



4-6 Players / 10min

Booze-hound dinosaurs have gathering at a saloon. The stronger the booze, the braver the dinosaur. Drinking weak liquor is for chickens! But they can't stand it when another dinosaur drinks the same booze as them. It's time to settle the dispute with your quick drawing skills.

We have such high pride... but our hearts are surprisingly fragile



## Components

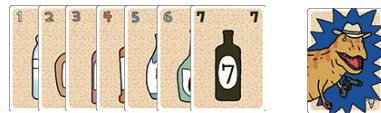
54 cards consisting of 6 colors (sets) of 9 cards (7 Booze cards, 1 Gun card, and 1 Heart card), this rule sheet

\*You can play more smoothly if you prepare a plate of just the right size to throw the cards into.



## Setup

Each player receives 7 Booze cards ("1" to "7"), 1 Gun card, and 1 Heart card.  
(Everyone will have the same set of cards.)



Hold the Booze and Gun cards as your hand. Place the HP card in front of you with "3" at the top.

Each time you lose a heart during the game, rotate the card 90 degrees counterclockwise. If you lose all your hearts, you are eliminated.



## How to Play

1. Pick one of the Booze cards ("1" to "7") from your hand and place it face down in front of you.

a) **If everyone has played a different value:**  
The player who played **the lowest value** card loses 1 heart.

b) **If multiple players have played the same value (tie):**

The tied players race to place their Gun cards in the center of the table (on the plate). The last tied player to place their Gun card loses 1 heart.

c) **If multiple groups are tied with different values** (such as "3", "3" and "5", "5"):  
The players tied with **the higher value** ("5" in this case) must engage in the quick draw (with Gun cards) over losing heart.

If you mistakenly play your Gun card when not required, you lose 1 heart as a **penalty**.

- Place your used cards face down. Always return your gun card to your hand after use. Repeat Step (1) with the remaining cards in your hand.
- When you only have 1 card left in your hand, place it face down under your Heart card as your **"secret booze"**. This card cannot be used in subsequent plays. Then, return all used cards to your hand and repeat from Step (1).
- You are eliminated when your hearts are reduced to 0. The remaining players continue the game. The number of players decreases one by one, and **the game ends when only 2 players remain**.
- The 2 remaining players compare the total values of the cards in their hands. Additionally, count the value on your card kept as the "secret booze" doubly. The player with a higher total score wins. In case of a tie, it is a draw. (The rest of the heart is irrelevant.)

## Determining Faster Shooters

You can determine who played their Gun card faster by checking the card pile. (The card underneath was played faster.)

Cards that failed to land on the plate do not count for being "shot but missed".



Don't be in a hurry to throw your heart card!

## Gun Card Position

The basic rules do not specify how to hold the Gun cards. However, players may establish their own rules for fairness.

Here are some examples.

- Place Gun cards on the table.
- Hold your Gun card with the opposite hand from the one used to play or flip the cards.
- Put your Gun card in your chest pocket
- Insert your Gun card into your belt.

## Point System

The winner earns 2 pt.

In case of a tie, both players earn 1 pt each. Repeat the game multiple times, and the first player to reach 3 pt wins.

\*Prepare a pen and paper or tokens to track the score.

## Optional Rules

Instead of placing used cards face down, place them face up in line in front of you. This makes it clear what other players have already played, it becomes easier to think about the probability of a tie. It is also fun to play while saying out loud what you will put out next.

It would be cool if you could win without using a single gun card.



## Others

- When a player plays a Gun card by mistake, not only the player who should have lost a heart, but also the player who played the card by mistake loses a heart.
- Depending on the number of players, the return of used cards will occur two or three times. Each time, an additional "secret booze" will be added.

## Contact for Inquiries

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**Brain Brain Games**  
Nagasaki

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