



Slap 415



GETTING STARTED

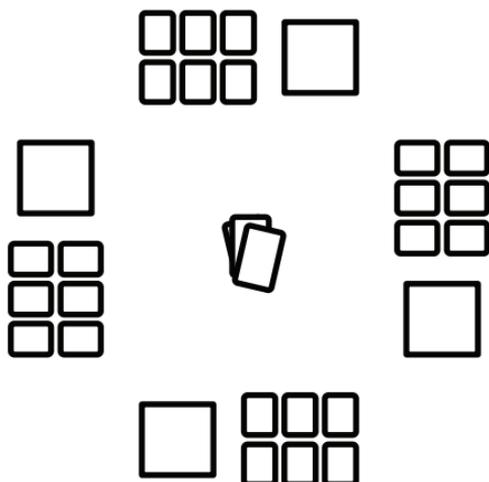
Slap .45 is a Wild West shootout for three to seven players. Each player controls a six-member gang, competing to survive with only their instincts and a quick draw.

Inside the box:

- 7 home bases
- 20 Talkin' Iron cards
- 20 Move! cards
- 10 Big Guns
- 17 Gold cards
- 42 gang member



Setup: Shuffle up the home bases and randomly assign one to each player. Each player reveals their home base and puts it text-side down between them and the player to their left. Everyone takes the six members of the gang that match their home base, and place them face up in front of them. Combine the Move! (horse), the Big Gun (cannon), and Talkin' Iron (revolver) cards, shuffle them up, and place the deck face down in the middle of the table. For your first game, leave the Gold cards in the box.



GAMEPLAY

The player who can make the best fake moustache goes first.

Starting with the first player and moving clockwise around the table, everyone takes turns as the dealer. The dealer takes the deck and begins each round by flipping over the top card. Then all players react simultaneously to the card that's been revealed. Players may react on a turn until the revealed card is slapped or a player loses a gang member.

The game ends when only one gang is left standing.

Reacting to a Card



If a **Talkin' Iron card (revolver)** is revealed, players can choose to make an offensive or a defensive move. If players want to take a shot, they can slap one hand on the Talkin' Iron card and simultaneously make a pistol-finger with their other hand, pointing at whoever they want to shoot at.

Only one shot is fired per card - if multiple people slap, the player who slaps the Talkin' Iron card first is the only one to get a shot off. If a player gets shot, one of their gang members dies, and they flip a gang member card over to reveal a tombstone. To defend against getting shot, players can slap into cover by slapping any of the home base cards on the table. Only one player can occupy a home base at a time. If a player slaps into a home base already occupied by another player's hand, they are not safe until they slap into an unoccupied home base. If you slap into a home base before another player slaps the Talkin' Iron card and shoots you, you're safely in cover and do not lose a gang member.

Big Gun cards (cannons) work just like Talkin' Iron cards, but they're extraordinarily destructive and pierce cover. If you're shot by a big gun, you lose a gang member whether you're in cover or not. The only defense against a Big Gun is to be the first one to slap the Big Gun.



Move! cards (horses) require all players to slap into cover. If a player is already in cover, they have to slap into new cover. The last player to slap into a new home base loses a gang member. Horses don't like being slapped. If a player slaps the Move! card, they lose a gang member and the round immediately ends.

Staying In Cover Between Rounds

If you slap into a home base you can leave your hand there until the next card is flipped. You then begin the round in cover. Staying in cover is a gamble - you're defended against Talkin' Irons but you will be slower to slap into new cover when a Move! card comes out. If your hand ever leaves a home base (aside from reacting to a move card) you are out of the home base until the next round. If the center card is slapped, the round is over and you can no longer slap into a home base until a new card is revealed.

Flipping and Slapping Etiquette

When it's your turn to deal, flip the top card quickly onto the middle of the table so everyone has a fair chance to see it at the same time. Flip cards away from yourself so you're the last one to see the card. As the dealer, you should never slap with the same hand you used to flip.

The dealer controls the pace of the game. If people get distracted or start talking in between rounds, take the deck from the previous dealer, flip the top card quickly and catch them by surprise.

Everyone who is not in cover should have their hands at their hips, like they're resting them on the holsters of their imaginary slug pushers. If anyone begins a round in a home base, they must slap with the same hand they already have on the table.

When the deck is empty, shuffle up the discard pile and it becomes the new deck.





Wait, Who Won That Slap?

When you shoot someone, you must point and slap at the same time in one fluid motion. If you hesitate to point, point without slapping, or screw up in any other way, the shot misses.

If there's ever a question of who slapped first or who loses a gang member and you've spent longer than 5 seconds discussing it - ignore it, the next dealer flips a card and you keep playing. If you forget whose turn it is to deal, after five seconds, the first person who can flip a card over is the new dealer. Death waits for no man.

Death

Any player who loses all six members of their gang is out of the game and should act out their dramatic death. The dead player's home base and gang cards are removed from the table. If a player occupies that home base, they must leave cover.

The remaining players should rearrange themselves so that their home bases are distributed evenly between them.

Winning the Game

When only two players are left, the game is resolved in a final duel to the death. The first player who died acts as the dealer. The two dueling players stand at opposite sides of the table and put their hands on their imaginary holsters.

Place the duelers' home bases in between them. The dealer plays one card at a time face up in the space between the two bases until only one player is left. As long as the dealer does not give one player an advantage, they can look at cards before flipping them, choose which cards to play, and otherwise mess with the duelers. The two dueling players react to the cards according to the normal rules.

The last gang standing wins.





GOLD -AND- GANG POWERS

Setup

Now that you've played the game and understand the basic flow, you can add an additional challenge. Each gang has a unique power that lets them bend the rules to their advantage.

To use the gang powers, shuffle the Gold cards into the deck and give each player one Gold to start.

Gold Cards

Each player has their own stash of Gold. Some of the gang powers require you to pay Gold to use them. You can also use gold to steal gang members from rival players, weakening them and making you stronger.

When a **Gold card** is revealed by the dealer, you can claim it for yourself by being the first player to slap it. If you accidentally shoot the gold by slapping it and pointing at another player, you shoot the gold to that player, and they get it instead.

You can also get gold by knocking a player out of the game - if you kill a player's last gang member, you take any gold they had in their stash. If a player accidentally kills themselves (for example, by being trampled by a horse) their gold is discarded.





Gang Powers

Each gang has a special power. Most powers require players to pay gold to activate them. For powers that let you slap a card and use that card as something else, you may decide to use your power after you have slapped. When you pay Gold, discard it into the discard pile.

- **The Union:** Pay 1 Gold card to use a Talkin' Iron card you slap as a Big Gun card
- **The Confederates:** Pay 1 Gold card to kill two gang members with a shot from a Big Gun card you slap. You may only use your power once per Big Gun card.
- **The Poncho Posse:** Pay 1 Gold card to use a Gold card you slap as a Big Gun card.
- **The Comanche:** Pay 1 Gold card to use a Move! card you slap as a Big Gun card.
- **The Lone Star Sheriffs:** At any point where you can slap into a home base, you can use your second hand to slap into a second home base. This does not provide you with any additional protection but occupies both home bases so that other players can't slap into them. If you start a round with both hands in cover and a Move! card is revealed, you must move both hands, but only one of them needs to make it into a new home base.
- **The Black Hat Outlaws:** Pay 1 Gold card to declare the next card type of your choice a trap. The next time that card is revealed, the first player to slap it loses one gang member.
- **The Railroad Company:** When it's your turn to deal, you can peek at the card before flipping it over.

In addition, all gangs have the power to recruit a gang member. After successfully shooting an opponent's gang member, a player may pay 3 gold to recruit that gang member to their team instead of killing them. This recruited gang member acts just like one of their own.

Gold and gang powers don't work in the final duel.



