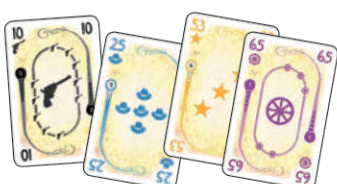


TEXAS SHOWDOWN



BUT IT'S STRIFE!

by Mark Major with illustrations by Klemens Franz

Players: 3 to 6

Ages: 10 and up

Duration: about 45 minutes

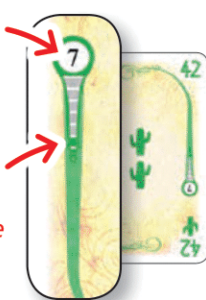
COMPONENTS

60 cards in eight different colors, with the following values:

	Black (colts):	0–10
	Red (boots):	11–20
	Blue (hats):	21–29
	Brown (horseshoes):	31–38
	Green (cacti):	41–47
	Yellow (stars):	51–56
	Purple (wheels):	61–65
	Grey (skulls):	71–74

This indicates how many cards there are of this color (there are 7 green cards).

This shows how high the card is ranked in its color (the 42 is the second-lowest green card).



THE IDEA OF THE GAME

Texas Showdown is a trick-taking game. This means that in each round, every player in turn plays one card from their hand into the center of the table and the player who played the strongest card takes the trick. However, the goal of the game is to get as few tricks as possible, since each trick is worth 1 penalty point. The player with the fewest penalty points after a number of hands wins.

SETTING UP THE GAME

In a **3-player game**, leave out the three lowest suits: black colts, red boots, and blue hats (the 0-29 cards). Sort them out of the deck and return them to the box. If there are **four, five, or six players**, play with all the cards. Shuffle the cards and deal them out equally to all players. All players take their cards into their hands.

PLAYING THE GAME

Texas Showdown is played over several hands. A hand consists of as many tricks as you have cards in your hand.

A TRICK

In clockwise order, each player plays one card from their hand and puts it in the center of the table, face-up. This is called a “trick.”

The player who has the 0 card always opens the first trick of the hand by placing the 0 in the center of the table.

Note: In a **3-player game**, the player who has the 31 (brown horseshoes) opens the first trick by playing that card (instead of the 0).

Then, in clockwise order, the other players each play one card from their hands into the trick. **The card you play must be the same color as a card that is already in the trick.** If you cannot play a matching card, you play any card from your hand instead.

WHO TAKES THE TRICK?

Once everyone has played a card, determine who takes the trick. To do so, figure out **which color has the most cards in the trick**. The player who played the **highest-ranked card of that COLOR** wins the trick.

Example:

1 Katrin opens the first trick with the 0 (black)

2 Beate must play a black card and chooses the 2 (black).

3 Alexa must also play a black card and chooses the 1 (black).

4 Holger also has to play a black card. He plays the 6 (black).

5 Christian would normally have to play a black card, but he doesn't have one in his hand, so he plays the 42 (green).

Black is the color with the most cards in the trick, and the highest black card played is the 6, so Holger takes this trick.

If two or more colors are tied for most cards in the trick, the player who played the highest-ranked card of any of the tied colors takes the trick.

Example:

- ❶ Holger opens the trick with the 43 (green).
- ❷ Christian must play a green card if he has one but he doesn't, so he may play any card. He plays the 11 (red).
- ❸ Katrin must now play either a red or a green card. She plays the 13 (red).
- ❹ Beate would have to play either a green or a red card, but has neither of those colors in hand, so she plays the 8 (black).
- ❺ Alexa must play a green, red, or black card. She plays the 41 (green).

Red and green are tied for most cards in the trick. Since 43 is the highest number in either of these two colors, Holger takes the trick again.

There is one **exception**, however: The highest value of each suit is called the **Sheriff** of that suit. If a Sheriff card is played in a trick, it "zeroes out" the count for that suit, so that suit will never qualify for trump unless it's the only suit or all suits get zeroed out.



You can easily recognize the highest-ranked card in each color by the fully filled-in scale and the large symbol in the center.

When you take a trick, put all the cards in that trick in front of you in a single face-down pile. Put any other tricks you may take later in **separate** piles, so everyone can easily see how many tricks each player has taken.

On to the next trick, then!

WHO OPENS THE NEXT TRICK?

As a general rule, the player who takes a trick always opens the next one. That player may freely choose which card to play from his/her hand.

END OF A HAND

When you have played all of the cards from your hand, the hand ends. Each player scores 1 penalty point for each trick he/she has taken. Note down everyone's scores for the hand and start the next one by reshuffling and dealing the cards.

THE END OF THE GAME

Keep playing hands until at least one player has reached or exceeded a certain number of penalty points at the end of a hand:

- ♣ 3 or 4 players: 15 points
- ♣ 5 players: 12 points
- ♣ 6 players: 10 points

The player with the **fewest** points wins! If there is a tie, all tied players have won.

Optional Start Rules

After dealing cards, each player chooses two cards from their hand and passes them to the player on their left. In each subsequent hand, pass to one player farther than before (two to the left on the second hand, three to the left on the third, etc). If this would mean passing to yourself, then that round players do not pass cards.

Optional Face Card Rules

Here are some rules variations to mix up the experience a little. These are all alternate ways to use the Face Cards.

Happy Faces

Each Face Card you have won at the end of a hand cancels out one trick you've taken. Recommended for 3 or 4 player games.

Pass the Buck

If you win a trick using a Face Card, you get to choose who leads the next trick instead of being stuck with that responsibility yourself. Recommended for more casual games.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:
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