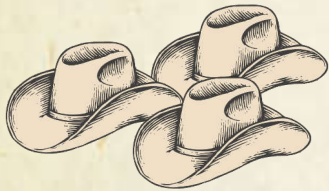




Riding SHOTGUN

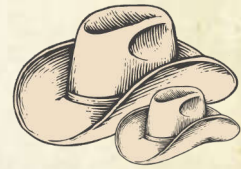
Game design by Mark Elsdon & Søren Brandborg



4, 6 OR 8 PLAYERS



45-90 MINUTES
10-15 MIN PER PLAYER



AGE 13+

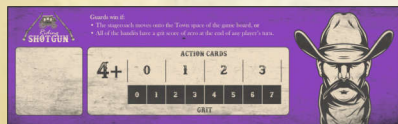
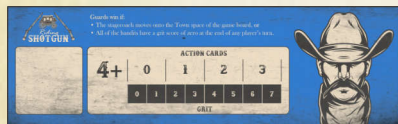
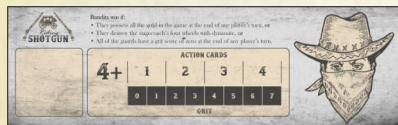


THE STORY

In Riding Shotgun half the players are a team of tough stagecoach guards, whose job it is to protect a gold delivery en route from the mine to town. The remaining players are reckless horse-riding bandits, looking to make their fortunes at the guards' expense. As the stagecoach rumbles and rattles across the open plain you will use lassos, knives, dynamite and (of course) shotguns to foil your foes and win the day.

COMPONENTS

Player boards and meeples:
4 bandits and 4 guards



8 Morale tokens



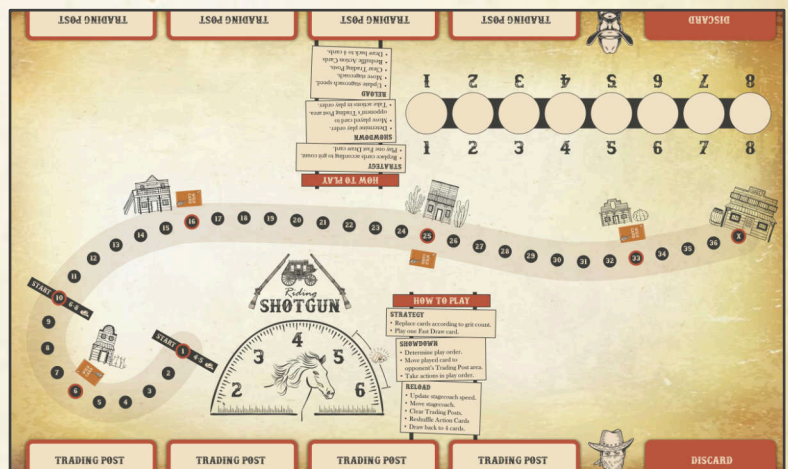
8 Grit tokens



8 Gold bars



1 Game board



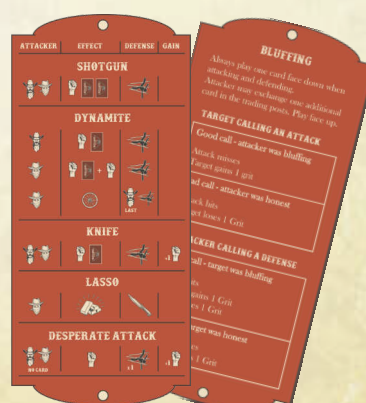
69 Action cards



24 Wildcards



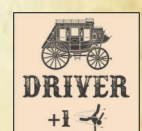
2 double-sided player aids



1 Horse



1 Driver token



1 Stagecoach



4 Wheel tokens



GAME SETUP

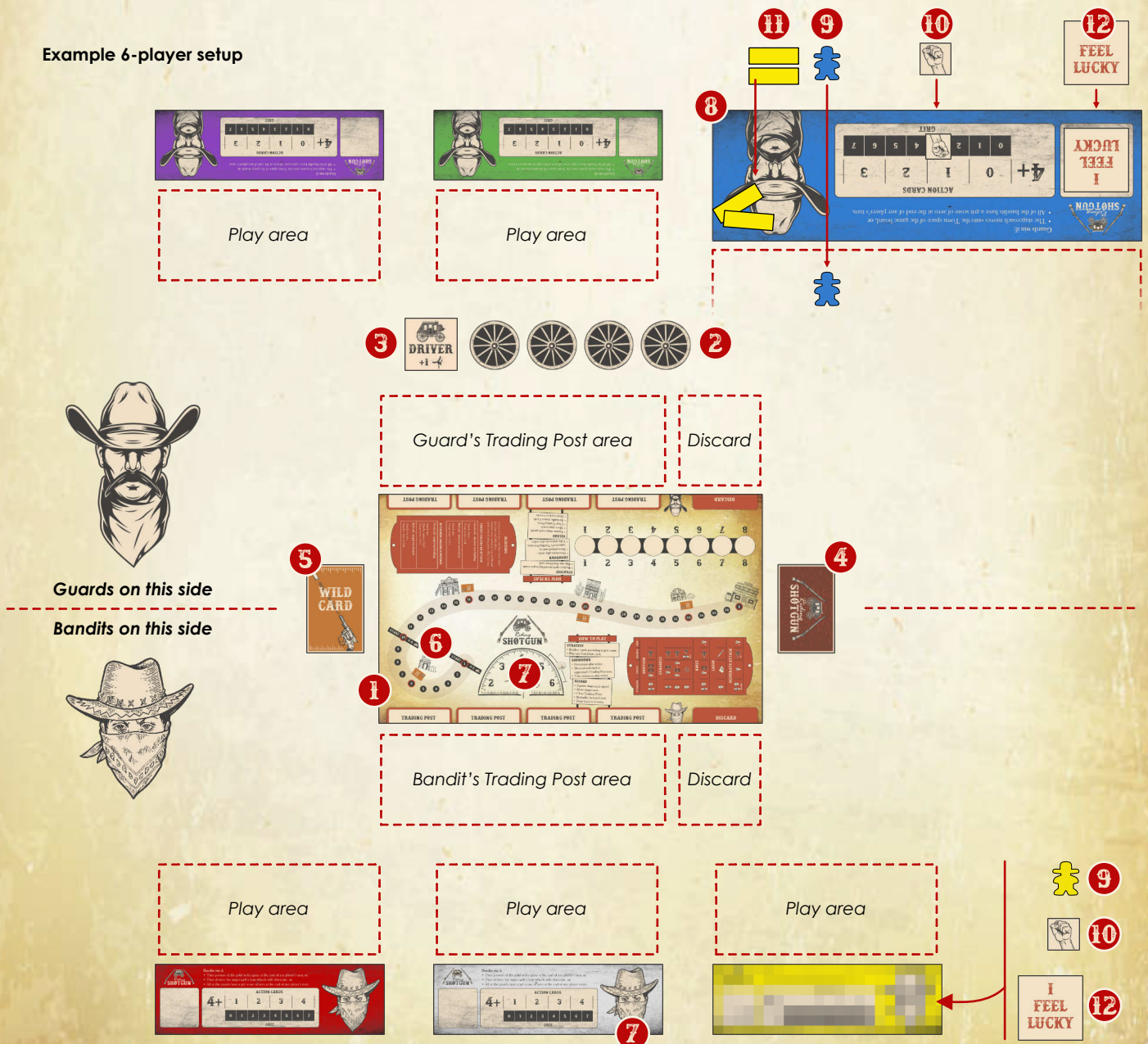
- ★ Place the game board **1** in the middle of the playing area. Place the four wheel tokens **2** and the Driver token **3** next to it, wheel side up.
- ★ Shuffle the Action **4** and Wildcard **5** decks separately and place them next to the board.
- ★ Depending on the number of players, the stagecoach will start on a different space on the game board **6**. Place the stagecoach on the relevant starting space.
- ★ Place the horse on the number 4 position **7** of the stagecoach speed track.
- ★ Set aside player boards **8** equal to the number of players. There should be an equal number of bandit and guard boards. *Players decide between themselves who will play on which team. However, if*

they cannot agree, or you prefer to play a fully randomised game, then shuffle the player boards and deal one to each player. Players should place their player boards face up in front of them.

- ★ Give each player the meeple **9** that corresponds with the colour of their player board, and one grit token **10**, which should be placed on the number 3 space on the grit track on their player board.
- ★ Give each guard player two gold bars **11**. Gold bars must always be visible to all players during the game.
- ★ Give all players a Morale token **12**.
- ★ Any unused gold bars, grit tokens, meeples and player boards can now be placed back in the box.
- ★ Deal four Action cards to each player.

Put on your cowboy hat - it's time to ride!

Example 6-player setup



GOAL OF THE GAME

Each team has multiple ways it can win.



The bandits win if:

- ★ They possess all the gold bars in the game at the end of any player's turn, or
- ★ They destroy all four of the stagecoach's wheels with dynamite, or
- ★ All guards have a grit score of zero at the end of any player's turn.

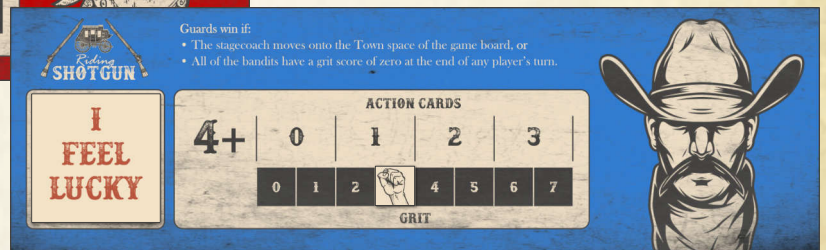


The guards win if:

- ★ The stagecoach moves onto the Town space of the game board, or
- ★ All bandits have a grit score of zero at the end of any player's turn.



Win conditions are printed on all player boards



OVERVIEW

This is printed on the main board.

The game is divided up into rounds, which consist of three phases. When all three phases are completed a new round starts. The game goes on like this until one team has won. Each round is divided into these three phases:

1. STRATEGY

During this phase all players will draw and discard cards to try to improve their hand for the turn. They will also choose one card to play to determine the turn order.

2. SHOWDOWN

During this phase each player in turn will play one or more Action cards in an attempt to achieve their goal.

3. RELOAD

During this phase the stagecoach speed will be altered, and the stagecoach will move along the track towards Town. Players will also draw Action cards so that they have a hand of four ready for the following round.

HOW TO PLAY

STRATEGY

- Draw and discard cards according to grit count.
- Play one Quick Draw card.

SHOWDOWN

- Determine play order.
- Move played card to opponent's Trading Post area.
- Take actions in play order.

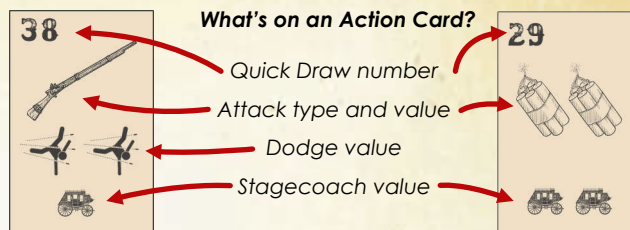
RELOAD

- Update stagecoach speed.
- Move stagecoach.
- Clear Trading Posts.
- Reshuffle Action Cards
- Draw back to 4 cards.



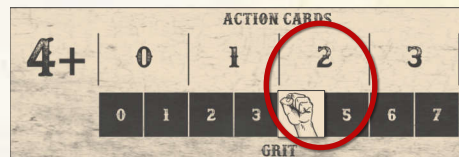
STRATEGY PHASE

During the strategy phase, all players will simultaneously complete the following actions:



1: DRAW ACTION CARDS

Every player draws the number of Action cards indicated by the position of their grit token on their player board, adding them to their hand of four cards.



In this example, the player adds two Action cards to their hand of four, and then discards two again.

Every player then discards the same number of Action cards as they drew. Discarded cards are placed face down into the discard pile. All players once again have four Action cards in hand.

IMPORTANT: Every player must have four Action cards in hand before continuing.



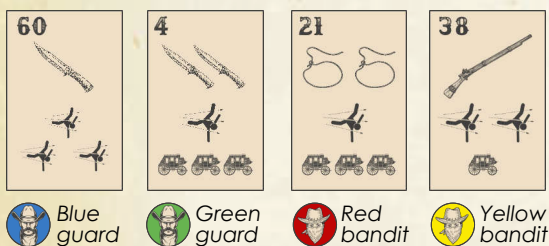
Everyone plays their Quick Draw card face down in front of their player board.



2: PLAY A QUICK DRAW CARD

Every player plays one of their remaining Action cards face down on the table in front of them - this is their Quick Draw card for the turn. Once all players have done this, the Quick Draw cards are flipped over. The player with the lowest number in the top left corner of their Quick Draw card places their meeple on the first space of the action tracker. This is repeated by all players until the player with the highest number takes the last space. Finally, all players place their Quick Draw card, face up, on the opposing team's Trading Post area (on the opposite side of the main board).

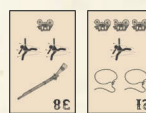
Flip all Quick Draw cards simultaneously to determine player order.



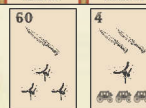
Place player meeples on the action tracker according to card value.



Place all **bandit** Quick Draw cards on this side.



Place all **guard** Quick Draw cards on this side.



3: IDENTIFY THE STAGECOACH DRIVER

The guard with the highest number on their Quick Draw card (the last guard on the action tracker) is the Driver for the round. They will be responsible for defending the stagecoach against the bandits' dynamite attacks. Give this player the Driver token. This token will give the Driver +1 dodge every time they need to defend during the round.



Place the Driver token visible to all players.



SHOWDOWN PHASE

Players now take turns, according to the order of the meeples on the action tracker, starting with the player on space 1. At the start of each player's turn they should retrieve their meeple from the action tracker, to signify that their turn has started.

PLAYING ACTION CARDS TO ATTACK

In a player's turn, they must make an attack. The attack sequence is:

1. Play an Action card from your hand, face down. This is referred to as the **Blind card**.
2. If you have any Action cards left in your hand, you may trade one with one from your team's Trading Post. If a card is picked up in this way, it must be added face up to the attack. Cards traded in are also placed face up.
3. You may add as many of your Action cards to the attack as you like. All additional Action cards added must be played face up.

DECLARING THE ATTACK

Once the Attack cards have been played, the attacker declares the attack. They must state the target (a player from the other team), the type, and the strength of the attack. Example: "I am shooting at the red bandit with 4 shotguns".

Attack example:

The blue guard is making a shotgun attack. They play 1 lasso as their Blind card (which is a bluff). They then exchange 1 knife with 2 shotguns in their team's Trading Post. Finally they declare that they are attacking with 4 shotguns (which is not the case).

ATTACK TYPE

The attack type can be Shotgun, Dynamite, Knife or Lasso. All face-up cards used in an attack must be of the same type, matching the declared attack.

ATTACK STRENGTH

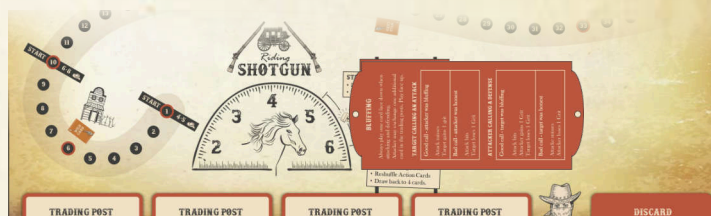
The attack's strength is the sum of all the symbols played. Shotgun, Knife and Lasso have a strength value (number of symbols) from 1 to 3. Dynamite is 2 to 3 in strength.

BLUFFING AN ATTACK

While any cards played face up must match the declared attack, the Blind card may have any type and value. If the Blind card does not match the declared attack, the attacker is bluffing.

CALLING AN ATTACKER'S BLUFF

If the target suspects that the attacker is bluffing, they may call. If called, the target turns over the attacker's Blind card. If they were bluffing, the attack fails and the target gains 1 grit. If they were not bluffing, the attack succeeds and the target loses 1 grit (in addition to any lost as a result of the attack).



A



Use dodges to defend against shotguns, dynamite and knives.

B



Use knives to defend against lassos.

Defence example:

The red bandit is trying to defend against a 4-shotgun attack. They play 1 dodge as the Blind card plus an additional face-up card with 3 dodges. They are not bluffing in this example. They choose to keep their dynamite for a later attack.



IMPORTANT:
Players cannot use their Trading Post while defending.

DEFENDING

If the target chooses not to call, they may defend the attack by playing cards with a number of defensive symbols equal to the attack strength. Defensive symbols are either dodges **A**, which are used against knives, shotguns and dynamite; or knives **B**, which are used against a lasso attack.

To defend against an attack, put one Action card face down. As with attacking this is referred to as the Blind card. Additional cards may then be added, face up. Finally, declare the defence value - the total number of defensive symbols on all cards played.

BLUFFING A DEFENCE

As with attacking, the target may bluff with their Blind card when defending. The Blind card may have any type and value. If the Blind card does not match the declared defence, the target is bluffing.

CALLING A TARGET'S BLUFF

If the attacker suspects the target is bluffing, they may call. If the attacker calls, they must turn over the target's Blind card. If they were bluffing, the attack succeeds, and in addition the target loses 1 grit, and the attacker gains 1 grit. If they were not bluffing, the attack fails and the attacker loses 1 grit.

DESPERATE ATTACKS

A desperate attack is a special attack that uses no Action cards. Any player can make a desperate attack instead of using their Action cards. However, if a player has no cards in their turn, they **must** make a desperate attack.

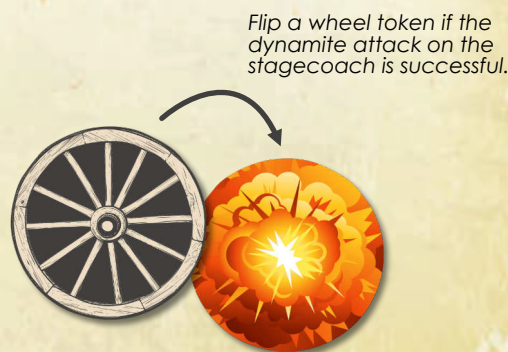
The desperate attack always has a strength of 1; the target can defend against it by playing one or more dodge symbols.

BANDITS ATTACKING THE STAGECOACH

If a bandit is making a dynamite attack, they may target the stagecoach instead of declaring a guard as the target. When this happens, the Driver must defend against the attack using dodges (or by calling if they suspect a bluff). However, if the attack is successful the Driver is not affected - instead the stagecoach is damaged. Flip a wheel token to its flaming side to represent this. If all four wheel tokens are flipped, the bandits win the game.

DISCARDING ATTACK AND DEFENCE CARDS

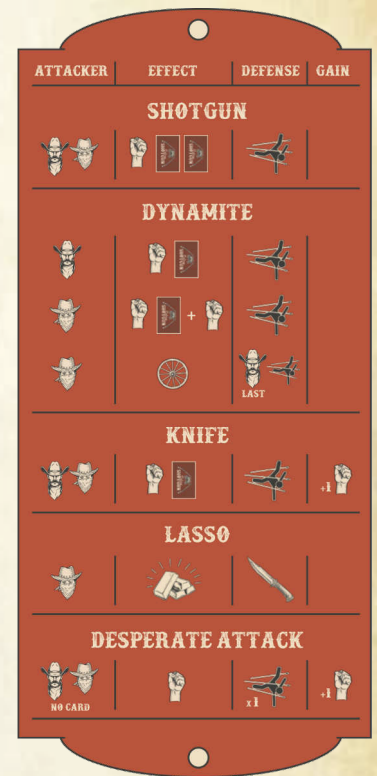
All Action cards used for attacking and defending are discarded after the attack has been resolved.



ATTACK EFFECT

The following table shows the different types of attacks, and their effect if not defended against.

ATTACK	DEFENCE	EFFECT IF NOT DEFENDED
Shotgun	Target plays dodges to match attack strength	Target loses 1 grit and must discard 2 Action cards of their choice.
Dynamite - guard targets bandit	Target plays dodges to match attack strength	Target loses 1 grit and must discard 1 Action card of their choice.
Dynamite - bandit targets guard	Target plays dodges to match attack strength	Target loses 1 grit and must discard 1 Action card of their choice. A different guard nominated by the attacker also loses 1 grit.
Dynamite - bandit targets stagecoach	Driver plays dodges to match attack strength	A stagecoach wheel is destroyed (flip it over to the burning side). If the stagecoach speed is 5 or 6, a guard (chosen by the attacker) must give the attacker a gold bar.
Knife	Target plays dodges to match attack strength	Target loses 1 grit and must discard 1 Action card of their choice. Attacker gains 1 grit.
Lasso - bandit targets guard with gold bar(s)	Guard plays knives to match attack strength	The bandit takes 1 gold bar from the guard.
Desperate	Target plays 1 or more dodges	Target loses 1 grit. Attacker gains 1 grit.



Use this as a reference during the game.

TAKING COVER

If a player is targeted and affected by a shotgun, knife or dynamite attack, then after resolving the attack, that player takes cover. Flip the player's Morale token to the 'I Take Cover' side to represent this. A player that is taking cover may not be declared as the target for a shotgun, knife or dynamite attack for the rest of the turn. However, they may still be targeted by a lasso attack, and may be nominated to lose grit after a bandit's dynamite attack. The Driver must still defend the stagecoach if they are taking cover.

GRIT

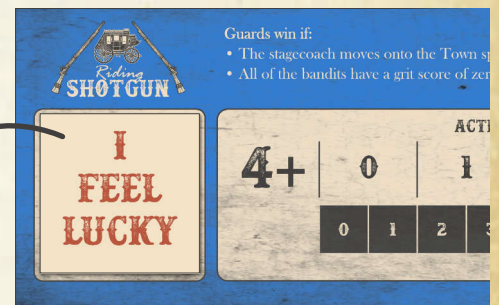
Grit is very important; if a team lose all their grit they lose the game. It also determines how many Action cards players are able to choose from.

All players start with three grit. Players lose grit as a result of being attacked or being called out for bluffing, and gain grit by calling bluffs successfully, or through Wildcards.

If a player is ever required to lose a point of grit but has none, they must discard an Action card. If they cannot discard an Action card, they must pick a team mate to lose one grit.

If either team reaches zero grit for all players at the end of any player's turn, they lose.

Flip your Morale token when you have been successfully hit.



Move your grit counter right or left when you gain or lose grit. Special rules apply when you lose or run out of grit.



RELOAD PHASE

Once all players have taken a turn, it's time to reload!
The Reload Phase is resolved in the following order:

1: DETERMINE STAGECOACH SPEED

Count up the total number of stagecoaches in each Trading Post area. The side with the highest total has won the struggle to control the stagecoach's speed, and may choose to increase or decrease the stagecoach speed (as displayed by the position of the horse on the speed track) by 1. If the number of symbols is tied, the stagecoach speed does not change.

2: MOVE STAGECOACH

Move the stagecoach the number of spaces along the track indicated by the speed track. The stagecoach always moves towards Town. If the stagecoach moves over or onto a space with the Wildcard symbol, all players draw a Wildcard.

3: REFRESH THE ACTION DECK

Move all cards in both Trading Post areas to the discard pile. Then, shuffle the discard pile back into the Action deck.

4: REFILL HANDS

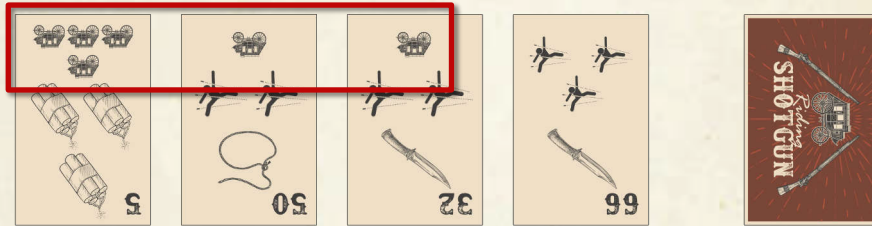
All players draw to refill their hand to four Action cards. Any cards not used during a round are kept for the following round.

5: RESET MORALE TOKENS

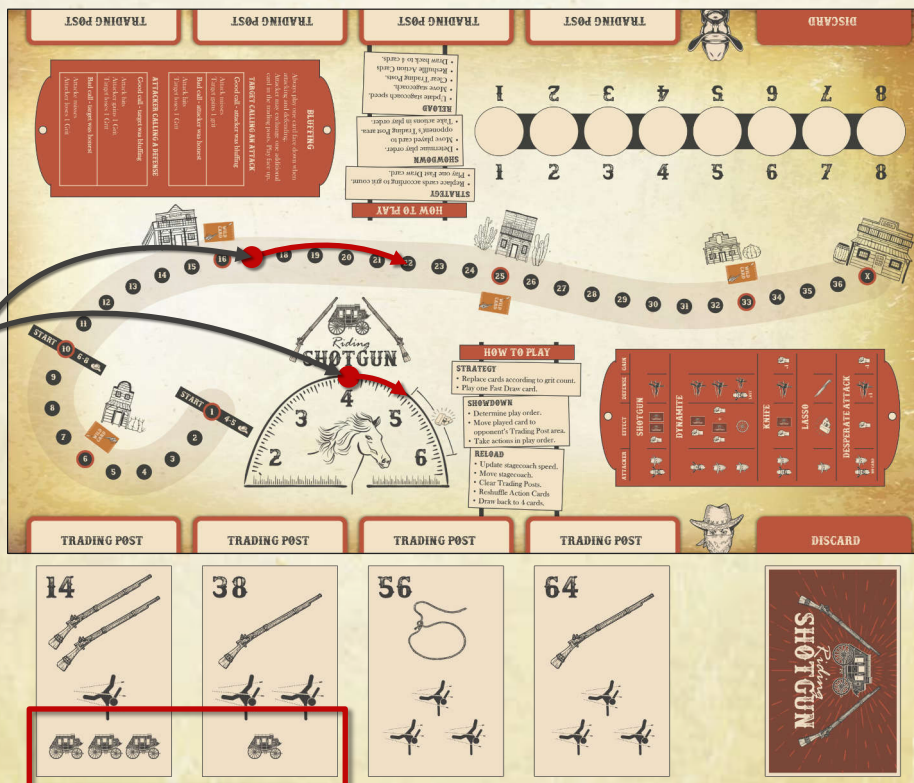
Any players who had flipped their Morale tokens to the 'I Take Cover' side during the round must flip them back.

Stagecoach speed and movement example

6 stagecoaches
The guards have the most stagecoach symbols this round, and can control the speed.



The guards choose to increase the speed from 4 to 5, and they then move the stagecoach 5 spaces.



4 stagecoaches
The bandits have less stagecoach symbols this round.



WILDCARDS

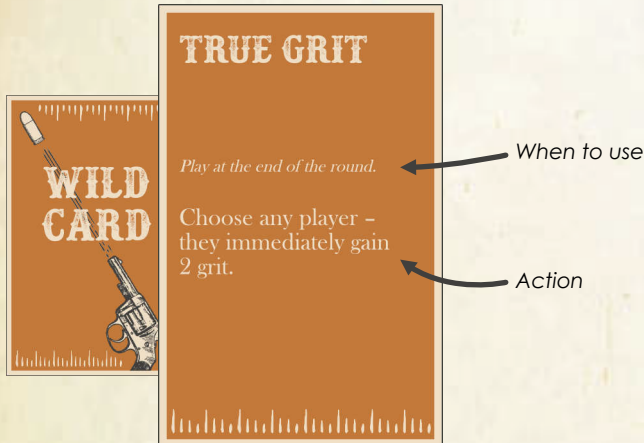
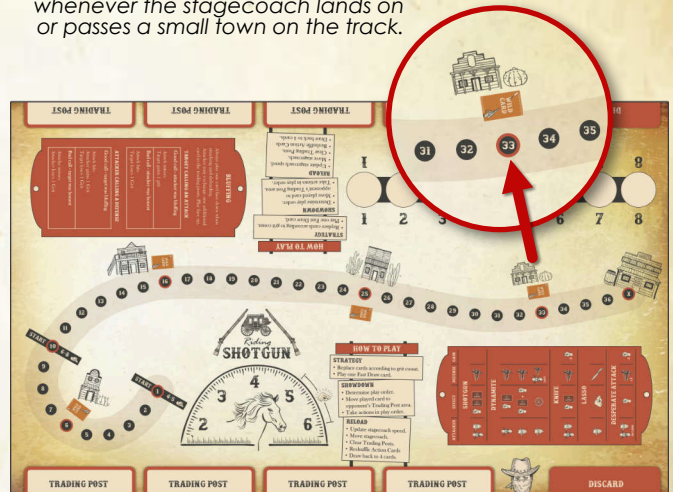
Wildcards are special cards that players gain when the stagecoach moves over certain spaces on the board.

Wildcards are played at specific points during the round.

Each wildcard has its own restriction for when it can be played, which is listed at the top of the card.

Wildcards never count towards players' hand size.

All players draw one Wildcard whenever the stagecoach lands on or passes a small town on the track.



CONVERSATIONS DURING THE GAME

Players are free to talk among themselves and discuss strategy as much as they like, but they must not describe the numbers and symbols on their Action cards specifically. Additionally, all conversation during the game must be openly spoken (no whispering).

Examples of what is allowed:

- ★ "I'm going to attack the stagecoach with a big dynamite attack in my turn."
- ★ "I'm going to go fast this round."

Examples of what is not allowed:

- ★ "I have a 3 dynamite and a 2 dynamite in hand."
- ★ "I'm going to play a 6 for my Quick Draw card."

SHUFFLING THE DECKS

The Action deck is shuffled each round during the Reload Phase, before players refill their hands.

The Wildcard deck is never shuffled.

ENDING THE GAME

The game ends when any of the victory conditions are met at the end of a player's turn.

The bandits win if:

- ★ They possess all the gold bars in the game at the end of any player's turn, or
- ★ They destroy all four of the stagecoach's wheels with dynamite, or
- ★ All guards have a grit score of zero at the end of any player's turn.

The guards win if:

- ★ The stagecoach moves onto the Town space of the game board, or
- ★ All bandits have a grit score of zero at the end of any player's turn.



The Town is the final space of the track.



“RIDING SHOTGUN”

Riding shotgun was used to describe the bodyguard who rides alongside a stagecoach driver, typically armed with a shotgun to ward off bandits or hostile Native Americans. In modern use, it refers to the practice of sitting alongside the driver in a moving vehicle. The phrase has been used metaphorically to mean giving actual or figurative support or aid to someone in a situation. The coining of this phrase dates to 1905 at latest.

(Source: Wikipedia)

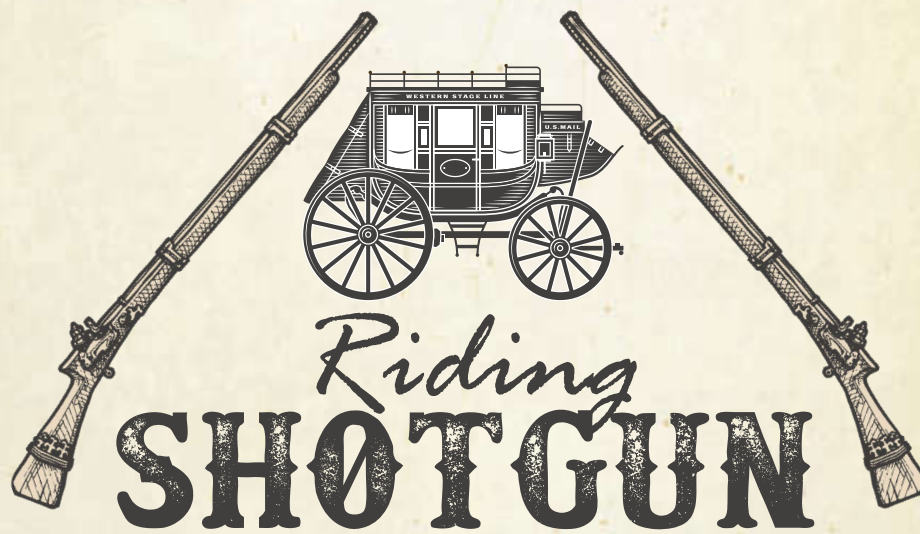


Preserved Concord stagecoach in Wells Fargo livery

PLAYTESTERS

Thank you! Adam Berry, Alex Barbanneau, Allan Kirkeby, Andy Berry, Aron Midhall, Assar Petterson, Dan Atherton, Daniel Tang Hviid, Elon Midhall, Ian Schreiber, Johan Valdemar Brandhøj Conrad, Kåre Foged, Lars Wagner Hansen, Martin Haugaard Christiansen, Morten Blaabjerg, Morten Nørgaard, Otto Plantener Jensen, Rikke Munchkin Sørensen, Sammi Bezant, Stefan Tizar Hansson, Trine Haugaard Christiansen, Vita Brandborg.





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Søren Brandborg | soren@brandborg.dk / Mark Elsdon | mark-elsdon@hotmail.com

Play Riding Shotgun online on Tabletop Simulator here: <https://steamcommunity.com/sharedfiles/filedetails/?id=2366223396>