

Loose Triggers, Smoking Barrels

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(For four or more players)

The heist went off without a hitch. But now the tough part; dividing the loot. And with this crowd of toadies and weasels, things are about to get ugly.

OBJECT:

Make sure you and your Pal get the most loot. Oh yeah, and don't get killed.

THE GAME:

Everyone is a member of a gang that has just pulled off a big heist. And now, back at the safe-house, it's time to divide the loot. At the start of the game, each player is assigned a random Alias name and a random Pal (another player who he wants to help). At the end of the game, players are ranked by having the most loot, followed by the order in which they have died. A player's score is determined by adding up the player's rank plus the rank of the player's Pal.

COMPONENTS:

The deck of Loot cards (which show Cash value, or certain valuable Relics which increase in value as players collect sets).

The deck of Action cards (which show various actions a player can take).

Character cards in two different flavors: Alias and Pal.

The Bagman card.

Wound markers.

You will have to supply a pad of paper and pencil for adding up the final score.

QUICK RULES (Important highlights):

Assign everyone an Alias, and a secret Pal. Pals are other players in the game (based on their Aliases). One player is randomly assigned to be the Bagman.

Each player gets 1 BANG!, 1 DUCK!, 1 GRAB! and 1 random Action card to start.

The Bagman reveals Loot cards, equal to the amount of players. One Loot card at a time, he gives the Loot in any way he chooses to the players.

At any point, a player may start a "Discussion" by pointing his gun (his finger) at another player. Other players may join in.

After players have joined the Discussion, and have determined their Targets, all players in the Discussion select an Action from the hand.

Actions are resolved in numerical order as shown on the cards.

If a player has collected 4 Wound counters, the player is dead and out of the game.

When all Loot has been given out, or if only one player is still alive, the game is over.

Players are ranked according to how much Loot they have, and in the order in which they were killed.

A player's score is based on the player's rank and his Pal's rank.

GAME SETUP:

Setting Up and Determining Characters:

The players must determine their Aliases (Aliases are names of birds), and who their Pals are. This is done in the following method, and should assure that each player will be randomly assigned a different Alias and Pal.

(Ultimately, you could simply randomly deal out an Alias to everyone, and then continually deal out Pals until everyone has a Pal that is different. But this method should produce the desired result of everyone having an unmatched Alias and Pal card.)



Joey Buscemi says: If the job goes bad, AND IT BETTER NOT... I wanna make sure that it's impossible to trace us back to the job. Therefore, your real names don't exist. You will not divulge your real name, what you do for a real schmuck job, how many kids you have, no personal information whatsoever. From now on, you will only call each other by the names I give you. That's how we run business. No questions asked, no answers given.

There is an Alias and Pal card for each named character in the game. Divide up these cards into small stacks; each stack contains the Alias and Pal set for each character. Randomly give each player one stack randomly. THESE CARDS WILL NOT BE THE PLAYERS FINAL CARDS!! You will be using them to create new stacks of mixed cards. Discard the remaining extra stacks if you do not have enough players to play with all the characters.

Each player looks at his cards, and places his Alias card face-down on the table somewhere in the middle of the table. Each player MUST remember which card is his. Do not move these cards; you will be creating new stacks on top of these cards.



Joey Buscemi says: All crooks in a gang have their one other member that they can trust, their best buddy, or possibly someone who's saved their life in a previous encounter. These are the ones you trust more than family; this is your Pal.

Now, each player will take his Pal card. With the Pal face-down, each player must choose an Alias card to place it on by holding the Pal card over the desired Alias card. Players CANNOT place his Pal card on the Alias card that he placed down. This can be done in a somewhat freeform fashion, as long as only 1 Pal is placed on each Alias. However, If a player is left with his only choice as placing his Pal over his previously played Alias card, then someone else must volunteer to swap with him.

Once all players have chosen to place their Pal on an Alias card, then all players may drop their Pals on the Alias cards.

Give one player the Bagman card through any random means. He becomes the Bagman.

All players except the Bagman close their eyes, or turn around, or leave the room. The Bagman randomly rearranges the stacks on the table. The other players then come back to the table, and while the Bagman isn't looking, each player randomly chooses a stack. The Bagman then takes the remaining stack.

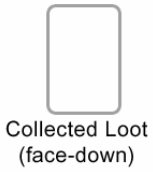
Players now look at their cards. If a player has a condition where his Pal and Alias are the same character, then someone did something wrong!! The player with the matching cards should reveal this to the table, and the whole process should start over again. But if all players are happy that the Alias and Pal cards have different character names, then everything is golden, and the game can continue.

All players should turn their Alias cards face up, and leave it in front of them for all players to see. Players keep their Pal face-down in front of them; they should additionally look around the table and find out who their Pal is. But they need to keep this information secret, if possible.

Joey Buscemi says: You gotta watch your back. I mean, just because you have Whitney as your Pal, he probably doesn't really think of you as the same. Just think about that for a moment and let it settle in.

The Rest of the Set-up:

Shuffle the Loot deck, and place it face-down.



Shuffle the BANG!, DUCK!, and GRAB! cards independently of each other, and give each player one random BANG! card, one random DUCK!, and one random GRAB! These cards are kept hidden from the other players. All players start with 4 Action cards.

Shuffle the remaining cards in with the rest of the Action cards. Deal out one extra Action card to each player.

Place the Action deck face down in the center of the table.

Joey Buscemi says: You gotta stay on your toes. You have to keep your eye on everyone.

In front of each player, there should be a small area dedicated to showing his Alias card, his face down Pal card, and his stack of collected Loot. In his hand, he will keep all of his Action cards.

THE GAME:

The Bagman:

Joey Buscemi says: The Bagman is the guy assigned to paying off everyone. You gotta be careful with the Bagman; he's the one who touches every dollar. In fact, you want to be the Bagman if possible. Well, unless you're the careless type, which will get you killed, or your team has a bunch of guys who peg you as a weasel, which will also get you killed.



The Bagman is the one who will divide up the loot and give it to all the players. Under certain circumstances, there will be “Discussions” about who the Bagman should be, and the role will move to a different player. Discussions are talked about later.

If there are no Loot cards displayed on the table (as opposed to still in the deck), the Bagman draws off the top cards one at a time from the Loot deck and places them on the table.

The amount of cards he takes off is equal to the amount of players that are still alive in the game.

When placing the cards on the table, he places them face-up or face-down in accordance with the following rule:

If there are 4 or more players still in the game, two of the cards drawn from the Loot deck should be kept face down. If there are 2 or 3 players left, only 1 card should be left face down. All other cards should be drawn face up.

EXAMPLE:

For 2 players, one face-up card and one face-down card are drawn to the table.

For 3 players, two face-up cards and one face-down card are drawn to the table.

For 4 players, two face-up card and two face-down cards are drawn to the table.

For 5 players, three face-up cards and two face-down cards are drawn to the table.

For 6 players, four face-up card and two face-down cards are drawn to the table.

Only the Bagman can look at the face down cards at this time. He is not required to reveal the value of the face down cards; he may lie about the value if he wishes.

The Bagman now divides the Loot on the table anyway he sees fit by handing one card at a time, to any player (even to himself). He may wish to give all cards to one player, or divide them nicely. It's entirely up to him to decide how he wants to divide the loot.

When a player collects a Loot card from the Bagman, he can look at it, but all Loot cards should be piled face down in a stack in front of him. At any time, the player may look through all of his Loot. Sure, he may ask to see other player's stacks of Loot, but they do not have to comply, and can simply lie about what they currently have.

After all Loot cards displayed on the table have been given to the players, the Bagman starts the process (displaying the correct amount of Loot cards off the deck on to the table in the correct face up/face down order) over again.

The game ends:

Once all Loot has been dispersed among the players, the game is over.

And that's pretty much the game; the Bagman disperses the Loot, and whoever has the most cash wins. It's that easy!!

Well.....until someone doesn't like the way the Loot is being distributed. Which leads us to the next chapter...

Discussions:

Joey Buscemi says: Sometimes, it might look like you aren't getting a piece of the action that you deserve. You know, like someone is taking a chop. Usually, these kind of disagreements can be settled with a little persuasion, if you know what I mean.

A player may not like the way the money is being divided, or maybe he just doesn't like the way another player is looking at him. Anyway, at any point in the game, a player can start a **Discussion**, which stops the Bagman from dividing up the Loot until the Discussion is resolved.

A player starts a Discussion by pointing his gun (his finger) at any other player. This player starts a **Countdown** by counting down slowly "3...2...1...0." A Player who is counting down can NOT change his target.

Any player who is pointing at someone else is called **Gunner**; the player he is pointing at is called a **Target**. It should be noted that it is possible, and in fact expected, that a player can both be a Gunner and a Target from other players. The Bagman is not special in this regard, as he can be a Gunner and /or Target at any time; the Bagman is just the player who is assigned to divide the Loot.

Joining a Discussion:

Any other player may join in the Discussion by pointing to any player before the Countdown stops. The old Countdown stops, and this new Gunner starts a new Countdown.

Once a player has joined a Discussion, they cannot leave the Discussion (by putting their "gun" down).

Changing Targets:

As stated above, a Gunner who is calling out the Countdown cannot change his Target. However, any Gunner who is NOT counting down can change his aim to a different Target. Much like when a new Gunner joins a Discussion, the old Countdown stops, and the last player to choose a new Target starts the Countdown and is "locked out" from changing Targets.

Simply put, the last Gunner join a Discussion or to change Targets starts a new Countdown and cannot change Targets.

Once a Gunner has hit 0 in the Countdown, no other players may join the Discussion, and Gunners cannot change their Targets.

After the Countdown:

All Gunners (not Targets) in the Discussion select one of their Action cards from their hand.

Remember, Targets may also be Gunners. It is very likely that two Gunners will be each other's Target!

Reveal and Resolve Actions:

All selected Actions are revealed simultaneously. Actions are resolved in order (lowest to highest value), based on the number on the card in the upper right corner.

In general, all BANG! cards are resolved first, which can potentially start a chain of events around the table if multiple BANG!s are played. Following the BANG! Actions are all unused GRAB! , DUCK! , and CROSSFIRE! cards.

Sitting Ducks:

If a player is a Target and they do not have a played Action card in front of them, they are called a **Sitting Duck**. This can happen in three cases:

- One, if a player does not join a Discussion and he is being Targeted by one or more Gunners.
- Or two, if he discards a DUCK! card from a BANG! card Targeting him.
- Or three, if he discards a BANG! card after resolving the BANG! action.

Action Card Overview:

Possible Action cards and their resultant actions are as follows:

BANG! cards allow you to shoot at another player, possibly giving him a Wound counter, possibly taking a Loot card from him, and taking the Bagman card.

DUCK! cards allow you to perform a Duck Action. A Duck Action allows you to avoid getting a Wound counter from the first BANG! card Targeting you. Also, a DUCK! lets you draw 2 new Action cards.

GRAB! cards allow you to perform a Grab Action. A Grab Action allows you to take 3 cards. The cards can be from the Loot cards (displayed on the table or from the Loot deck) or from the Action deck. The three cards can be any combination of each. Incidentally, you still can be wounded by BANGS!

CROSSFIRE! Cards are specialized cards that are useful when a player is especially feeling the heat. It prevents a player from getting Wound counters and “awards” each Gunner who fired at this player with a Wound counter.

IN THE FIRE! If a player feels like he is going to get taken down, in a last ditch effort, he can throw all of his Loot into a fireplace. Also, a player may discard IN THE FIRE! with a random Loot card from their stash to draw 2 new Action cards, if a Discussion is not currently taking place.

BANG! Actions:

BANG! cards are resolved first, starting with the Gunner who played the BANG! with the lowest value. Gunners who have played a BANG! have fired a bullet at their Target.

A bullet misses its Target (and nothing happens) if:

..The Targeted Player Played a DUCK! Card:

The Target player draws 2 cards from the Action deck. Discard the DUCK! card. The Target becomes a Sitting Duck for future BANG! cards in this discussion.

..The Targeted Player Played a CROSSFIRE! Card:

The Gunner who targeted this player gets 1 Wound counter if there are additional players targeting the Target. Do not discard CROSSFIRE! at this time.

Otherwise, the bullet hits its Target, and the following things happen:

The Target gets 1 Wound counter.

If the Target is a Sitting Duck, then the Gunner gets to look through the Target’s stack of Loot, and select 1 Loot card.

If the Target is not a Sitting Duck, then the Gunner selects 1 random Loot card from the Target’s Loot stack.

Additionally, if the Target is the Bagman, and the bullet hits:

The Gunner MAY take one Loot card that is displayed on the table (not in the Loot deck).

The Gunner MAY take the Bagman token.

Discard the BANG! card. You are now a Sitting Duck.

GRAB! Actions:

After BANG! actions, GRAB! actions are resolved. The player discards the GRAB! card, and draws three new cards. These new cards can be any combination of Loot or Action cards. Action cards can be drawn off the top of the Action deck or off the top of the Action discard pile. Loot can be drawn from the top of the Loot deck, or from any face-up or face-down card currently displayed on the table (but not in a player’s Loot stash).

DUCK! Actions:

If a player still has a DUCK! card in play after all BANG! cards are resolved, the player simply discards the DUCK! card and draws 2 new Action cards from the Action deck.

CROSSFIRE! Actions:

Discard the CROSSFIRE! card and draw 1 new Action card from the Action deck.

IN THE FIRE! Actions:

If a player has received 4 Wound counters, all of his Loot is discarded immediately. Otherwise, simply discard this card.

If a discussion is not taking place, a player may discard 2 Loot cards from his Loot stack and the IN THE FIRE! card to draw 2 new Action cards.

A Few Notes about Action Cards:

After all Actions have been resolved, everyone needs to discard their just-played Action card, if they have not done so already. Only the BANG! and DUCK! cards need to be immediately discarded when used (with shooting and ducking a shot respectively)

Just because a player is a Gunner, that doesn’t mean he can only play a BANG! card. He may select DUCK! to avoid getting shot at from another player, or a GRAB! as a way to draw more cards, for example.

If a player has COMPLETELY run out of Actions Cards, the player may draw 2 new Action cards. This occurs once all Discussions have been resolved.

If the Action deck becomes depleted, shuffle the discarded Actions together, and create a new face-down Action deck.

A Few Notes about Wounds and the Dead:

If a player has acquired 4 Wounds, that player is dead, and out of the game. The player who gave the dead Target his final wound collects all of the dead player's Loot (unless the Target played IN THE FIRE! in which case the killer gets nothing). Also, if the dead Target is the Bagman, the Gunner becomes the new Bagman and takes the Bagman card.

If a player collects 4 Wound counters, even though he is dead, if he played a BANG! card, he still gets the shot off. The dead player, however, collects no Loot or gains nothing additional aside from the satisfaction of possibly handing out a Wound counter with his dying breath.

Keep track of the order in which players have been killed off. The order in which people have been killed is used for scoring.

In the case of a death due to a CROSSFIRE! the Target who played the CROSSFIRE! Card collects the dead player's Loot. Additionally, if the Bagman dies due to a CROSSFIRE! the player who played the CROSSFIRE! collects the Bagman token.

A Note About Many Guns, One Target:

If a Target played a DUCK! and is the Target of multiple BANG!, the Target is protected from the Wound by the first BANG!, collects his new Action card, and then discards the DUCK!. At this point, he is now a Sitting Duck for further BANG! cards. In thoeer words, DUCK! only protects the Target from one BANG!

After the Discussion:

If a situation occurs where the Bagman dies, and no one has played the right card to claim the Bagman Token, then the players must decide for themselves on who the Bagman should be. Players can elect the player they want to be the Bagman, or one player can simply claim it as their own. Any player who disagrees with the results may start a Discussion, which places the Bagman card back in the middle of the table.

At the End of the Game:

If one player survives the carnage, and all other players are dead, the survivor is the declared the winner (with a lot of blood on his hands).

Otherwise, when all of the Loot has been passed out to the players, the game is over. Surviving players reveal their Loot, and add up the total value, in cash, of their stash.

Most Loot cards show cash values; those are easy to add up. However, there are 4 sets of precious artifacts that increase in value as a player owns more of the set. These values are displayed on the appropriate Loot cards. It should be noted that the values shown are for the entire set of cards, and not on a per card basis.

EXAMPLE: Chuck has 3 Jewels of Shanghai. He can add \$650 to his total cash amount. He does NOT add \$650 for each Jewel; he only adds the \$650 for the full set.

Finally, all players are given a rank, based on a number of 1 to X, with X being the number of players. X is the best rank you can have, 1 is the worst. This rank is based on, the cash value of all the Loot a surviving player has, followed by the order in which dead players were killed.

The player with the most Loot gets the top rank, and it's all downhill from there!

The player who was killed first gets a rank of 1. The second player killed (if any) gets a rank of 2, etc.

Additionally, the player who has the most cash at the end of the game gets a bonus +1 point.

For example, you could wind up with the following rankings:

RANK	PLAYER	
5 (+1)	Steve	\$25,000 in loot
4	Mia	\$18,000 in loot
3	Joe	\$6,000 in loot
2	Nancy	Killed second
1	Dwight	Killed first

Based on these rankings, a player gets a total score. Each player adds up the rank of himself plus the rank of his pal.

Examples:

Steve, his Pal is Nancy: 5(+1) + 2 = 8 TOTAL SCORE.

Mia, her Pal is Steve: 4 + 5 = 9 TOTAL SCORE

Joe, his Pal is Mia: 3 + 4 = 7 TOTAL SCORE

Highest total score wins the game. Ties are broken by who has the highest Loot amount.

Designer Notes in a Random Haphazard Fashion:

This game is sort of based on the idea of trying to make a ‘realistic’ version of dividing up Loot from a crime movie. I had read the rules of another game around this concept, and while it sounds like fun, and apparently it is, I was somewhat disappointed by the very structure of the game itself, in that it didn’t feel very natural to how a “divide the loot” scenario would play out (or at least how I imagined it would work).

And so, this game has a very loose structure; as stated in the rules, a very crafty Bagman could easily probably dish out the Loot through an entire game without a single gun being raised. In fact, I really hope that someone, somewhere can pull it off! It should be noted that a player’s final score isn’t really about running away with all the cash with his Pal while leaving the rest of the gang penniless; he just needs to be one dollar higher than second place to grab first. So, if a Bagman can make everyone feel like they are truly getting a fair share, and that he is their Pal, most likely, there will be very little bloodshed.

Early on in the design, in addition to being assigned a Pal, you were also assigned a random Weasel. This was a player who you wanted to see dead as quickly as possible, as his ranking subtracted from your total score. This seemed awfully mean in hindsight, when thinking about how the game would play out. It definitely would increase the bloodshed; I’m not sure any game would come to a conclusion that wouldn’t end with one single player well-ventilated by bullet holes.

And really, without the Weasel, you still have Weasels; they are just the other player’s who aren’t your Pals. But it’s tempered quite a bit without having the penalty Weasel affecting your score.

One of the things I’ve fought with is trying to create a reason to want to start a firefight. And part of this, I figured out, was that I had to give player’s a desire to do it. Simply giving out hard cash loot probably wasn’t going to be the answer, I decided, as a good Bagman could probably talk his way through that. Hence, the idea of set collection Loot cards were born. While anyone can see and understand the value of hard cash, the set collection cards created a nice variable value to each card depending on what a player had. The Bagman needs to be a little more clever now when pawning off that first \$50 Jewel to someone while handing over \$1000 check to someone else: “Don’t worry, I’ll give you the full set when we get to it.”