

# Standoff

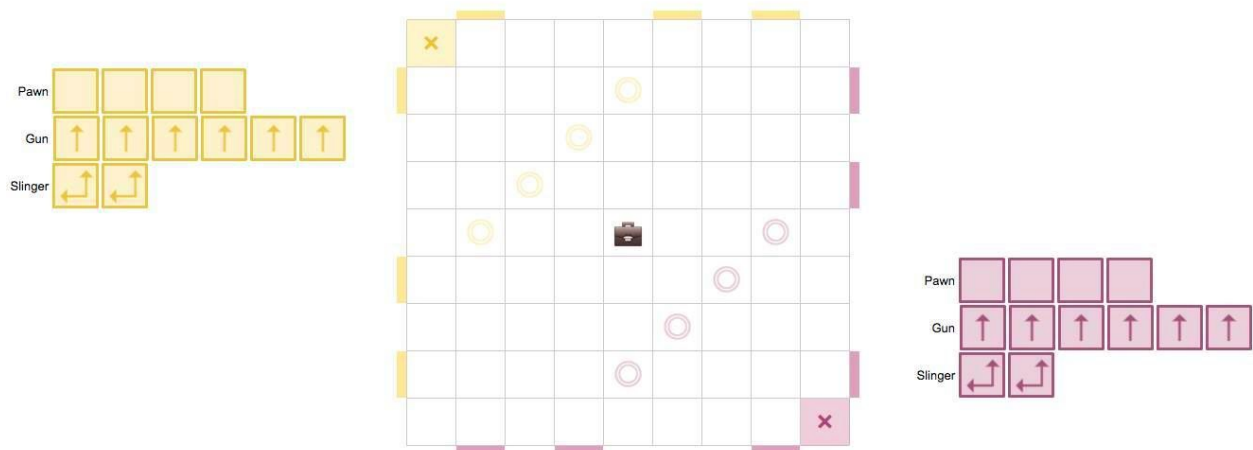
Standoff is a two-player turn-based strategy game played on a 9x9 board. You and your opponent will maneuver armed gangsters around the playing field, with the goal of retrieving the Briefcase and bringing it back to your Drop Zone. You have to be careful though — if a gun goes off, the whole game changes.

## THE PIECES

Each player starts with twelve pieces in their Reserves. As the game is played, these pieces will be deployed onto the board, and some of them will end up in the Graveyard. Pieces in the Graveyard cannot be revived.

There are three types of pieces:

1. **Gun** – Six pieces on each team are Guns, who hold a single gun.
2. **Pawn** – Four pieces on each team are Pawns, who have no gun. Pawns can deploy near the center of the board.
3. **Slinger** – Two pieces on each team are Slingers, who hold two guns at right angles from each other. Slingers cannot carry the Briefcase.



## THE MOVES

On your turn, you must do one of four things:

1. **Move a piece** – Pieces can move one square in any direction, including diagonally. When you move a piece, its direction stays the same. You cannot move a piece to a

square occupied by another piece, and you cannot move a piece into your opponent's Drop Zone. You *can* move a piece to block an opponent's Door.

2. **Rotate a piece** – You can change the direction of one piece, rotating it 90 or 180 degrees.
3. **Deploy a piece** – You can place a new piece from your Reserves onto the board in any direction, on any square adjacent to one of your six Doors. Pawns can also deploy to any of your four Manholes near the center of the board.
4. **Initiate a shootout** – Instead of moving, rotating, or deploying a piece, you can say "Fire!" to initiate a shootout. All the guns on the board go off, and any piece in the line of fire of an enemy gun is moved to the Graveyard.

Strategy Tip: Shootouts usually only happen a few times per game, but all of the strategy revolves around the possibility of a shootout. Try to avoid getting into a position where your opponent could get an upper hand by firing.

Strategy Tip: Initiating a shootout uses up your turn, so you should only fire if it significantly improves your position.

## THE BRIEFCASE

The goal of the game is to retrieve the Briefcase and bring it back to your Drop Zone. To pick up the Briefcase, you simply need to move a piece to the square where the Briefcase is sitting. After this, every time that piece moves, the Briefcase moves with it. Slingers cannot carry the Briefcase — only Guns and Pawns.

If the piece holding the Briefcase is killed in a shootout, the Briefcase stays in that square — it does not return to the center of the board. A piece cannot "drop" the Briefcase unless it is shot.

Strategy Tip: As soon as a player moves the Briefcase towards her Drop Zone — even just one square! — she has a strong advantage. Try to make sure your opponent doesn't get a chance to pick up the Briefcase, or that you're ready to shoot down any piece that does.

Strategy Tip: The Briefcase is the end goal of the game, but it's not always a good idea to rush after the Briefcase right away. If you lose too many pieces in pursuit of the Briefcase, you'll find yourself in a losing endgame.