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TRICKDRAW

You are mystic cowboys battling to reach 10 victory points first, then defend your lead in a Showdown, or find and control 2 pieces of a puzzle for an instant win.

Take turns to draw and play a card from a central deck face-up or face-down in front of you to craft tricky combos and outsmart your opponents in this magical western tableau building Showdown. Play cards face-up to activate their effects. Use certain cards once per turn. Flip your rivals' cards face-down to deactivate them, or your own cards face-up to re-activate them and control the game.

Keep an eye on your rivals; in a single turn the least intimidating player can become a terrifying adversary.

***One thing is certain:
you need to get tricky to win!***



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SET UP

1. Thoroughly shuffle then place the deck of 72 cards in the center of the table, easily accessible by all players.
2. Make sure each player has enough space in front of them to place 10 to 15 cards or so.
3. Each player draws 2 cards.

TWO PLAYER SET UP

- Remove the 5 copies of the **TRICKDRAW** card before shuffling the Deck in step 1.
- Player 2 should draw 3 rather than 2 cards in step 3.
- All other rules remain the same.

THE CARDS



Face-down
(worth 1 point)



Face-up

Card title

Card timing

Ability text

Frequency
count

HOW TO PLAY

The player who most recently watched a Western-themed movie is the first player. Starting with the first player, players take turns as follows:

Draw 1 card from the deck to start your turn.

Then, in any order, you may:

- a. **Play 1 card** from your hand to the table in front of you face-down as 1 point, or face-up to activate it, **AND**
- b. **Activate any number of your face up ONCE PER TURN cards**, once each,

OR

- a. **Abstain** from both playing your 1 card, and from using any of your **ONCE PER TURN** cards, **to instead draw 2 more cards** from the deck.

When you are finished, pass your turn. Play continues clockwise until the game end is triggered (*see page 12*).

PLAY 1 CARD

At any point after you have drawn your card, you may choose and play any 1 card from your hand to the table in front of you.

You may play it face-down, as 1 point, or face-up, to make it active, and then check its timing and resolve its effects if required.

Trickdraw cards have many different effects, with 3 different timing rules we will explain shortly (*see page 6*).

Do not discard cards you play, but place them in a row so your rivals can see what's face-up and face-down. You may find ways to use them again.

Once played, **don't rearrange your cards** – part of the fun of **TRICKDRAW** comes in trying to remember where your opponents' dangerous cards are once they are flipped face-down.

Throughout the game some of each players' cards will likely be face-down as points, and others face-up.



Example: On the 5th turn of the game Pearl has a total of 3 face-up cards, and 2 face-down cards.

ACTIVATE YOUR ONCE PER TURN CARDS

Some of your face-up cards may have re-usable **ONCE PER TURN** abilities which you may activate once on each of your turns to either draw, play or flip a card (see **ONCE PER TURN** cards on page 8).

You can use these abilities after you draw 1 card at the beginning of the turn, either before or after you Play 1 card as part of your turn (see page 4).

HOW CARDS WORK

Cards in **TRICKDRAW** are simple, but... tricky. They can be played or flipped face-up or face-down, and reused in various ways to create all sorts of combinations, powerful effects, or points to help you win the game. Many cards can target any card, including your own or your rivals' cards, giving you many possible plays.

Explore these card tricks to master **TRICKDRAW**!

FACE-DOWN CARDS ARE WORTH 1 POINT EACH

Any card **played or flipped face-down is worth 1 point**, and **has no other effect**. You may look at your own face-down cards at any time, but not your rivals'.

With only 10 points needed to potentially win **TRICKDRAW**, playing or flipping a card face-down can be powerful. In addition to being worth 1 point, you can hide powerful cards in plain sight this way, and find a way to flip them face-up when the time is right for potentially game winning combos.

Flipping a rival's valuable card face-down is a great way to mess with them, but remember that it also gives them a victory point!

FACE-UP CARDS HAVE ABILITIES

Face-up cards have text abilities which activate in various ways while or when **played or flipped face-up**.

Card abilities come in 3 key types defined by the timing labels in their text box:

1. **ON REVEAL** cards take effect when played face-up, or flipped face-up.
2. **ONCE PER TURN** cards may be used once in each of your own turns while face-up.
3. **ONGOING** cards are always active while face-up.

Some **ON REVEAL** and **ONCE PER TURN** cards have a **Discard 1** cost which must be paid by choosing and discarding a card from your hand to the discard pile, before resolving its effect.

Unlike other card abilities, **Discard 1 abilities are optional** (see below).

ON REVEAL CARDS

ON REVEAL cards are resolved immediately after they are **played face-up**, or **flipped face-up**.

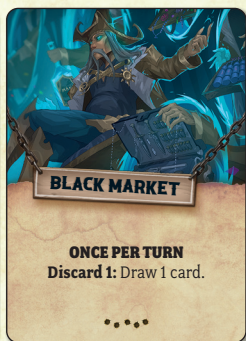
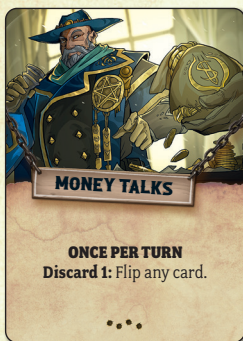
The only exception to them resolving is if they also have a **Discard 1** cost, in which case you may choose whether or not to choose and discard a card from your hand in order to activate it. If you choose not to discard a card, its **Discard 1** ability will not activate. If you do discard a card, resolve its **Discard 1** ability immediately.

If you don't want to activate the ability of a card you play, play it face-down for a point instead!



ONCE PER TURN CARDS

The three cards below have **Discard 1** abilities which may each be activated once on each of YOUR turns by discarding a card to pay for each such ability. If you have multiple copies of the same **ONCE PER TURN** card face-up, you may activate each card once, as long as you can pay for each use.



The *Diplomacy* card reduces the cost of **Discard 1** abilities by 1, to a minimum of zero. This counts *each time* you would otherwise need to discard, as many times per turn as you are able to. *Read more about **ONGOING** ability cards below.*

On their own, none of these four cards are too powerful, but when used together they can become devastating!



ONGOING CARDS

ONGOING cards that are face-up are always active, their abilities are not optional. The only way to turn off an **ONGOING** card is to find a way to flip it face-down, which also gives its owner 1 victory point.

ONGOING card abilities are conditionally powerful.

FLIPPING CARDS

Several card abilities allow you to flip 1 or more of you or your rivals' cards to their opposite sides, i.e. face-up, or face-down. This is a powerful way to control the game.

Since cards enter play before they activate their abilities, cards that flip cards can target themselves (except *The Army*, which specifies that it only flips **other** cards).

When you **flip a face-up card face-down**, its text becomes inactive and it is worth 1 point to its owner, the same as if it had been played face-down to begin with.

Face-down cards that are flipped face-up are no longer worth 1 point, but become active again as if they had just been played face-up!

Find ways to flip your rivals' cards to limit their ability to win. Or flip your own cards face-up to reactivate and chain powerful card effects, or face-down as points when you no longer need their ability.

ON REVEAL CARDS FLIPPED FACE-UP

When an **ON REVEAL** card is flipped face-up, resolve its ability immediately, as if it had just been played face up, even if it interrupts the resolution of another card. This is a powerful way to reuse **ON REVEAL** cards.

When more than one card is flipped face-up by a card, their card effects are resolved in player turn order starting with the active player. If multiple cards from one player are flipped face-up (e.g. with *The Army*), they are flipped up and resolved one at a time in the order of their owner's choosing.



The Army cannot flip itself. When resolving *The Army*, flip all your *other* face-up cards face down first, rotating them slightly to indicate they shouldn't be flipped face-up. Then one at a time flip your original face-down cards face-up, resolving any **ON REVEAL** cards as they are flipped face-up before moving onto the next card.

ONCE PER TURN CARDS FLIPPED FACE-UP

Once flipped face-up, **ONCE PER TURN** cards *may be activated* by their owner, but only **in their own turns**, following the normal rules.

ONGOING CARDS FLIPPED FACE-UP

Once flipped face-up, **ONGOING** card abilities become active, their effects are not optional. When an **ONGOING** card is flipped face-up, check to see whether it triggers one of the end game conditions (see page 12 to page 14).



For example, you play Bewitched from your hand.



Bewitched targets 2 players. You choose you and a rival.



Bewitched allows you to flip your rival's The Treasure face-down, giving them 1 point, but reducing their ability to win instantly on their next turn.



You flip your own face-down Rally face-up. You now have 2 face-up Rally cards + 1 face-down card = 5 total points.

HOW TO WIN

There are 2 ways to trigger the endgame of **TRICKDRAW**: an **Endgame Showdown**, or an **Instant Win**.

1. ENDGAME SHOWDOWN!

TRIGGERING THE END GAME SHOWDOWN

When a player reaches **10 points** through any combination of face-down and face-up cards (note that face-up *Rally* or *Local Hero* cards give points too) the **Endgame Showdown** is triggered. But first, the active player finishes their turn.

Note: Usually one player will trigger the endgame for themselves by playing or flipping their own cards. However it is possible for one player to force another player to trigger the endgame by flipping one or more of *their* cards so that they reach the 10 point **Endgame Showdown** threshold first.

SHOWDOWN TO DETERMINE THE WINNER

Once the endgame has been triggered, and the active player has completed their turn, the game moves into a **Showdown**.

The player who first reached 10 points does not get a final turn. However, as a special reward, they take **2 additional cards** from the top of the deck and place them face-down in front of them alongside their other cards. Those are now their cards, and they are each worth 1 point, like any other face-down card. That player may look at them, but otherwise, **their turn is over**.

Then, starting with the player to the left of the player who first reached 10 points, and continuing clockwise, all other players get one final turn each. During these last **Showdown** turns, they play the game as usual, playing cards face-up for effects or face-down for points, and triggering re-usable cards as able, all in an effort to end up with the most points at the end of the game.

The twist is that **all players who tie on points** at the end of the **Showdown** are **ELIMINATED**. Only players that do not tie with another player have a chance to win the **Endgame Showdown**! So a cunning player with only a few points may be able to engineer an unlikely victory by ensuring players with more points than them end the game on the same points as each other!

THE SHOWDOWN WINNER

The winner is the **surviving player with the most points** after all players have taken their final turn. It is possible for each player to tie with another player, in which case there is no winner!



SHOWDOWN EXAMPLE



Pearl has 5 face-down cards (5 points)
+ 3 Rally cards (9 points) = 14 points.



Billy has a Money Talks card, 4 face-down cards (4 points)
+ 2 Local Hero cards (6 points) = 10 points.

It's the final turn. Your two opponents have cards as above.
You look down at your own board. 4 points. There's no hope...

2. INSTANT WIN WITH ANY 2 OF: THE KEY, THE TREASURE, OR THE TEMPLE

There are 3 special victory cards in Trickdraw: *The Key*, *The Treasure* and *The Temple*.

If you have **any 2 of these 3 cards face-up** in front of you, you immediately **win the game**, whether before or during an **Endgame Showdown!**

But wait! You play your Trickdraw (A) – discarding 1 of your 2 remaining cards – to steal Billy's Money Talks (B).



Your first rival has 14 points, and your second has 10. So, you use your new Money Talks (discarding your last card) to flip one of Pearl's Rally cards (C) face-down, converting it to 1 point. This also reduces their 2 other Rally cards (D) down to 2 points each, which along with their other 5 face-down cards gives them a total of 10 points. This puts Pearl and Billy both on 10 points. At the end of the game they tie, and are eliminated!

You win with a measly 4 points!



HOW TO PLAY YOUR TURN

(SEE PAGE 4)

Take your turn:

Draw 1 card from the deck.

Then, in any order, you may:

- a. **Play 1 card** face-down as 1 point, or face-up to activate it, **AND**
- b. **Activate any number of your face up ONCE PER TURN cards**, once each,

OR

- a. **Abstain** from both playing your 1 card, and using any of your **ONCE PER TURN** cards, **to instead draw 2 more cards.**

When finished, pass your turn. Play continues clockwise until the game end is triggered.

CARD ABILITY TYPES (SEE PAGE 6)

- **ON REVEAL** cards take effect when played face-up or flipped face-up.
- **ONCE PER TURN** cards may be used once each in each of your own turns while face-up.
- **ONGOING** cards are always active while face-up.

END GAME TRIGGERS (SEE PAGE 12)

- Get **10 points**, then proceed to **Endgame Showdown.**
- Have **2 out 3 instant win** cards face up in front of you.