

## High Stakes Drifter Shootout Guide

### When Can I Bet?

#### 1. Challenge!

- All players ante \$5.
- After all players ante, the challenger declares the contested stat (smarts, skill, or luck). Each other player either accepts or declines the challenge. Then the shootout begins!
- If a player accepts and his or her dude or any of its gear is face up, put the betting chips on all those face up cards into the pot; leave chips on face-down dudes and gear.

#### 2. First Betting Round!

**Starting with the lead better, all players may bet, check, fold, or call.** The lead better is determined by the player with the highest value in the contested stat. The betting round ends when all players have checked or called. The lead bettor may change from round to round.

#### 3. Reveal Gear Round!

- Each player in turn, starting with the lead bettor, chooses whether to reveal one piece of concealed gear cards. Place the betting chips on a revealed gear card into the pot. All players reveal their chosen gear cards at the same time. There can be multiple rounds of revealing gear cards, but once a player passes on revealing gear, he or she may not reveal gear for the rest of the shootout.
- Each time players reveal gear, **starting with the lead better, all players may bet, check, fold, or call.** This betting round ends when all players have checked or called.
- These two steps repeat until all players have passed on revealing gear. Once no more gear is revealed, the revealing gear round is over.

#### 4. Fortune Round!

At this point, players may play fortune cards, but betting has concluded. A player in a shootout may not fold at this point. Once all players have passed on playing fortune cards, there is a showdown. All players in the showdown reveal their dudes and put any betting chips still on their dudes into the pot, and the player with the total highest value of the contested stat wins!

### ANATOMY OF A HIGH STAKES DRIFTER CARD

