

Circus Roulette

Start Here!



Choose a team!

Put your **3 Life** face up on the table.
Two lackies, then **you!**



Draw 6 Scheme cards.
Keep these to yourself



A **Pocket** - to sneakily stow your rounds.

4 Hot Casings with **bullets**. For killing!

3 Blank Casings, empty, totally harmless. For suspense!



A **Trophy Stand** to proudly show **Won Casings**!

In the center of the table is placed:



The **Pot** with **6** casings to be won this round.

To start the game, the gun is placed on the table. Play 'spin-the-bottle' to see who holds the gun first!

Reloading

When **reloading**, every player **draws cards** until they have **6** in their hand.

The **gun-holder** places a single round from their **Pocket** into the **gun's cylinder**.

It can be whatever they like - a **Hot** or a **Blank**.

They hand the gun to the player on their right, until the **gun's cylinder** is full.

Feel free to place a round in any open slot.

The person to load the last round can rotate and close the **gun's cylinder** however they like.

Fill the **Pot** with **6** casings to be won this round.

When the **Pot** is **empty**, the gun is emptied into the **Pot**, and the gun is **Reloaded**.

WARNINGS

Unless folks are wearing eye protection, only fire the gun when it is pressed against something.

Don't cock the hammer back until you're **ready to fire**.

Content Warning:

this game is **morose**, **needlessly painful**, and **tasteless**.

Feel free to skip this game.

Shooting, Winning, and Dying

The **gun-holder** takes a casing out of the **Pot** and places it before them. This is what they stand to **win**.

Place the **gun** against your temple, **cock the hammer** and **pull the trigger**.

CLICK - you are **safe**!

You **win the casing**!

Place it into your **Trophy Stand**.

BANG - Ouch! You **lose a life**.

Flip over one **life card**. If it was your last one, your team's out, **you lose**.

You do not win the casing - toss it aside.

Pass the gun to your right. They are now the **gun-holder**, and the cycle repeats.

If you get **6 Casings** in your **Trophy Stand**: **you win**!

If **everybody else is dead**: **you win**!

Scheming

This is where the fun comes in! Each player has **3 cards** in their hand, which they can play **whenever**. The cards may allow you to **shoot at someone**, **win extra casings**, **snoop in other people's stuff**, etc.

Cards are resolved "stack style", allowing you to play your own cards in response to other's cards.

Understanding the Gun

To **Reload**, pull back on the **red cylinder release**.


Push **casings** all the way into the **cylinder**.


After spinning, pull the trigger to ensure the **cylinder clicks into place**.

To **Cock**, pull on the **hammer** until it clicks in place.

To **Fire**, squeeze the trigger.

To **Uncock**, you can hold your thumb on the **hammer**, slowly squeeze the trigger, and lower the **hammer** gently back to rest.

 **Blank Casings** are hollow and totally empty.

 **Hot Casings** have a **bullet** inserted at the casing bottom.

