

## QUICK-START RULES

**High Stakes Drifter™**, an exciting game of betting and bluffing set in the wild days of the Old West, is played using collectable **High Stakes Drifter** cards. These quick-start rules will teach you everything you need to know to begin your first **High Stakes Drifter** game with two players. Once you feel comfortable playing the game using these simplified rules, you can get the full game experience by using the complete rules.

### Starter Set Components

- One rules sheet
- One deck of 54 **High Stakes Drifter** cards
- Two kicker chips
- Marker tokens to represent betting chips
- One “dealer” badge

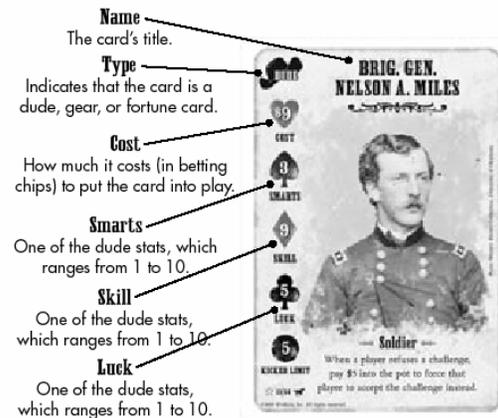
To play using the quick-start rules, you won't need the kicker chips or the complete rules, below.

### Dude Cards

Dude cards represent personalities who challenge each other in shootouts. They are the basic cards in the game—everything else modifies how they interact with each other.

Only those card features that you need for the quick-start rules are described in the illustration below. All other card features are explained in the complete rules.

### Gear and Fortune Cards



Gear and fortune cards represent equipment, lucky breaks, or just plain ol' good planning on the part of the dudes challenging one another. They modify one or more of a dude's stats, or provide some other game effect described on the card itself. Gear and fortune cards must be revealed—face up—in order to have an effect on the game.

### Setting the Scene

These quick-start rules will run you through a simple two-player game, but **High Stakes Drifter** only gets better as more players join in the fun. Both players share the same deck in these quick-start rules, but you can find out more about building your own deck in the complete rules.

The play area is divided into different areas—or zones—into which cards are put. There are six zones: deck, hand, deadwood, stake, saloon, and street. Cards are drawn from the deck into your hand and played into the saloon. Cards that are buried or discarded are placed in the deadwood.

## SUGGESTED DUDE AND GEAR CARD SETUP



*When dudes participate in a challenge, they leave the saloon and move into the street.*

Divide up the betting chip markers so that each player has an amount of chips equal in value. These chips are your stake, which is used to play dude, gear, and fortune cards, as well as to bet on the outcome of challenges.

### Playing the Game

Randomly determine which player will go first; that player draws a hand of five cards, and then the other player does the same. The first player can now play a dude if he or she has one. To play a dude, place it on the table concealed—face down—and place the cost in betting chips on top of the dude card. The dude is now in the saloon.

You do not have to reveal to the other player which cards you are playing face down. That's part of the bluffing aspect of the game!

### Example 1

Sam plays Henry Meek. He puts the dude on the table concealed, and then

puts \$6 (the dude's cost) in betting chips on the card.

Once you have a dude in the saloon, you can play gear cards on it by paying the cost of a gear card and placing it concealed beside the dude it is attached to. The gear card is then also in the saloon.

### Example 2

After having played Henry Meek, Sam decides to play the Plains Saddle gear card on Henry. He puts Plains Saddle concealed beside Henry, and then puts \$2 (the cost of the gear card) in betting chips on it.

You can take up to three actions on your turn, including playing dudes, playing gear cards, and issuing challenges. For the purpose of these quick-start rules, however, you cannot issue a challenge until both players have at least one dude with two gear cards in the saloon.

On your turn, after taking your actions, you may discard any number of cards from your hand and then draw from the deck until you have five cards in your hand.

### Challenges

When you issue a challenge, both players must pay an ante of \$5 into the pot—an area in the center of the table where betting chips being wagered are kept. The challenger must declare which dude is issuing the challenge.

To accept a challenge, you declare which of your dudes will be involved; then the shootout begins. Starting with the player who issued the challenge, each player has a chance to bet that his or her dude will win by placing further betting chips from his or her stake into

the pot. In order to stay in the shootout, the other player must place an equal value of betting chips into the pot. Then each player has a chance to reveal a gear card (on the dude they chose to enter the shootout) by turning the gear card face up and putting the chips on it into the pot. After both players have had a chance to reveal a gear card, there is another round of betting.

### **Example 3**

A few turns into the game, Sam issues a challenge, and both he and Jane put \$5 into the pot. Sam then bets \$10, putting the chips into the pot. Jane wants to stay in the shootout, so she also puts \$10 worth of chips into the pot. Sam now decides to reveal a gear card on his dude, as does Jane. Both of them reveal their gear cards (turning them face up) and put the chips on the revealed gear cards into the pot. Because at least one player revealed a gear card, Sam may choose to bet again.

Once both players have revealed all the gear cards they wish to, and the following round of betting has finished, the player who initiated the challenge has a chance to play a fortune card by paying its cost in betting chips into the pot. Players take turns playing fortune cards until both players choose not to play any more, at which point the dudes are revealed, the chips on them are placed into the pot, and stats are totaled. The dude with the highest stat (either smarts, skill, or luck) after all modifications wins the shootout, and its player adds the chips in the pot to his or her stake.

### **Example 4**

Sam chooses to play the Gotcha Covered fortune card, paying its \$4 cost into the

pot and putting it beside his dude. Jane chooses to play the Fort Up fortune card, paying its \$5 cost into the pot and putting the card beside her dude. Sam doesn't have any more fortune cards, and so he chooses not to play any more. Likewise, Jane is out of fortune cards.

Now both players reveal their dudes and place the chips on them into the pot. Sam reveals Henry Meek, with Plains Saddle and Gotcha Covered revealed on him for a total smarts of 9, skill of 3, and luck of 10. Jane shows Col. Frederick Benteen, with Dazzling Smile and Fort Up revealed on him for a total smarts of 5, skill of 12, and luck of 5. Jane's dude has the highest stat (skill 12), and so she wins the shootout! Jane adds the chips in the pot to her stake.

## **Winning the Game**

For the purpose of these quick-start rules, after the first shootout, total up the value of the chips in each player's stake. Whichever player has the most valuable stake wins the game.

## **COMPLETE RULES**

In **High Stakes Drifter**, players create decks filled with Wild West personalities. By equipping dudes with gear and initiating challenges with opposing dudes, players enter shootouts in an effort to increase their stakes. Playing fortune cards and flipping kicker chips enable players to bet and bluff their way to victory.

## **OBJECT OF THE GAME**

**High Stakes Drifter** is a card game for 2–8 players, who use strategic bluffing and smart betting to maximize their chip gains while minimizing their chip losses. The object of the game is to be the

player with the biggest stake at the end of the game. A game ends when a player cannot cover an ante.

## WHAT YOU NEED TO PLAY

Each player must have the following **High Stakes Drifter** game components in order to play.

**A deck.** Players can use the deck of cards provided in the Starter Set, or they can build their own decks using cards pulled from Booster Packs. In a standard game, each player plays with a deck of 54 cards.

**Kicker chips.** Kicker chips are also considered part of your deck. Kicker chips add the fickle finger of Lady Luck to the game—for better or worse. Each Starter Set contains two kicker chips, and each Booster Pack contains one.

**Betting chips.** Betting chips represent the value of a player's stake. Players can use actual poker chips as betting chips, but if you don't have poker chips, you can also use cardboard "marker tokens" punched out from the marker cards provided in each Starter Set, colored beads, or even unused **High Stakes Drifter** cards turned upside down; each card is printed with an inverted chip symbol in \$1 (white), \$5 (red), \$10 (blue), \$25 (green), and \$100 (black) increments.

In addition, the game requires one badge, which is included in each **High Stakes Drifter** Starter Set (any other item may also be used as a badge). The badge is used to keep track of whose turn it is.

## ZONES IN THE GAME

The play area is divided into different areas—or zones—in which cards and chips are put. There are six zones: **deck**, **hand**, **deadwood**, **stake**, **saloon**, and

**street.** Some zones belong to one player, while others are shared.

### Deck

Each player has his or her own deck. A player's deck includes a face-down pile of cards and a stack of kicker chips. Cards in a player's deck cannot be viewed, and their order cannot be arranged. A player can count the number of cards in a player's deck at any time. A player may view the kicker chips in his or her deck at any time, but not the kicker chips in any other player's deck.

### Hand

Each player has his or her own hand. Cards drawn from a player's deck go into his or her hand. You can view the cards in your hand at any time. Other players may not look at your hand. Any player can count the number of cards in a player's hand at any time.

### Deadwood

Each player has his or her own deadwood. A player's deadwood is where that player's buried or discarded cards and buried kicker chips go. All players' deadwoods begin the game empty. Put buried or discarded cards face up into your deadwood. You determine the order in which cards and kicker chips are put into your deadwood.

### Stake

Each player has his or her own stake. A player's stake contains any betting chips that are not currently being used to bet or to pay the cost of a card. At the beginning of a game, each player's stake contains the same value of betting chips. A player's stake is visible to all players and can be counted by any player at any time.

## Saloon

The saloon is a shared zone where cards and kicker chips go once they are played or put into play; it is visible to all players and begins the game empty. In general, a card must be face up (revealed) in the saloon in order to have an effect on the game. A player can arrange his or her cards in the saloon in any way as long as they remain visible to all players.

## Street

The street is a shared zone where cards and kicker chips go during a shootout; it is visible to all players. In general, a card must be revealed in the street in order to have an effect on the game. A player can arrange his or her cards in the street in any way as long as they remain visible to all players.

## CARD TYPES

There are three primary **High Stakes Drifter** card types.

### Dude Cards

Dude cards represent the dudes who challenge each other in shootouts.



**Rarity Indicator:** The rarity indicator tells you how rare the card is in the set.

- ★ — Common
- ★ — Uncommon
- ★ — Rare
- ★ — Fixed
- ★ — Promotional

### Gear Cards

Gear cards represent equipment, characters, animals, etc. that aid the dude on which they are played.

### Fortune Cards

Fortune cards represent twists of fate that occur during a shootout. Fortune cards can affect dudes, players, and other elements of the game.

### Copy Cards

A miscellaneous card type is the copy card. A copy card is a gear or fortune card that becomes a copy of a card of your choosing in the saloon or street. Copy cards are identified by the phrase “becomes a copy” in their ability text.

A copy card becomes the card it copies in every way. The cost of a copy card remains the same, but it gains all other traits of the card you choose, including the target's name, card type, and ability.

To play a copy card, choose a card in the saloon or street. Pay the copy card's cost and resolve its effects when it enters the saloon or street.

## KICKER CHIPS

Kicker chips are special chips played on dudes, and they come in four different colors: white, red, blue, and green. These colors correspond to different betting

chip values (white=\$1, red=\$5, blue=\$10, green=\$25), even though kicker chips don't cost betting chips to play.

A dude's kicker limit determines the total "value" of kicker chips that may be played upon it. See "Playing a Kicker Chip," on reverse, for more information on the limitations of playing kicker chips on dudes.

Each side of a kicker chip is printed with a modifier (either positive or negative) that applies to one of the three dude stats (smarts, skill, luck). Both sides of all kicker chips in the saloon or street can be viewed by all players at any time.

## SETTING UP

For a standard game, each player begins with a deck of 54 cards. Players can build their decks with any combination of dude cards and other card types. Up to three copies of any one common card, two copies of any one uncommon card, and one copy of any rare or fixed card is permitted in a deck.

Part of each player's deck includes a stack of kicker chips worth \$50. Select chips that will work well with the stat values of the dudes in your deck.

Each player begins the game with a starting stake of \$100. By mutual agreement, you may play a higher-stakes game—just make sure that all players start with stakes of equal value.

Each player shuffles his or her card deck and presents it to the player on his or her right to cut.

Each player then draws a starting hand of five cards. Once per game, when players draw their starting hands, if you have no dudes in your hand, reveal your hand to everyone, discard it into your deadwood, and then draw a new starting hand.

Randomly determine who goes first, and then give that person the badge.

## IMPORTANT GAME CONCEPTS

Before learning about all the things you can do on your turn, familiarize yourself with the following important **High Stakes Drifter** concepts.

### Play

You play a card when you pay its cost and put it into the saloon or street. You play a kicker chip by declaring to all players which dude you'll play it on and then flipping the chip.

**Put into play.** If a card ability says to put a card into play, you put the card into play from your hand without paying its cost.

### Bury

You bury a card or kicker chip by moving it from the saloon or street to your deadwood.

### Abilities

Card abilities have special effects on the game outside of the rules in this rulebook.

**Abilities trump rules.** If an ability contradicts a rule in this rulebook, the ability always takes precedence.

**"Can" vs. can't** If two rules or two card abilities contradict each other, the one that says you "can't" do something supercedes the one that says you "can" do something. For example, if a player plays a fortune card that says "no dudes may be reinvested after this shootout," then no dudes may be reinvested after the shootout—even if one of them has an ability that says it must be.

**Impossible actions.** If an ability or portion of an ability indicates that a

player take an impossible action (such as to “play a kicker chip” if you have no kicker chips in your deck), ignore the ability or portion of the ability that indicates the impossible action.

### **Revealed Cards**

A card is revealed when it is face up in the saloon or street. You reveal a face-down card by turning it face up. All of a card’s printed characteristics come into effect when it is revealed.

### **Concealed Cards**

A card is concealed when it is face down in the saloon or street. You conceal a revealed card by turning it face down.

In general, a concealed card has a limited effect on the game. It is considered to have no name, faction, stats, kicker limit, set symbol, or rarity indicator. It is also considered to have no ability text. Some cards, however, have abilities that produce effects when they are revealed. If a card has an ability with the phrase “If this card is concealed,” you may use that ability even if the card is concealed.

### **Pot**

The center of the table where betting chips are placed during a shootout.

### **Betting Round**

A round of betting occurs at the beginning of a shootout and after each series of gear cards is revealed. A betting round ends when each player in the shootout calls the last bet.

### **Bet**

A wager placed by a player with a dude in a shootout by moving betting chips from his or her stake to the pot.

**Check.** A bet of \$0. A player may check if no player before him or her in the betting round has bet.

### **Call**

To call a bet, you must match the amount of the current bet (less anything you’ve already bet that shootout) and put that value of betting chips in the pot. If each player still in the shootout calls the last bet, the betting round ends.

### **Raise**

To raise a bet, you first call the last bet and then bet additional betting chips. This extra amount is called the raise. Only three raises are allowed per betting round.

### **Fold**

If you fold, you drop out of the shootout. Put the betting chips on the dude you chose for the shootout into the pot; you lose your ante and all other chips you contributed to the pot, and you must bury all revealed gear cards on your dude.

### **All In**

If you ever bet your last betting chip, you are all in. When this happens, you may continue to take part in the shootout, even though you cannot contribute any more betting chips to the pot. Players who are all in may play fortune cards without paying their costs.

### **Making Change**

If you need change for betting chips at any point in the game, first try to make change from the pot. If that’s not possible, the other players must make change for you, if able.

Players cannot loan, spot, or give chips to each other.

## TURN SEQUENCE

On your turn, you may take three actions. Each action can be used to do one of the following four things, in any order you choose. You may repeat the same action.

- Play a dude.
- Play a gear card.
- Play a kicker chip.
- Issue a challenge. You cannot take any more actions on your turn after you issue a challenge. A challenge cannot be issued on any player's first turn.

### Ending Your Turn

At the end of your turn, you can discard any number of cards and then draw cards from your deck to refill your hand (five cards in a standard game). If you have more than five cards in your hand, you must discard down to five. If your deck runs out of cards, return any kicker chips in your deadwood to your deck and reshuffle the cards in your deadwood to make a fresh deck. Then continue to draw cards as required.

Pass the badge to the player on your left to end your turn.

### Playing a Dude

You play a dude card by putting it into the saloon either revealed or concealed and placing a value of betting chips on it at least equal to its cost. If played revealed, a dude's cost is reduced by \$1. If played concealed, for bluffing purposes you may place more betting chips on it than its cost indicates, but you risk losing the extra chips if the dude loses a shootout.

### Playing a Gear Card

To play a gear card, choose one of your dudes in the saloon to play it on, put the gear card either revealed or concealed below the dude on the table, and place a

value of betting chips on it at least equal to its cost. If played revealed, a gear card's cost is reduced by \$1, but you lose the opportunity to bluff with it and initiate a round of betting with it during a shootout. If played concealed, you may place more betting chips on it than its cost indicates, as with dudes.

**Playing abilities as gear cards.** Some dudes have an ability that begins with the  symbol. This ability can be used whenever a gear card can be played. Using the ability requires one of your three actions for the turn.

### Playing a Kicker Chip

To play a kicker chip, select a kicker chip in your deck and declare a dude to play it on—either one of your dudes or an opponent's dude. Flip the chip; the modifier on the side of the chip that lands face up is applied to the associated stat of the dude.

**Kicker limit.** If a dude is revealed, you may not play a kicker chip on it that would cause the total value of all kicker chips on that dude to exceed its kicker limit. Any value of kicker chip may be played on a concealed dude, but there is one catch: When that dude is revealed, if the total value of kicker chips on it exceeds its kicker limit, bury all kicker chips on the dude.

## ISSUING A CHALLENGE

Challenges and the resulting shootout are how players increase their stakes. The player who issues the challenge is called the challenger. When you issue a challenge, every player must ante into the pot. In a standard game, the ante is \$5.

Once all players have thrown in their ante, the challenger declares the contested stat (the stat on which the shootout is based): smarts, skill, or luck.

The challenger moves one of his or her dudes from the saloon to the street. Then, starting with the player to the challenger's left, each player must either accept or decline the challenge.

If you accept the challenge, move one of your dudes to the street. This dude enters the shootout.

If you refuse the challenge, keep your dudes where they are, but you have no chance to win the shootout and you lose your ante.

After all players have had the opportunity to accept or refuse the challenge, the shootout begins. All players in the shootout put the betting chips on their revealed dudes and revealed gear cards in the shootout into the pot.

If no other player accepts your challenge, the challenge ends and you win all the betting chips in the pot.

## **Betting**

During a shootout, there may be several rounds of betting, but there is always at least one betting round at the beginning of the shootout.

Each betting round starts with the player whose dude is currently showing the highest value of the contested stat (including any modifiers from dude abilities, kicker chips, gear cards, etc); this player is the lead bettor. If there is a tie for the lead bettor and the challenger is one of those tied, the challenger is the lead bettor. Otherwise, the lead bettor is the tied player sitting closest clockwise to the challenger. The lead bettor is determined at the beginning of a shootout, and each time after a card is played or revealed during a shootout.

The lead bettor has the first opportunity to bet or fold. To place a bet, take chips from your stake and put them into the pot.

The bet proceeds clockwise from the lead bettor, and each player involved in the shootout must either call the bet, raise, or fold. A player who folds may reinvest his or her dude (see "Reinvesting," below). The betting goes around the table until the last bet is called or all but one player folds.

## **Revealing Gear Cards**

After each round of betting, each player in the shootout may reveal one concealed gear card attached to his or her dude in the shootout. Starting with the lead bettor and proceeding clockwise around the table, each player announces the one gear card (if any) he or she will reveal and moves any chips on that card to the pot, and then all players reveal those cards at the same time.

A round of betting follows each time one or more players reveal gear cards. If you choose not to reveal a gear card after a betting round, you can still participate in each betting round, but you cannot choose to reveal gear cards for the remainder of that shootout. Once all players choose not to reveal a gear card after a betting round, the opportunity to reveal gear cards ends and there are no more betting rounds.

## **Playing Fortune Cards**

Once all players in a shootout have passed the opportunity to reveal gear cards, they take turns playing fortune cards from their hands.

The lead bettor chooses first whether he or she will play a fortune card or pass. The choice to play a fortune card proceeds clockwise around the table, with each player playing a fortune card or passing until all players pass in succession.

To play a fortune card, pay its cost in betting chips into the pot, reveal the

fortune card to all players, place it next to your dude in the street, and resolve its effects.

If you don't have enough chips to pay a fortune card's cost, you may go all in. This enables you to play fortune cards the remainder of the shootout without having to pay their costs.

After all players have passed on playing a fortune card, the showdown begins.

**Playing abilities as fortune cards.** Some cards have an ability that begins with the  symbol. This ability can be used whenever fortune cards can be played, by the player who controls the card.

## The Showdown

Any player with a concealed dude at showdown reveals it and puts the betting chips on that dude into the pot. Then compare the total value of the contested stat of all dudes at showdown. Be sure to include effects that might modify a dude's stats, such as kicker chips, gear cards, etc. Any dude with the highest contested stat wins the shootout. All other dudes in the showdown lose the shootout.

The winner of the shootout wins the pot. If two or more players tie for the win, split the pot evenly among them. If the pot cannot be split evenly, any extra betting chips go to the challenger (if the challenger is still in the shootout) or to the first tied player to the challenger's left.

Bury all fortune cards that are in the street. If you lost the shootout, bury your dude and any gear cards and kicker chips on it. If you had concealed gear cards on your dude, return the betting chips on them to your stake.

A winner of a shootout buries all revealed gear cards on his or her dude,

and then that player has the chance to reinvest his or her winning dude. If a winning dude is not reinvested, bury it and any concealed gear cards and kicker chips on it.

Return any remaining reinvested dudes to the saloon.

Players then draw from their decks until they each have a hand of five cards.

## Reinvesting

If you win a shootout or fold, instead of burying your dude, you may move it from the street back to the saloon; this is called reinvesting. To reinvest, put betting chips equal to the dude's cost on it in the saloon. Remember: Because the dude is already revealed, you pay \$1 less than its printed cost. Any kicker chips and/or concealed gear cards stay on a reinvested dude.

## Challenge Sequence

Use the following sequence to resolve a challenge.

### 1. Issue a Challenge

- All players ante into the pot.
- The challenger declares the contested stat (smarts, skill, or luck) and moves a dude to the street.
- Each player chooses to accept or decline the challenge. If you accept, move one of your dudes to the street.
- All players in the shootout put the betting chips on their revealed dudes and revealed gear cards in the shootout into the pot.

### 2. First Betting Round

- Starting with the player with the highest value in the contested stat (the lead bettor), all players bet, fold, or call.
- Betting goes around the table until the last bet is called or all but one player folds, ending the betting round.

### 3. Reveal Gear/More Betting Rounds

- Starting with the lead bettor and proceeding clockwise around the table, each player announces one gear card he or she will reveal (if any) and moves any chips on that card to the pot, and then all players reveal those cards at the same time.
- Once you choose not to reveal gear, you may not reveal gear for the rest of the shootout.
- A betting round follows each time gear is revealed.
- Once all players choose not to reveal gear cards, there are no more betting rounds.

### 4. Play Fortune Cards

- Starting with the lead bettor, each player may play fortune cards in the street.
- Once all players choose not to play a fortune card, no more fortune cards may be played.

### 5. Showdown

- Any dude with the highest contested stat wins the shootout. All other dudes in the showdown lose the shootout.
- The winner of the shootout wins the pot.
- Bury all fortune cards that are in the street. If you lost the shootout, bury your dude and any gear cards and kicker chips on it.
- A winner of a shootout buries all revealed gear cards on his or her dude, and then that player may reinvest his or her winning dude.

## VARIANT RULES

Players are welcome to create their own rules for playing **High Stakes Drifter**, or they can use the following suggested variants. Because many of these variants encourage you to consider different

ways to build your deck, all players in a game should agree on which variant or combination of variants they will play prior to deck building.

Players may combine variant rules any way they choose. All variants use the rules of the standard game, except as noted in each variant's description.

### Cold Hands

In this variant, each player's initial draw of five cards is his or her hand for the first shootout. After the initial draw, all players ante, and then each has a turn to take three actions to play dudes, gear cards, or kicker chips. After each player has had a turn, the player with the badge issues a challenge. At the end of the shootout, all cards in the street are buried, and any cards in hand are discarded. Each player draws a new hand of five cards, and the badge is passed to the next player to the left. Repeat this process until a winner is declared.

### Deuces Wild

Players may include up to two copies of each card in their decks, no matter the rarity.

### Draw

Each player brings six High Stakes Drifter Booster Packs, from which all players "draft" decks.

Players are seated in drafting "pods" of roughly equal size (between two and eight players per pod). Each player opens one Booster and keeps the kicker chip. Each player then chooses a single card from the contents of his or her Booster, and then passes the remaining cards to the pod member to his or her left. Each player then selects one card from the cards passed to him or her, and

then passes the remaining cards to the pod member to his or her left, and so on. Once all cards have been chosen from a round of Boosters, each player opens another Booster and repeats the process, switching the direction the cards are passed each time a new Booster is opened. Once all Boosters have been opened and all cards drafted, players use the 54 cards and six kicker chips they drafted as their decks.

### **High-Low**

Any dude with the highest value of the contested stat and any dude with the lowest value of the contested stat tie for the win of each shootout. All other dudes in the showdown lose the shootout.

### **Last Man Standing**

Play continues until only one player has chips remaining in his or her stake.

### **Lowball**

Any dude with the lowest contested stat wins the shootout. All other dudes in the showdown lose the shootout.

### **On Your Lonesome**

Players may include no more than one copy of each card in their decks, no matter the rarity.

### **Riding Shotgun**

Any time a player moves a dude into the street, he or she may put a dude into play in the saloon.

### **Stud**

Each player opens six **High Stakes Drifter** Boosters and uses the contents to construct a deck. There is no limit to the number of copies of any one card that a player may have in his or her deck, nor

is there a limit to the value of kicker chips that may be in a player's deck.

### **Tombstone**

In this variant, there can be only one copy of any given dude revealed in the saloon or street at any time. If a particular dude is already revealed in the saloon or street, and another dude with the same name is later revealed in the saloon or street, the dude that was revealed second is buried.

If two or more copies of the same dude are revealed simultaneously during a showdown, all copies are buried. If this leaves no dudes in the challenge, the pot is added to the pot for the next challenge.

### **Tres Amigos**

Players may include up to three copies of each card in their decks, no matter the rarity.

### **Whirlwind**

Players may take any number of actions on their turns, but they may still issue only one challenge per turn. The first player may take only three actions on his or her first turn.

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**Playtest Coordinator**

Julie Haehn

**Playtesters**

David Blizzard, Kelly Bonilla, James  
Chott, Jen Clark, John Fiore, Kelly  
Haithcock, Steven Hoefler, Scott  
Hungerford, Seth Johnson, Leslie Ku,  
Scott Magner, Mike Mulvihill, Chris  
Myers, Garth Parker, Ethan Pasternack,  
(Dave) Evan Peterson, Chris Powers,  
Tony "Merciless" Rivera, Gus Schultz,  
Sharon Turner Mulvihill, Mark Tuttle,  
Brook "The Kid" Willeford, Tanya  
Zambrowsky, and Rene Zelada

**Approved Play**

James Carrott, James Chott, Leslie Ku,  
Scott Magner, and Tony Rivera

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