



# HIGH NOON

An Original Western Shootout Card Game for 2 to 8 players



**OBJECTIVE:** Each player represents a gunslinger in Tabletown, each with something to prove...that they're the fastest draw in the West! The only way to do this is to knock out the competition and in the West, this is done by calling out your enemies and gunning them down!

**EQUIPMENT:** The game includes these rules, 99 action/weapon cards, 18 gunslinger cards and 40 gutshot markers. Additionally you will need a six-sided dice (also known as d6) for each player. *Optional Equipment: Players can get into the "feel" of the game by wearing cowboy hats, boots, toy sixguns, and other Western costumes.*

**Setup:** Each player selects one of the fantastically rendered gunslinger cards to represent them in the gunfight. Each player also needs a d6 in order to resolve any gunfights they will be a part of. Declare someone the Marshall of Tabletown (everyone roll, highest roll gets the job!). That person removes all the DRAW! and SHOOTOUT! cards from the deck, shuffles the deck and deals 5 cards to each player. *Note: In a 2 player game, remove the TNT cards.* After everyone has 5 cards, shuffle all the DRAW! and SHOOTOUT! cards back into the deck. Players now place their gunslinger cards onto the table so that the card is facing another player (that player does not necessarily need to be facing you) and so that no 2 players are facing the same player.

**PLAY SEQUENCE:** The Marshall of Tabletown plays first. On your turn you may do one of the following actions:

- **ARM:** play a weapon card from your hand into play (if you already have a weapon in play, discard it along with its ammo) *ADVANCED RULE: You may have 2 Revolvers in play, but if you play a Shotgun or Rifle, you must discard both Revolvers.*
- **LOAD:** play a bullet or shell to load a weapon (unless it is already fully loaded! See Weapon Capacity below)
- **DISCARD:** if you can't, or won't play a card, discard one from your hand.
- **TRACK:** turn your gunslinger to face another gunslinger other than the one you are currently facing.

After you play a card on your turn, draw your hand back to it's limit of 5 drawing one card at a time (if you ever run out of cards, shuffle the discards to form a new draw deck). If the card you draw is a DRAW! card, play it on another gunslinger and go to the DRAW PHASE. If it is a SHOOTOUT! card, play it in the center of Tabletown and go to the SHOOTOUT PHASE.

- **DRAW PHASE:** This phase is for 2 gunslingers only. The gunslinger that played the DRAW! card, and the gunslinger it was played on. The drawing player yells "Draw!" and the gunslinger who the DRAW! card was played on turns to face the gunslinger who yelled "Draw!" They then resolve combat (see COMBAT below) with a single shot each (hopefully you don't get caught with your feet flat and no ammo in your gun!). A showdown at High Noon in the streets of Tabletown!
- **SHOOTOUT PHASE:** This phase is for ALL gunslingers in Tabletown. The drawing player yells "Shootout!" and combat (see COMBAT below) ensues.

COMBAT: Before any bullets start flying, we need to know who has the fastest gun hand. This is called "initiative". Each player involved in COMBAT rolls a d6 and the lowest roll goes first, followed by the next lowest and so on. If players have the same total, they shoot simultaneously! (It is possible for players to kill each other!) TNT always goes last, though you play it on your initiative, and it always goes BOOM!

#### ADVANCED RULES: WEAPON MODIFIERS

*REVOLVER: no modifier*

*RIFLE: +2 to your die roll*

*SHOTGUN: +1 to your die roll*

*TNT: goes last*

You must shoot at least one shot in combat (anything less would be cowardly!) if both of the following conditions apply:

- You have at least one bullet or shell loaded in your gun AND
- Your target is facing you

If either condition does not apply to you, then you may opt not to shoot.

On your initiative, declare how many shots you are firing (if it is a DRAW PHASE, you may only shoot ONE shot). Roll a d6 for each shot, one at a time, and discard the AMMO card used. Depending on the weapon you are using, determines the odds of you hitting your target:

- Revolver: Hits on a roll of 5 or 6
- Rifle: Hits on a roll of 4, 5, or 6.
- Shotgun: A single shell hits on a 3, 4, 5, or 6. You may fire both shells at once (counts as one shot), if so, you hit on a 2, 3, 4, 5, or 6.
- TNT: Roll for each player at the table (including yourself!). A stick of TNT hits on a roll of 5 or 6. If you play 2 or 3 sticks at once (treat them as one) and 2 sticks hit on a 4, 5, or 6, while 3 sticks hit on a 3, 4, 5, or 6! *Note: Even if you die during a SHOOTOUT or DRAW PHASE, if you played TNT, you still make the rolls!*

Once everyone has shot (or not) on his or her initiative, the COMBAT is over. Continue play as normal.

LAW O' THE WEST: We're not talking Sheriffs and Marshals here, what we mean is the Unwritten Code among gunslingers. The LAW affects the game as follows:

If you use TNT, **OR** you shoot at a player who is not facing you (effectively shooting them in the back), **OR** you shoot at an unarmed player (one without a weapon in play) all players have the IMMEDIATE option, without penalty, to turn and face you.

Gettin' gutshot (WOUNDS): All gunslingers may be shot up to 5 times before being eliminated from the game. Place a Wound Counter on your gunslinger every time you are hit. A 6<sup>th</sup> wound kills a gunslinger, thus removing you from the game.

THE CARDS:

**AMMO CARDS:** Place next to a weapon you have in play.



Bullet: You may LOAD these into a Revolver or Rifle you have in play.



Shell: You may LOAD these into a Shotgun you have in play.

**GUN CARDS:** Place on the table next to your gunslinger



Revolver: Holds up to 6 Bullets



Rifle: Holds up to 4 Bullets



Shotgun: Holds up to 2 Shells

## OTHER CARDS:



TNT: May be played instead of shooting a weapon and can only be played during a DRAW or SHOOTOUT PHASE.

- TIN STARS: There are two types



SHERIFF: Cancels the effect of any one hit by *any* weapon! Even if you are hit by TNT!



DEPUTY SHERIFF: Cancels the effect of any one hit by a Revolver or Rifle but not from Shotguns or TNT.

- REACH FOR THE SKY: May be played at any time EXCEPT during a DRAW or SHOOTOUT PHASE
- LAST STAGE COACH OUT OF TOWN: May be played before any die rolling occurs to avoid being involved in a DRAW! (effectively cancels) or a SHOOTOUT! (means you are not a valid target).
- US CAVALRY ARRIVES!: Can only be played when someone yells "Draw!" or "Shootout!" and it effectively cancels the DRAW or SHOOTOUT Phase.



WOUND COUNTERS: If you are hit by a weapon, and it is not cancelled, place a Wound Counter on your card.

Game Concept: JOHN REYMAN

Game Design: JOHN REYMAN

SOFTWARE: PAINT SHOP PRO 7, ADOBE ACROBAT

Playtesters: JOHN REYMAN, NICOLE REYMAN, KRYSLYN REYMAN, WALTER GRUBE, TIM CONTADINO, MARK ABRINICA, EDDY WEBB, MICHELLE VOLKART

*Remaking Life (and Games!) Interesting...*



**Cyclopien Sheep Productions**

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**HIGH  
NOON**

**HIGH  
NOON**

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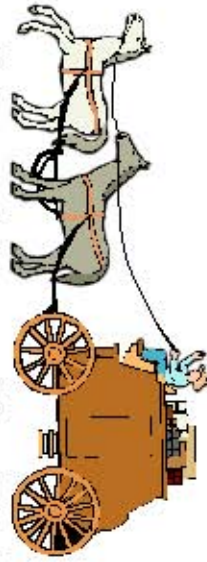
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Out of Town**



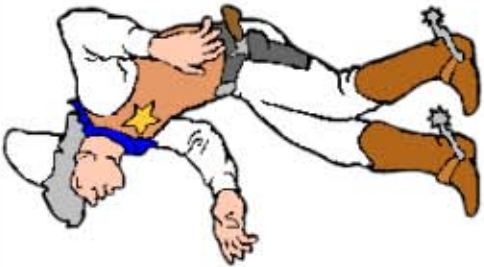
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or SHOOTOUT! for the remainder  
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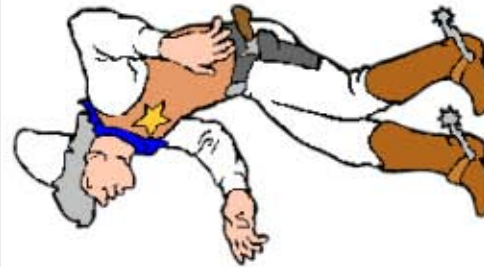
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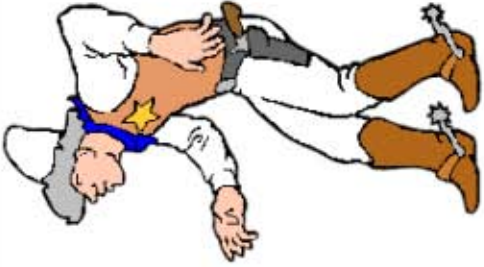
D R A W !



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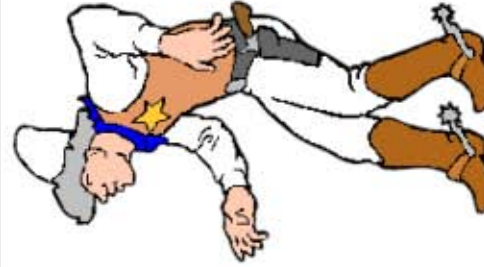
D R A W !



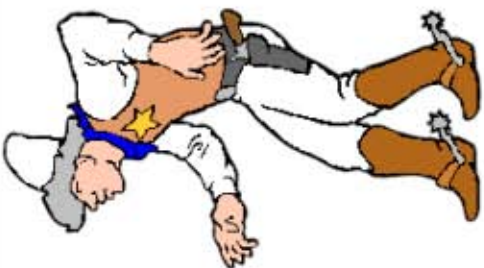
U.S. Cavalry Arrives!



No player may shoot at another player for the remainder of the current player's turn.



D R A W !



D R A W !



D R A W !



D R A W !





**Reach for the Sky!**



Turn another player to face any player you choose. Also, take 1 card at random from their hand!



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Turn another player to face any player you choose. Also, take 1 card at random from their hand!

**T.N.T.**



Roll 1 die for each player at the end of the round:  
1 Stick: Damage on a 5 or 6  
2 Sticks: Damage on a 4, 5 or 6  
3 Sticks: Damage on a 3,4,5 or 6

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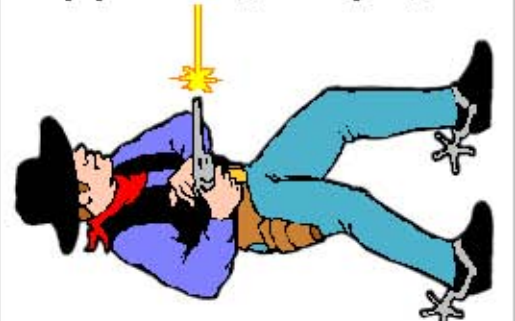
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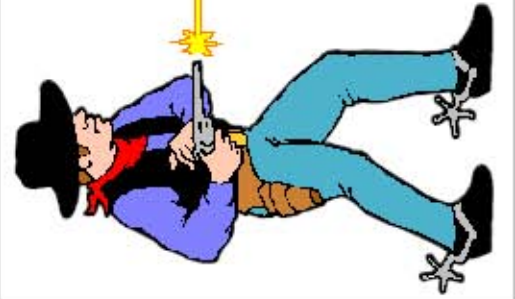
SHOOT! SHOOT! SHOOT!



If there are only 2 players (left) in the game treat this card as a DRAW! card instead.



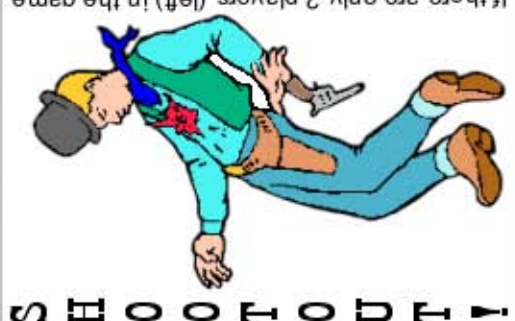
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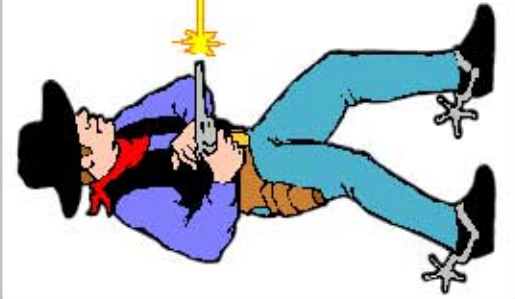
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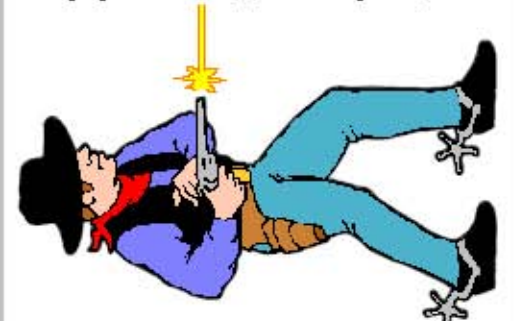
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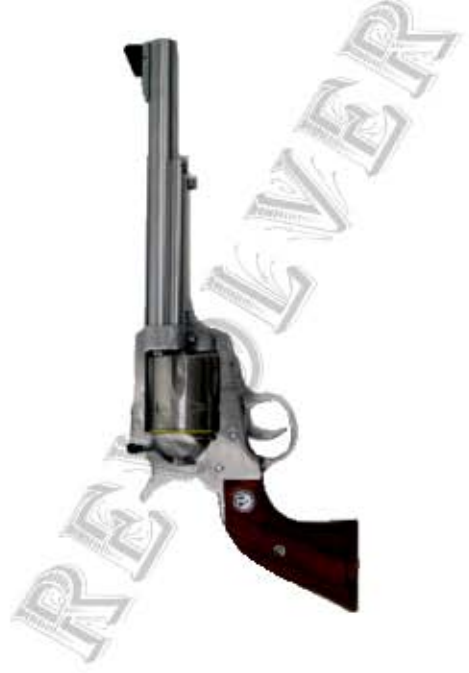
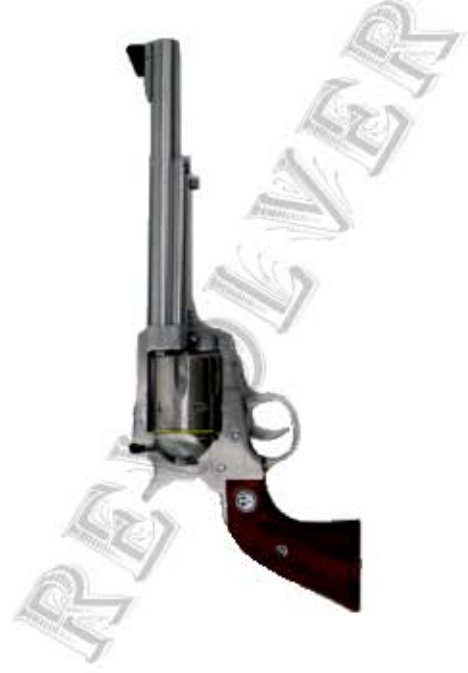


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SHOOT! SHOOT! SHOOT!







Johnny Edwards



"Doc"

Donnie Walker



"Deadeye Don"

Hank Greenburg



"Hilljack Hank"

William Morgan



"Big Bald Billy"

Francis (Frank) Webb



"Gravedigger"

Ned Saunders



"Nervous Neddie"

Randall West



"Rattler"

Shamus O'Malley



"Tombstone"

Robert Jackson



"Ironsides"

Samuel Rodgers



"Red"

Ulrich VonKlaus



"The Mad Prussian"

Liam McGee



"Lefty"

Peter Johnson



"One Eye"

George Cawhorne



"The Reaper"

Tommy Crowfeather



"Nightshadow"

Luis Chavez Montezuma



"Loco Louie"

Jonathan White



"Jackrabbit Johnny"

Benjamin Reynolds



"Twitch"