better off in your hands, after all!

The aim of the game is to collect the most money by the end of the game.

Contents

1 game board



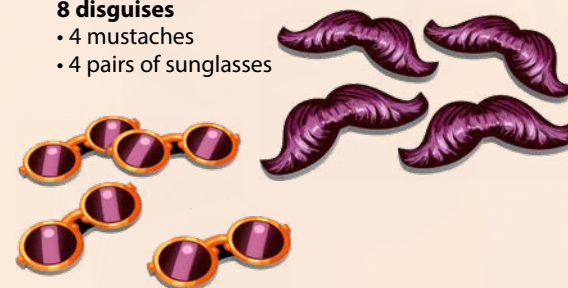
5 vaults



4 player markers

8 disguises

- 4 mustaches
- 4 pairs of sunglasses



1 brown holdup die



1 black brawl die



1 sheriff



4 bandits



60 cards



4 money boxes



96 coins

- 60 copper coins (1 buck)
- 24 silver coins (3 bucks)
- 12 gold coins (5 bucks)



Game Setup (for 3 players)

1 Place the **game board** in the middle of the table.

2 Place the **5 vaults** with the coin side face-up on the corresponding spaces in the bank.

3 Place **1 pair of sunglasses** per person near the optician (building with sunglasses).

4 Place all **coins** (bucks) next to the game board as a general stockpile.
The money here in Slingshot Canyon is called "bucks."

5 Place **1 mustache** per person near the barber (building with mustache).

6 Shuffle all the **cards**. Place them face-down in a pile on the space showing

7 Place one **face-up card** on each of the two spaces showing

8 Place the **sheriff** on his lookout on the roof of the bank.

9 Each player takes ...
... a **bandit**.
... a **player marker** of the same color.
... a **money box**.
... **3 cards** from the face-down pile. These are your hand.
... **3 bucks** (ideally 3 copper coins). Place these face-up in front of you.

10 Place your **bandits** on the space with the wooden arrow. You'll also see a small bandit figure there:

11 Have the two **dice** ready. Return any extra game materials to the box.

Whenever you get any **bucks** (exception: "money box"), collect these face-up in front of you.



How to Play

Take turns playing in a clockwise direction. The toughest dog at the table begins. When it's your turn, you will always carry out exactly **one** of two possible actions:

Make plans

Take 1 card.

Choose either one of the two **face-up cards** or draw the top card from the **face-down pile**.

Add this to your hand.

If you took one of the face-up cards, turn over one card from the face-down pile.

LOOK OUT: If there are two identical cards face-up, put them both on the discard pile right away and replace them with two new ones. This may happen several times in a row.

You may collect a **maximum of 6 cards** in your hand. If you already have 6 cards in your hand at the beginning of your turn, you **must** "take action".






or

Take action

Play as many cards as you like.

You must follow these two rules:

Choose exactly 1 symbol

(bandit, , sheriff, , holdup, , brawl, , or money box )

when playing a card:

- **Every card** you play must show the chosen symbol **at least 1x**. You may not play a card without your chosen symbol.
- Your chosen symbol must appear on all the **cards you play at least 3x**.

Not enough matching symbols



Only one type of symbol counts



Have you laid out all the cards that you want to play this round face-up? Then you **must** now carry out **all** the actions corresponding to the symbols shown. You always carry out the actions corresponding to the same symbols **as a group**, but you decide on the order of the groups (the symbol you chose does **not** have to be the first one for which you carry out the corresponding action). For example, all "bandit" symbols first, then all "money box" symbols, etc.



THE SYMBOLS:

BANDIT

"Keep moving!"



For each "bandit" symbol, move your own bandit 1 step along the game board in the direction of the arrow.

More than one bandit can stand on the same space.

If you end your **last** move on a space with . . .



. . . Bucks: Take the amount of bucks shown from the general stockpile and place them face-up in front of you.

. . . Mustache or sunglasses: Take 1x the disguise shown and place it in front of you. You may only ever own one pair of sunglasses or one mustache at the same time.



Bank robbery:

Moving through the tunnel under the bank is also only **1 step**.

Here, you **automatically** empty an **unguarded vault** of your choice when passing by. Choose any vault you like where the sheriff is currently not standing. Take the amount of bucks shown in the vault from the general bucks stockpile. Then turn the vault onto its back. It is now empty and just shows a roof. Afterwards, carry out any remaining steps with your bandit.



Example:

You played 2x "bandit," so you move your own bandit exactly two steps in the direction the arrow shows.

You start by the optician. Your first step takes you through the bank, to the space behind the rock. As you pass the bank, you can empty out a vault of your choice. The sheriff is standing by vault 5, so you can't choose that one. You decide to empty out vault 4. You take four bucks from the stockpile and then flip vault 4 over. That's just your first step, though, so you take one more. You land on the Start space, which shows three bucks, so take three bucks from the stockpile. Put them in front of you so everyone can see them.

SHERIFF

"Oh, he won't do anything, he's just patrolling!"



For each "sheriff" symbol, move the sheriff 1 step in a clockwise direction to the next open vault in the bank. Jump over any roofs (vaults already turned over).

Lookout:

If the sheriff moves **on or over** his lookout, he looks around for bandits.

The sheriff discovers **every** bandit, who is not behind a rock.

- Every bandit that is found by the sheriff **loses 5 bucks** to the general stockpile. Anyone with fewer than 5 bucks gives them all up. You never have to give up bucks in your money box.

Do you have a disguise (sunglasses or mustache) in front of you?

Then you can decide to use these to stay **hidden** this time and you **don't** have to give up **5 bucks**. Return the used disguise to where it came from on the game board (optician or barber).

- Bandits who are hiding **behind a rock at that moment** remain hidden. They don't have to give up any bucks.



A lookout can be triggered multiple times within a move (more towards the end of the game). So be on your guard! When all vaults have been emptied, there is a new lookout for **every** "sheriff" symbol.

Example:

You played 2x "sheriff," so you're going to move the sheriff exactly two steps clockwise.

He's currently at vault 3. Since vaults 4 and 5 are empty (face-down), you move him past those and to his lookout. Now the sheriff looks around for bandits. You're safely behind a rock, so he doesn't see you, and you don't lose any bucks. But Simon and Lewis are out in the open, so the sheriff spots them. Simon returns five bucks to the stockpile. Instead of paying five bucks as well, Lewis decides to use the sunglasses he picked up earlier. The sheriff still has to take his second step, so you move him to vault 1.



HOLDUP

"This? No, this just fell off the back of a wagon!"



Roll the brown holdup die 1x for each "holdup" symbol and take that many bucks from the stockpile.

What does the holdup die show?

- Number rolls: **Add up** the numbers you roll. Of course, if you only have to roll once, whatever number you roll is what you get.

If you still have more "holdup" symbols left, roll again.

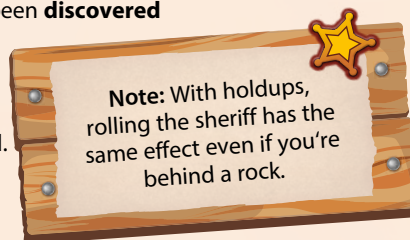
Once you've rolled for each "holdup" symbol, add up your total haul. Take that many bucks **from the stockpile**. Place them in front of you so everyone can see them.



- **Sheriff:** If you roll the sheriff, you've been **discovered** (unless you use a **disguise**)!

What happens now?

1. You leave empty-handed. Stop rolling, even if you weren't finished.
2. Move the sheriff one space clockwise. Depending on where he is, this might also trigger a "lookout."



Do you want to use a disguise (sunglasses or mustache) that you've collected?

If so, you stay undiscovered. Treat this roll as if it were an **empty space**.

- Any numbers you rolled previously still count.
- You don't lose your remaining "holdup" rolls.
- The sheriff stays where he is.

Return the used **disguise** to where it came from on the game board (optician or barber). If you roll "sheriff" again during the same holdup, you can use a second **disguise** if you've got one.

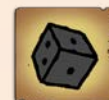
Example:

You played 4x "holdup," so you roll the holdup die exactly four times, unless the sheriff stops you.

Your first roll is a 3. Your second roll is a 1. So far, your total haul is four. But on your third roll, you get the sheriff. You have a mustache, but you decide not to use it this time, so you leave empty-handed – you don't get the four bucks from the stockpile, and you don't roll a fourth time. Instead, you move the sheriff one step, from vault 1 to vault 2

BRAWL

"Hey, do you need that?"



Roll the black brawl die 1x for each "brawl" symbol and take that many bucks from other players.

What does the brawl die show?

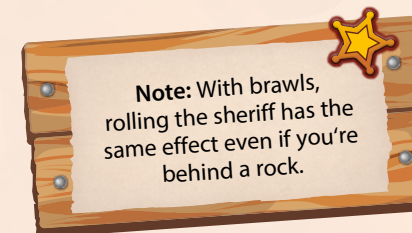
- Number rolls: **Add up** the numbers you roll. Of course, if you only have to roll once, whatever number you roll is what you get

If you still have more "brawl" symbols left, roll again. Once you've rolled for each "brawl" symbol, add up your total haul, and take that many bucks from **other players** (you get to decide how many bucks you steal from whom). Place the bucks in front of you where everyone can see them.

- **Sheriff:** If you roll the sheriff, you've been **discovered** (unless you use a **disguise**)!

What happens now?

1. You leave empty-handed. Stop rolling, even if you weren't finished.
2. Move the sheriff one space clockwise. Depending on where he is, this might also trigger a "lookout."



Do you want to use a disguise (sunglasses or mustache) that you've collected?

If so, you stay undiscovered. Treat this roll as if it were an **empty space**:

- Any numbers you rolled previously still count.
- You don't lose your remaining "brawl" rolls.
- The sheriff stays where he is.

Return the used **disguise** to where it came from on the game board (optician or barber). If you roll "sheriff" again during the same brawl, you can use a second **disguise** if you've got one.

Example:

You played 5x "brawl," so you roll the brawl die exactly five times, unless the sheriff stops you.

Your first roll is a 1. Your second roll is a 2. So far, your total haul is three. Your third roll is another 1. That brings your total haul to four. On your fourth roll, you get the sheriff. You don't want to leave empty-handed, so you use a pair of sunglasses. Now you get to keep rolling – you still have one more roll left. On your fifth roll, you get a 2. You add that to your previous total of four. Now you've finished the brawl, so you get to take a total of six bucks from the other players. You decide to take four bucks from Lewis and two from Simon.



MONEY BOX *Mama always said: "Think about tomorrow today!"*



For every "money box" symbol, take 1 buck from the general stockpile and put it in your money box.

No one can **take bucks out** of your money box, not even the sheriff. Keep the contents of your money box a secret until the end of the game.

Important: The "money box" symbol is the only way to get bucks in your money box. You collect any bucks you win from other symbols face-up in front of you.

Example:

You play 2x "money box," so you take exactly two bucks out of the stockpile. Hide them in your money box so the other players can't see how many bucks you've collected in there.



Once you have carried out the actions corresponding to all the symbols on the cards you played, place them on the common discard pile.

After you have either "**made plans**" or "**taken action**," your turn ends. Now it's the turn of the person on your left.

End of the Game

The game ends right away when a player takes the **last face-up card**.

For **each card** you still have in your hand, take **1 buck** from the general stockpile. Then open your money box and shake out your savings. Now count all the bucks you have collected.

The player who collected the most bucks wins. In the event of a tie, the winner is the player with the most unused disguises still in front of them.

*Dear Children and Parents,
At www.haba-play.com/Ersatzteile it's easy to ask whether a missing part
of a toy or game can still be delivered.*

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